

SEWING LAB -- DAILY CLEAN-UP JOBS

STUDENTS: PLEASE SIGN UP FOR A JOB BY YOUR NUMBER -- NONE ARE VERY HARD, BUT EACH ONE NEEDS TO BE DONE EVERY DAY SO THAT OUR LAB STAYS ORGANIZED AND CLEAN!

1. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 1 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
2. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 2 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
3. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 3 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
4. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 4 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
5. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 5 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
6. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 6 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
7. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 7 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
8. GET OUT SMALL EQUIPMENT BASKET AND PLACE IT ON TABLE 8 THEN RETURN IT TO THE SHELF WITH ALL 6 ITEMS IN IT AT THE END OF CLASS.
9. GET GARBAGE CANS #1 FROM UNDER CUTTING TABLE AND PLACE ON EACH SIDE OF

TABLE 1, EMPTY CANS AND RETURN AT THE
END OF CLASS.

10. GET GARBAGE CANS #2 FROM UNDER CUTTING TABLE AND PLACE ON EACH
SIDE OF

TABLE 2, EMPTY CANS AND RETURN
AT THE END OF CLASS.

11. GET GARBAGE CANS #3 FROM UNDER CUTTING TABLE AND PLACE ON
EACH SIDE OF

TABLE 3, EMPTY CANS AND RETURN
AT THE END OF CLASS.

12. GET GARBAGE CANS #4 FROM UNDER CUTTING TABLE AND PLACE ON EACH
SIDE OF

TABLE 4, EMPTY CANS AND
RETURN AT THE END OF CLASS.

13. GET GARBAGE CANS #5 FROM UNDER CUTTING TABLE AND PLACE ON EACH
SIDE OF

TABLE 5, EMPTY CANS AND RETURN
AT THE END OF CLASS.

14. GET GARBAGE CANS #6 FROM UNDER CUTTING TABLE AND PLACE ON
EACH SIDE OF

TABLE 6, EMPTY CANS AND
RETURN AT THE END OF CLASS.

15. GET GARBAGE CANS #7 FROM UNDER CUTTING TABLE AND PLACE ON EACH
SIDE OF

TABLE 7, EMPTY CANS AND RETURN AT
THE END OF CLASS.

16. GET GARBAGE CANS #8 FROM UNDER CUTTING TABLE AND PLACE ON EACH
SIDE OF

TABLE 8, EMPTY CANS AND RETURN AT
THE END OF CLASS.

17. TURN OFF ALL IRONS.

18. RETURN ALL SCISSORS AND ROTARY CUTTERS TO THE SCISSOR RACK.
19. LOCATE AND RETURN ALL PIN MAGNETS TO THE DEMONSTRATION TABLE DRAWERS.
20. MAKE SURE ALL BOBBIN CASES ARE RETURNED TO THE BOARD! (30)
21. RETURN ALL ITEMS TO THE MARKING BASKET, AND RETURN IT TO THE SHELF. (MAKE SURE IT'S NEAT)
22. CHECK DRESSING ROOM AND SINK AREA. CLEAN MIRRORS AND SINK WHEN NECESSARY.
23. TURN OFF ALL SERGERS AND CLEAN SCRAPS FROM THE TABLE AND FLOOR.
24. CHECK THE CLASSROOM FLOOR AREA FOR ANY THREADS AND SCRAPS AND PUT THEM IN THE GARBAGE. (#31)
25. CHECK THE FLOOR AREA FOR PINS AND RETURN THEM TO A PIN MAGNET.
26. RETURN PLUG STRIPS FROM TABLES 1 AND 2 TO THE BLUE BASKET ON THE SHELF.
27. RETURN PLUG STRIPS FROM TABLES 3 AND 4 TO THE BLUE BASKET ON THE SHELF.
28. RETURN PLUG STRIPS FROM TABLES 5 AND 6 TO THE BLUE BASKET ON THE SHELF.
29. RETURN PLUG STRIPS FROM TABLES 7 AND 8 TO THE BLUE BASKET ON THE SHELF.

30. MAKE SURE ALL FOOT CONTROLS ARE ON THE SHELF AND NUMBERS MATCH UP.

31. MAKE SURE ALL TABLES IN THE CLASSROOM ARE CLEAN. CHECK FOR LEFT OUT ITEMS AND PLACE THEM IN THE "LOST AND FOUND" BOX.

