

Design and make a upcycled t-shirt bag







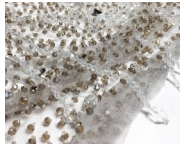



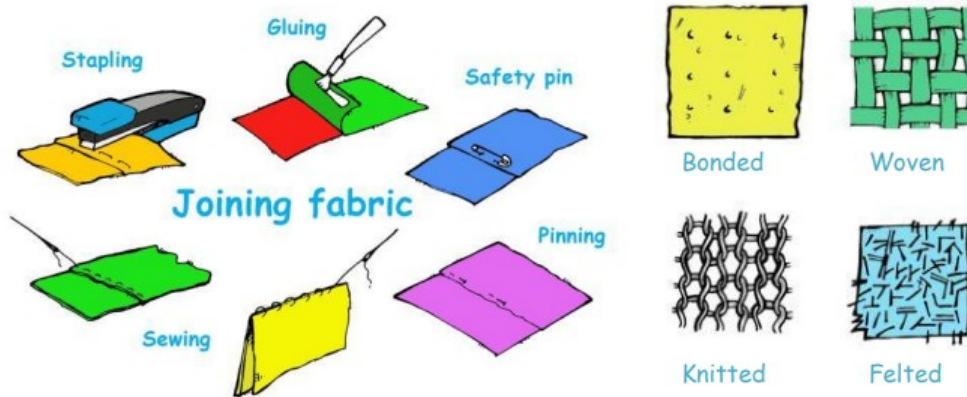
Aspect of D&T: Textiles

Focus: Using computer-aided design
(CAD) in textiles

Useful vocabulary

fabric	cotton	Leather 	felt
binca	Silk 	Linen 	calico


fastener	Hooks and eyes 	Buttons 	Zippers 	Snap press fasteners 
Embellishment (decoration)	Sequins 	Printing 	Beads 	Applique 



Research: Investigate the work of fashion designers

Designers use their advanced technical skills and creativity to develop new women's, men's and children's apparel. They draw inspiration from current fashion trends and consumer needs to create new ideas.

Have a look online at the work of some fashion designers.

Name of designer	What did they do?
 Stella McCartney	

Research - Importance of branding

Branding plays a vital role in business and marketing. Through both visual and verbal cues, branding reaches our subconscious and dictates our purchasing decisions.



What brands do you know?

Research: Evaluate one bag (e.g. handbags, rucksacks, bags for life)

Have a look at some branded bags, e.g. Radley, Nike, Tesco, North Face.

Brand name	
Is it a luxury or premium brand?	
Is the product functional or decorative?	
Who would use the product?	
What is its purpose?	
What has been used to enhance the appearance/ use, e.g. handles, fastenings, embellishments	
What do the fabric shapes look like?	
How has the product been strengthened?	
What fabric has been used? Is it waterproof?	

Did you know...?

Fast fashion refers to the rapid production of inexpensive, trendy clothing, often mimicking high-fashion styles, and frequently replacing older items with newer ones due to frequent trend changes.

This system has a significant environmental and social impact, including increased textile waste, pollution from manufacturing, and potential labour exploitation.

Benefits of Upcycling:



Environmental: Reduces textile waste, conserves resources like water and energy used in clothing production, and lowers the demand for new materials.

Financial: Can save money by utilising existing materials instead of buying new ones.




Your challenge is to upcycle a t-shirt into a branded day bag.

