Unit	t III Topic C: Construction Preliminaries Option 12 Student Activity Guide		
6			
Nan	ne Date		
	LAYOUT, CUTTING, AND MARKING VIDEO GUIDE		
Dire	ections: As you watch the video, answer the following questions as the information is given.		
1.	When checking your pattern layout, one normally makes two piles of pattern		
	pieces. Name the two piles and explain what you do with each one.		
	(1)		
	(2)		
2.	Before placing the pattern pieces on the fabric, what does the video recommend		
	you do to them?		
3.	What is the reason for following the recommendation in question 2?		
4.	Why should you trim the edges of the pattern before placing it on the fabric?		
5.	What does it mean to make adjustments?		
6.	Why should you check the pattern guide regularly?		
7.	What is the first step in preparing your fabric?		
8.	When you pin the selvage edges of your fabric together, the pins should be to the selvage.		
9.	Draw three symbols used on patterns and tell what they mean.		
	(1)		
	(2)		
	(3)		
10.	Two benefits of referring to the cutting guide are:		
	(1)		

Unit III Topic C:	Construction Preliminaries	Option 12		
		Student Activity Guide		

## LAYOUT, CUTTING, AND MARKING VIDEO GUIDE - PAGE 2

11.	You should always place the pins in the fabric with the heads and the		
	points		
12.	Pins should be	to the edge of the fabric and extend	
	inch off the edge of the fabric.	They should be about inches apart.	
13.	Which direction should pins face when they are in the seam line?		
14.	When pinning notches, the tip of the pin should be placed next to:		
15.	How do you make sure the grainline arrow is truly on grain?		
16.	What is the best way to use the scissors when cutting your fabric?		
17.	How should you cut the notches?		
18.	Why should you never use pinking shear to cut out a garment?		
19.	List seven things that should b	e marked on the fabric before removing the pattern	
		Ex.Cr	
20.		ing wheel is a good technique for marking. When	
	using this method, the	side of the paper should go against the wrong	
20	side of the fabric		