32. CHECK FOR ANY LEFT OUT EQUIPMENT AND RETURN IT TO IT'S PROPER PLACE!

Name _____ Grade _____ Period _____ Quarter _____

Date	Today's Answer/Word	Particip Points	Reason/Code	A/T	clean-up

Date	Today's Answer/Word	Particip Points	Reason/Code	A/T	clean-up

Sewing Machine # _____

Class Clean up Job Assignment _____

10 points per day may be earned for attendance and participation.

Codes:

- A = Absent
- T = Tardy
- N = School Excused Activity
- HP = Hall Pass
- DB = Disruptive Behavior
- UP = Unprepared

- 1. Talking
- 2. Sleeping
- 3. Eating/Drinking
- 4. Not on Task
- 5. Leaving class without permission
- 6. Improper Dress
- 7. Cell Phone use
- 8. Headphones
- 9. Wrong Seat

Only two hall passes are allowed each quarter. Additional hall passes will deduct 5 pts. from the total participation points.

Name: _____ Per: _____

PJ Pant Evaluation

Assembly Steps Rank each of the following categories giving each component a score in the range given. Then add up the section and give yourself an overall grade.	Student Grade	Teacher Grade
Layout / Cutout 1-2-3-4-5 Cut straight following edge of pattern	/5	/5
Button Holes 1-2-3-4-5 Buttonholes same size and distance from edge 1-2-3-4-5 Buttonholes are made correctly and were carefully cut open.	/10	/10
Leg Seams 1-2-3-4-5 Straight Stitching 1-2-3-4-5 Correct Seam Allowances 5/8" 1-2-3-4-5 Serging is neat and does not go over the seam line.	/15	/15
Crotch Seam 1-2-3-4-5 Sewn at 5/8 1-2-3-4-5 Serging is neat and does not go over the seam line.	/10	/10
Casing 1-2-3-4-5 Casing was carefully ironed evenly at 1" all the way around 1-2-3-4-5 Stitching is straight and close to the edge 1-2-3-4-5 No raw edges are exposed because they were not caught in the stitching 1-2-3-4-5 Elastic fits in the casing nicely and the opening was closed neatly.	/20	/20
Hem: 1-2-3-4-5 Even width all the way around 1-2-3-4-5 Stitching is straight and close to the edge 1-2-3-4-5 No raw edges are exposed because they were not caught in the stitching	/15	/15
Total	/75	/75

Name _____ Period _____

How many new words can you create from _____

Write words in the space below (NOT IN THE BOXES)

		Free		



Textile Careers

In the puzzle below, find and circle the name of each of the following textile careers in the manufacturing, retail, and fashion industry. Words may go across, up, down, or diagonally.

SALES—selling a variety of products, including finished cloth, retail clothing, and sewing machines

DESIGNER—designs fashions and fabrics

BUYER—buys clothing for retail stores

TAILOR—makes garments such as coats, suits, or jackets

CLEANER—operates professional dry-cleaning establishment or laundromat

PATTERNMAKER—makes patterns from sketches or sample garments

DRESSMAKER—makes garments for individual customers

OPERATOR—operates sewing machine for a factory

ALTERER—fits ready-made clothing to the customer

TEACHER—Home Economist or Extension Agent who teaches clothing-related subjects

RESEARCHER—develops new products such as textile fibers and finishes

REPAIR—fixing and cleaning sewing machines

ADVERTISING—marketing of fabrics, notions, and ready-made clothing

MANUFACTURING—spinning fibers and yarns, making weaves or knits fabrics, assembling clothing

MODEL—wears fashions, from ready-made to designer clothing, for others to see and perhaps buy

R	A	L	T	E	R	E	R	N	T	L	A	N
D	S	E	A	R	E	H	C	A	E	T	U	G
R	G	A	P	O	P	S	R	K	O	A	N	I
E	N	S	E	P	A	E	S	M	U	I	R	B
S	I	D	E	S	I	G	N	E	R	L	E	U
S	S	M	P	S	R	O	S	U	E	O	S	Y
M	I	O	P	E	R	A	T	O	R	R	E	P
A	T	D	N	I	L	C	A	L	Y	E	A	M
K	R	E	G	E	A	O	B	M	N	T	R	O
E	E	L	S	F	U	L	A	U	E	P	C	S
R	V	A	U	L	S	U	F	D	Y	O	H	A
O	D	N	R	E	N	A	E	L	C	E	E	N
P	A	T	T	E	R	N	M	A	K	E	R	R
M	A	T	K	R	S	O	P	E	R	S	M	T

NOTIONS POUCH INSTRUCTIONS

This project gives you the opportunity to:

- LEARN:** the use of the serger and conventional sewing machines.
- DEVELOP:** skill in sewing straight, chaining off on the serger, backstitching on the conventional sewing machine, measuring and folding fabric.
- EXPERIENCE:** creating a useful product by measuring, folding and finishing raw edges of fabric.
- PRODUCE:** a pouch to keep your sewing notions together or to give to a friend.

