

FORM 2

TEXTILES STUDIES

TIME: 1h 30min

Name: _____

Class: _____

1. These tools are found in your needlework box.

a. Name the tools.



(i) _____ (ii) _____

(iii) _____ (iv) _____

(v) _____ (vi) _____

(6 marks)

b. Continue these sentences:

(i) Pins are used to _____.

(ii) A cutting out shears is used to _____.

(iii) _____ is used to remove unwanted stitches. (3 marks)

c. List **two** safety points to remember when using needlework tools. An example is given to help you.

(i) Always switch off the iron before cleaning.

(ii) _____

(iii) _____



(2 marks)

d. What should a consumer remember when buying expensive sewing equipment?

(i) _____

(ii) _____

(2 marks)

2. Design a bag suitable for taking with you to the seaside. Show details of your work.
Look at the picture to give you ideas.

Work in this way:



- a. Draw the bag in the box provided. (3 marks)
- b. Create a design suitable for working on the bag. (3 marks)
- c. Decorate the design with **three** embroidery stitches. (3, 3 marks)
- d. Colour your design, making sure you do not cover your work. (3 marks)



- e. List **four** things you need to buy to make your project.

(i) _____ (ii) _____

(iii) _____ (iv) _____

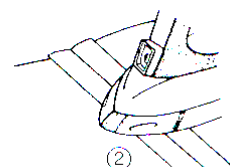
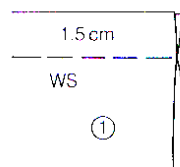
(4 marks)

- f. Explain how you would stitch the seam of your bag. Use the diagrams to guide you.

Method

Diagrams

- (i) _____
- (ii) _____
- (iii) _____
- (iv) _____

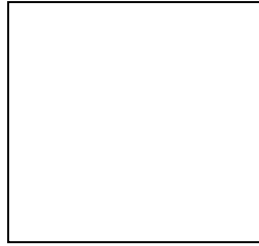


(4 marks)

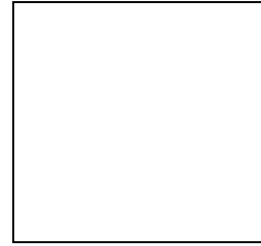
- g. This is a bag handle. Draw **two** other different types of handles that can be used for a bag.



A



B



C

3. Rubbish is a great threat to our environment.

Old clothes can be reused.

This is an example of how fabric from old clothes can be reused.

This holdall is made from an old pair of denim jeans.



(2 marks)

- a. In the box below, name and draw **one** textile item which can easily be reused or made into something new.
- b. Name and draw **two** items that you could re-create from this item.

Old Textile Item

New Fabric Items

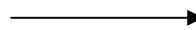
Name: _____

Names: (i) _____ (ii) _____



(1, 1, 2, 2 marks)

- c. (i) Name this method of making fabric.



- (ii) This type of fabric stretches which makes it suitable for

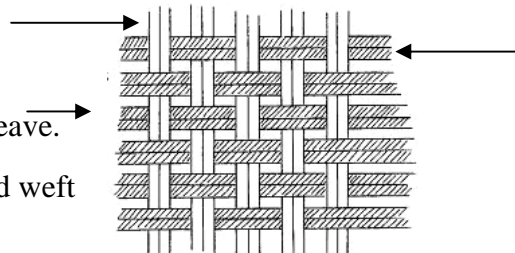
_____.

(1, 1 marks)

- d. There are various types of weaves.

- (i) This is a b _____ or hopsack weave.

- (ii) On the same diagram, mark the warp and weft threads.



(1, 2 marks)

- (iii) In the boxes provided draw **two** other types of weave.
Name the weaves.



(2, 1, 2, 1 marks)

- e. Weaving is done on a machine called a l _ _ _ .

(1 mark)

- f. Felting is another method of making f _ _ _ _ .

(1 mark)

- (i) Name **two** things we can make from felt fabric.

(2 marks)

- (ii) List **one** property of this fabric.

(1 mark)

- g. (i) Silk is made by the _____ →

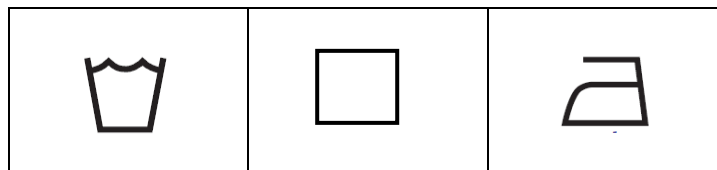
- (ii) Silk is mostly used for special occasions.

List **two** uses of silk.



(1, 2 marks)

- h. In the box provided, complete the symbols for washing, drying and ironing silk fabric.



(1, 1, 1 marks)

5. Name and describe **one** experiment you carried out at school this year.

Experiment: _____

(1 mark)

- (i) _____

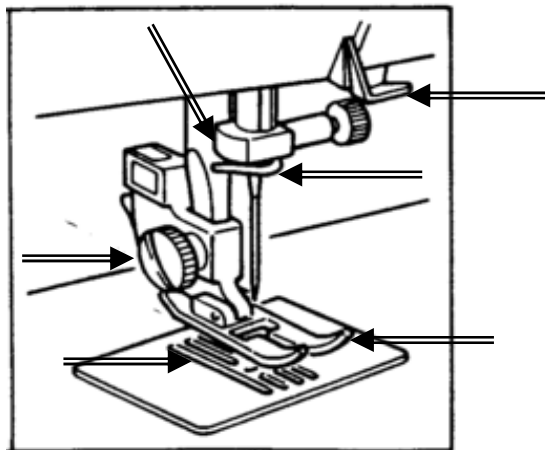
- (ii) _____

- (iii) _____

- (iv) _____

(4 marks)

- 6a. Name any **four** of the marked parts of the sewing machine in the diagram below. State the use of each part.



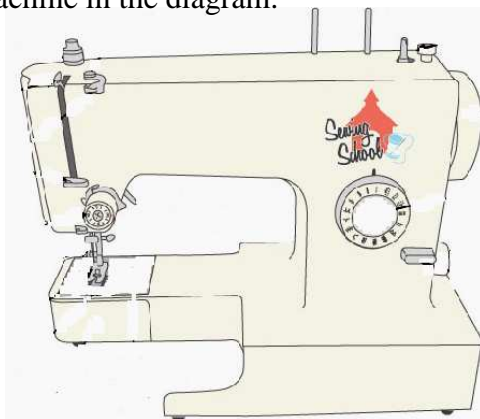
Parts

Use

- (i) _____
- (ii) _____
- (iii) _____
- (iv) _____

(4, 4 marks)

- b. Thread the sewing machine in the diagram.



(5 marks)

- c. Your sewing machine developed some problems. Match the problems with the reasons why they occur and how to solve (fix) them.

(i) Needle breaking	Blunt needle – change the needle
(ii) Thread breaking	Bent needle – change needle
(iii) Missing stitches	Top tension too tight – loosen top tension

(3 marks)

7. You are going to the cinema with your friends.
- a. On the figure template below, design **two** casual outfits that you can wear for this occasion. An example is shown to help you.
- b. Design a suitable bag and sandals to match with each outfit.
- c. Colour your designs. (*Marks will be awarded for neatness*) (3, 3, 1, 1, 1, 1, 3 marks)

