

Key Vocabulary

Aesthetic	How an object or product looks.
Assemble	To put parts together.
Book sleeve	A protective cover for a book to keep it from getting damaged.
Design criteria	To help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Fastening	Something that holds two pieces of material together securely or shuts something, such as buttons, zips and press-studs.
Prototype	A simple model that lets you test out your idea, how it will look and work.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Running-stitch	A simple style of sewing in a straight line with no overlapping.
Stencil	A shape that you can draw around.
Target audience	A person or particular group of people at whom a product is aimed.
Target customer	A person or particular group of people who you expect to buy the product.
Template	A stencil you use to help you draw the same shape more easily on to different materials.

Types of fastenings



Buttons



Velcro



Press stud



Toggle



Buckle

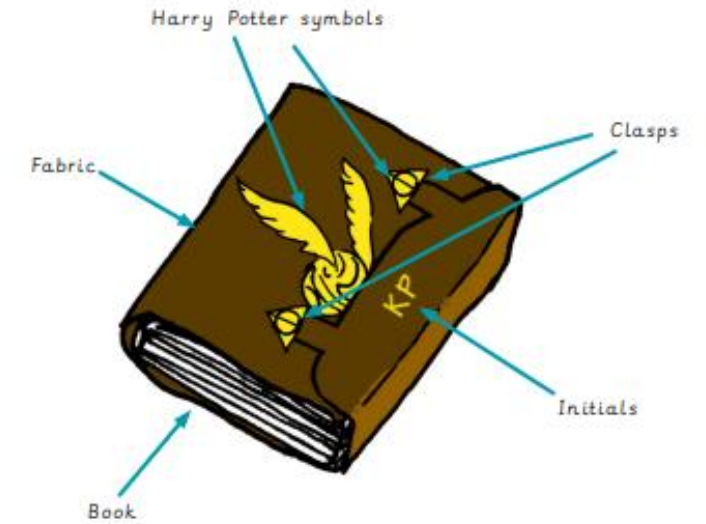


Zip

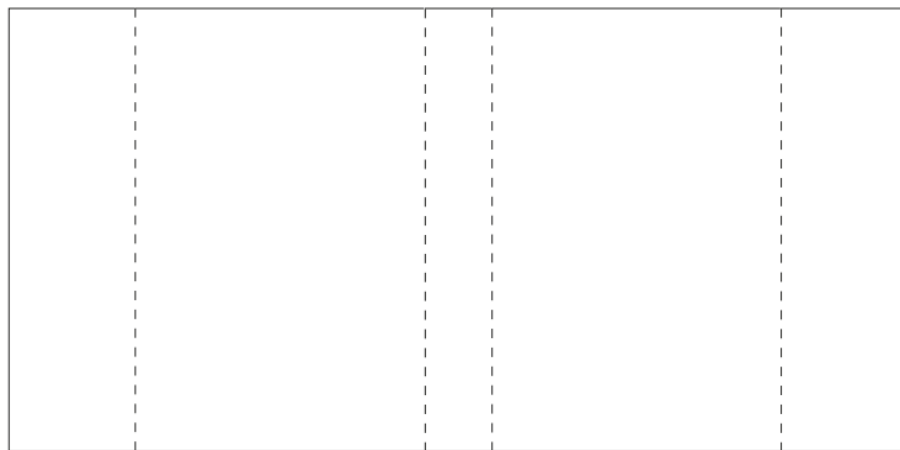
Designing a book sleeve

Design criteria:

- My sleeve must be made of fabric
- My sleeve must have a fastening
- My sleeve must be large enough to hold an average-sized book
- My sleeve must...have a Harry Potter theme
- My sleeve must...have your initials on the outside



Make and test a paper template

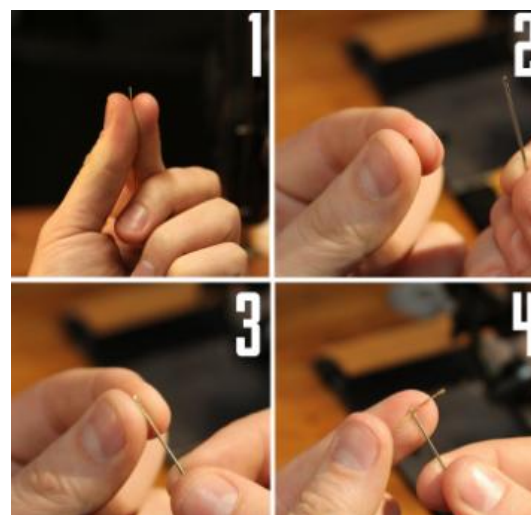


It is important to make and test a paper template before making the real thing. Here designers can adjust their template before using fabric.

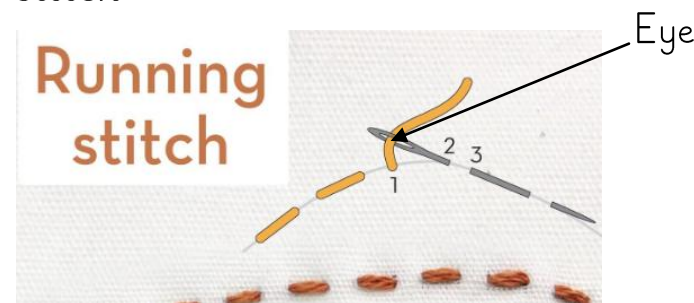
This is called making a **prototype**.

Assembly the book sleeve

How to thread a needle



Running stitch



Evaluate



Evaluate - say what has gone well and what could be improved.

Does it fit around your book?

What has gone well?

What could be improved?

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