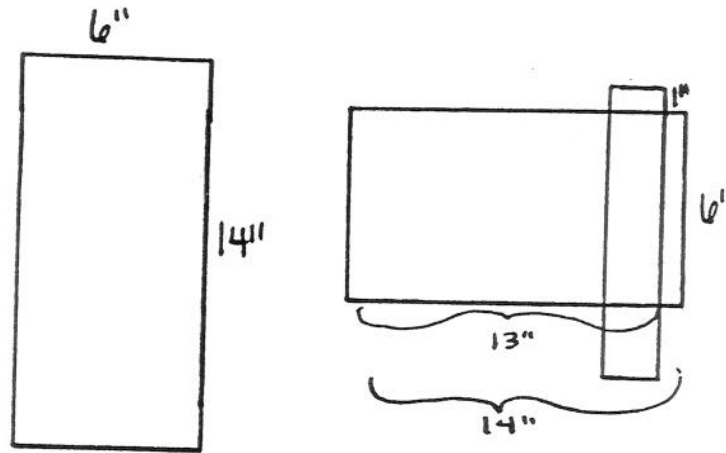
SUPPLIES NEEDED: A 14 inch by 6 inch strip of firmly woven fabric, such as denim
Pattern for notions pouch
Rotary cutter and template
Sergers threaded with contrasting thread
Conventional sewing machine threaded with same contrasting color of thread as the serger

CUTTING OUT A NOTIONS POUCH:

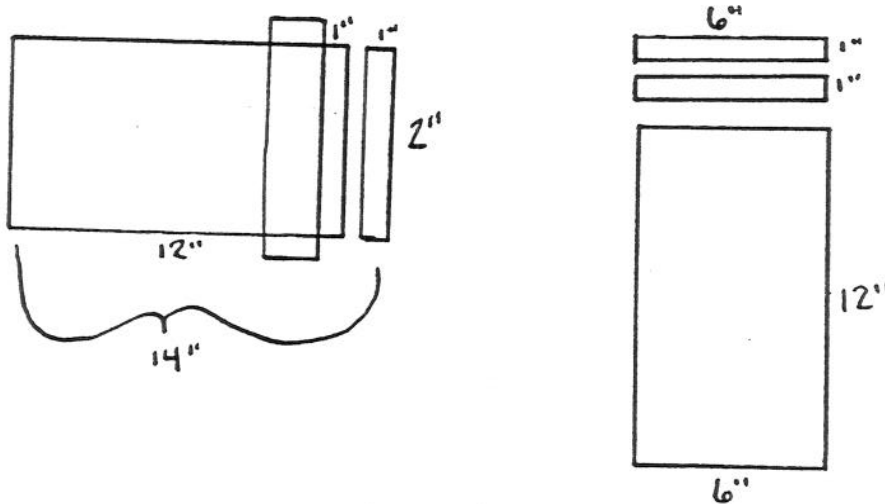
1. Obtain the fabric or packet of supplies from your teacher.

Cut: 2 strips of fabric 1" x 6"
1 strip of fabric 12" x 6"
(Be sure to place ruler on straight grain of fabric.)

2. Lay ruler over the woven fabric (14" x 6"), covering 1" of fabric, with fabric to the right, ruler to the left. (Be sure the edge of the fabric lies straight along the 1" mark on the ruler.)



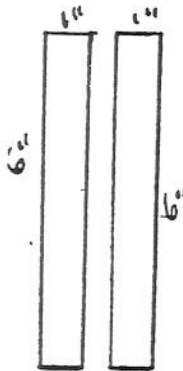
3. Place rotary cutter at the top of the ruler. Press firmly. Guide cutter as it rolls along the side of the ruler. Check to be sure the cutter has completely cut through the fabric.
4. Repeat the steps above to cut another 1" strip of fabric.



