

PENANG SANGAM HIGH SCHOOL


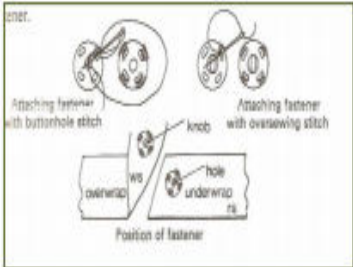

LESSON NOTES WEEK 11

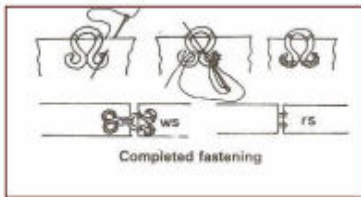
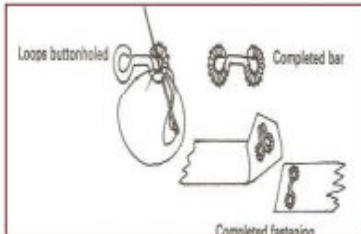
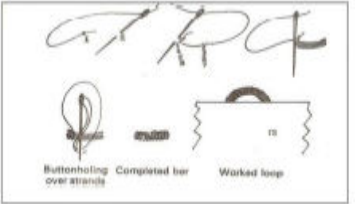

Subject: Home Economics

Year/Level: 10

Strand	Clothing and Textiles
Sub Strand	Equipments
Content Learning Outcome	1. Identify the faults in sewing machine stitches and ways to remedy the faults. 2. Make informed decisions when selecting advanced equipment.

Accessories

Accessories	Uses
<p>1. Velcro</p> 	<ul style="list-style-type: none"> This is the touch-and-close nylon fastening which can be purchased in small lengths. The hook section (firm layer) should be attached to the upper wrap and the looped section (soft layer) to the under wrap.
<p>2. Press fasteners (press stud)</p> 	<ul style="list-style-type: none"> It is a fastener to close openings. It consists of two parts, one with a flattened base supporting a knob, the other a thicker section deep enough to provide a hole into which the knob fits.
<p>3. Hooks and Eyes</p>  <p>Three types of Hooks and Eyes</p> <p>i. Metal Loops</p>	<p>A fastener to close openings and is composed of a hook and an eye (metal loop, metal bar, worked bar)</p> <p>A fastener to close openings and is composed of a hook and an eye (metal loop, metal bar, worked bar)</p> <ul style="list-style-type: none"> The loop is sewn to the wrong side

 <p>ii. Metal bars</p>  <p>iii. Worked bars</p> 	<p>of the edge of the garment opposite the hook.</p> <ul style="list-style-type: none"> Sufficient section of the loop should extend over the edge to allow the hook to fasten into it. Bars are sewn to the right side of the under wrap. No anchoring stitches are required, the loops being buttonholed into position. These may be used in place of metal bars when a more inconspicuous fastening is required. The strands are worked in thread matching the garment and are then buttonholed for strengthening and neatening.
<p>4. Buttons</p> 	<ul style="list-style-type: none"> Buttons must be provided with a shank to allow movement of the loop or buttonhole between the button and the garment. A shank is a stem between the button and the material, and without this, the button will not stay fastened.

Sewing Notions

1. Interfacing – textile used on the unseen or ‘wrong’ side of fabrics to make an area of a garment more rigid or firm.



Interfacings are used to:

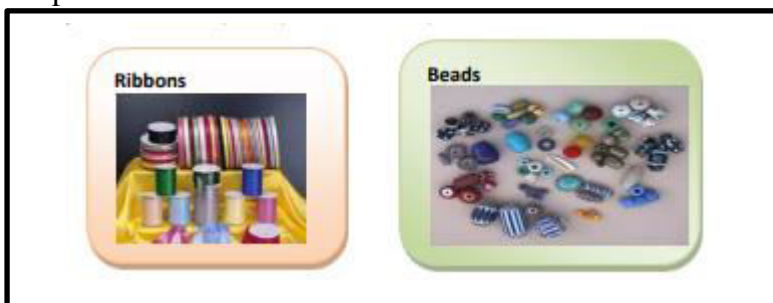
- Strengthen a certain area of the fabric, for instance where buttonholes will be sewn.
- Stiffen or add body to fabric, such as the interfacing used in shirt collars
- Give shape and neatness.
- Keep fabrics from stretching out of shape, particularly knitted fabrics.

Two types of Interfacing:

- **Fusible interfacing** have heat-activated adhesive on one side and are fixed to a garment piece using heat and moderate pressure for example, from a hand iron.
- **Non-fusible interfacings** do not have adhesive and must be sewn by hand or machine.

2. Ribbons, beads, lace and tapes.

They add interest to a garment and may also provide the emphasis or center of interest.



Faults in sewing machine stitches

Fault	Cause	Remedy
1. Loops on wrong side of stitching 	(a) Tension too loose on thread from reel (b) Bobbin upside - down	(a) Tighten tension screw (b) Correct bobbin
2. Loops on right side of stitching 	Reel thread tension too tight	Loosen tension screw
3. Skipped stitches 	(a) Needle blunt or twisted (b) Material pulled as it is being stitched (c) Different type of thread on reel to that on bobbin	(a) Replace needle with new one in correct position (b) Use the handle to guide, not pull, the work (c) Use identical threads on reel and bobbin
4. Puckered seams 	(a) tension too tight (b) material too fine (c) stitch too small	(a) Loosen tension screw (b) Place tissue-paper behind material for stitching (c) Lengthen stitch
5. needle thread breaks or irregular stitching 	(a) tension too tight (b) incorrect threading (c) needle blunt or bent (d) spool too full and jamming the bobbin race (e) wheel being allowed to turn backwards as machine is stopped	(a) loosen tension screw (b) re-thread correctly (c) replace needle with new one (d) remove bobbin and unwind a portion of the thread (e) steady the wheel with the hand as it is stopped
6. Fabric does not move 	(a) too great thickness of fabric (b) stitch regulator screwed to fullest extent of shortening (c) presser foot too tight, or screwed crookedly	(a) avoid jamming too many folds of fabric under the foot (b) adjust stitch regulator (c) correct position of presser foot
7. Needle breaks 	(a) presser foot loose so that needle hits it instead of passing between (b) seam or hem too thick for size of needle (c) needle loose and striking presser foot (d) presser foot passing over pins in folds and needle hitting them (e) needle striking knots in tacking threads	(a) tighten presser foot screw (b) cut away some bulk where it will not be required. Check the needle size. Ease the material under the foot (c) tighten needle screw (d) remove all pins before machining (e) never fasten stitching on or off with knots

Activity

1. Differentiate between accessories and sewing notions.
2. State the two types of interfacing.
3. What are the causes and remedy of the following faults in sewing machine stitches?
 - i. Needle breaks
 - ii. Skipped seams
 - iii. Fabric does not move