Skill builder

1. Join the paper patterns to make a mock-up of your bag.

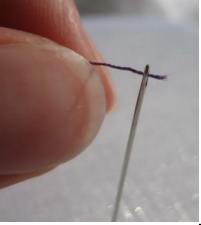

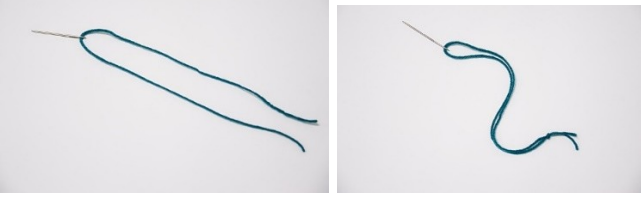
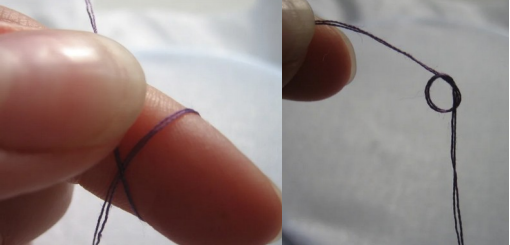
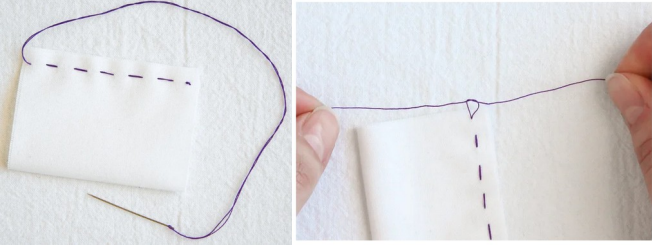
<p>Pin your two pattern pieces together/ fold your pattern in half.</p>	
<p>Use a pen/pencil to mark the seam allowance onto the pattern.</p>	
<p>Join the edges together using sellotape, staples or sewing.</p> <p>Add on any (paper) handles.</p>	

How successful were you at making a mock-up that achieves its purpose? (e.g. does it fit the intended item?)

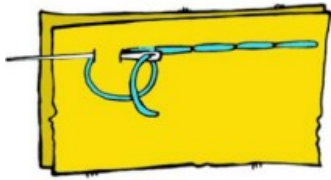
Tick		
		

2. Sewing

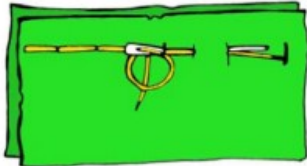
Tips (revisit)

Threading a needle	<p>Push the thread through the eye of the needle.</p> 
Single threaded	
Double threaded	<p>Pull the thread through the eye and double it up.</p> 
Making a knot	
Making a knot	

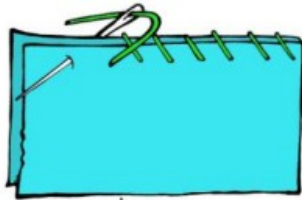
Develop skills of joining materials using a range of stitches, improving appearance and consistency.



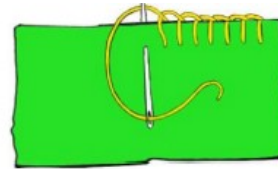
Back stitch



Backward running stitch



Over sew stitch



Blanket stitch



Running stitch

Which stitching techniques did you practise? Please tick.

How successful were you at carrying out the stitching techniques?

Tick		











Designing: Design criteria for my product

1. It will be made out of an old t-shirt
2. It will be big enough to hold a book.
3. A design/ a brand name will be transferred on to either the t-shirt or onto some fabric and sewn on.

Designing: Draw four possible ideas for a design or brand name

Ask your peers which design they think is best?

Designing - What tools and materials will I need? Please tick

dressmaking scissors / shears 	needles 	needle threader 	pins 	computer 
paper	fabric 	buttons 	zip 	printer 
glue	thread 	transfer paper		

My product

Insert of a photo of the child with their product

Evaluating: my own thoughts about my product

After you have finished and tested your product, say how well you think it meets your design criteria

Design criteria	Tick		
	Fully meets	Partially meets	Does not meet at all
1.			
2			
3			
4			
What are the best parts of your design?	What parts of your design would you change and why?		

Assessment
(Mechanical, textiles, structural and electrical projects)

How well does the child demonstrate and apply knowledge and understanding of:

- 1.) designing and making principles
- 2.) technical skills

Please tick appropriate box / add comment

1	Basic - Limited ideas	Moderate	Outstanding - e.g. Good design brief with an attempt to justify how they have considered most of their users' needs. Imaginative, creative and innovative ideas.
Designing			
	Limited - The child needed lots of support to organise themselves	Adequate	Excellent -e.g. Correct tools, materials and equipment have been consistently used. Prototype shows a high level of finishing skills. Child has worked mostly on their own.
Making			
	Basic	Reasonable	Insightful - e.g. Excellent ongoing evaluation throughout the project
Evaluating			

2	Low precision	Moderate precision	High precision
Level of execution			
	Weak	Fragile	Stays together
Assembly			

Teacher comment