DIRECTIONS FOR SEWING THE NOTIONS POUCH:

1. Take 2 pieces of fabric 1" x 6". Place wrong sides together and serge on the long sides to finish raw edges (trim only 1/16"):

Two pieces
of fabric
together



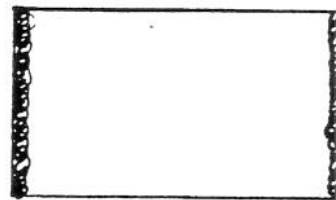
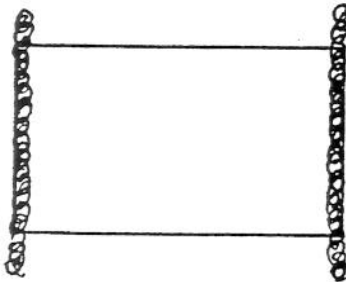
Start
Here



NOTE: Chain
off at end
of stitching
for about
3 inches.
Trim close
to fabric.

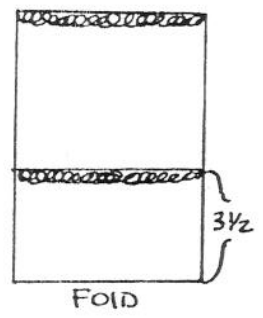
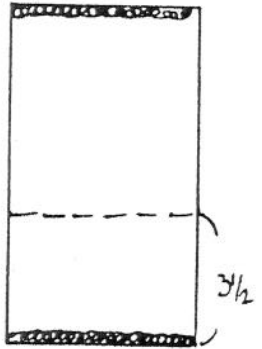


2. Take the 12" x 6" piece of fabric and serge each short end to finish these edges. Trim chained thread close to fabric.

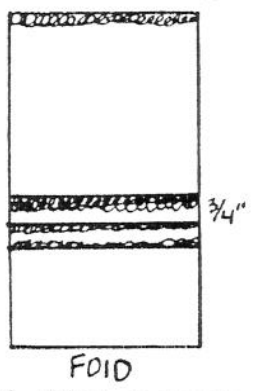


3. A. Measure 3 1/2" into the large piece of fabric from one of the finished edges.

B. Fold on this line.



4. Place small serged strip on the pouch 3/4" from the pouch opening.

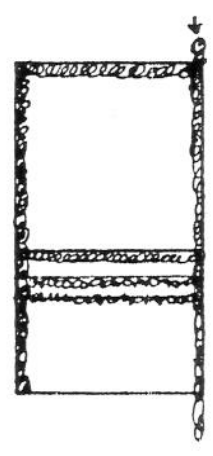
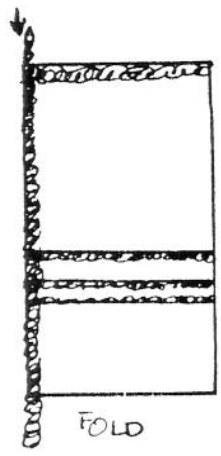


5. Serge each side of the pouch to secure the strip in place. Sew the edges of the pouch together. Pull threads in chain to lock them, then trim close to fabric.

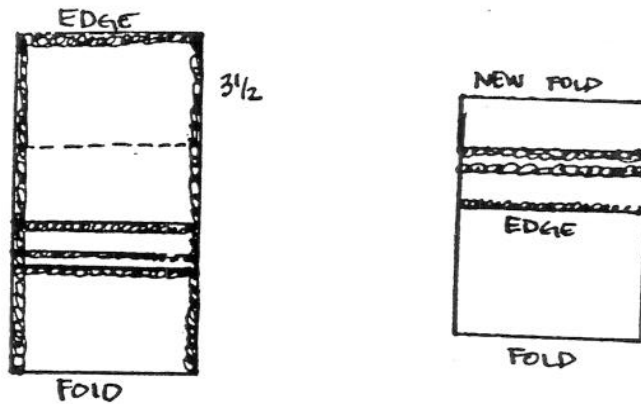
A. Start here

B.

Start here



6. Fold 3 1/2" down onto the pouch to form a flap.



7. Congratulations! You have completed a notions pouch to keep your sewing notions all together.

Note: To give your notions pouch a professional look, you may choose to press it with a steam iron for a final finished appearance. You may also serge across the bottom fold for a crisper finish.