

EASTERN ARIZONA COLLEGE

Upholstery

Course Design

2017-2018

Course Information

Division	Industrial Technology Education
Course Number	IAR 110
Title	Upholstery
Credits	2-3
Developed by	Shirley Moore/Revised by Doug Griffin
Lecture/Lab Ratio	2 Credits = 0 Lecture/4 Lab 3 Credits = 0 Lecture/6 Lab

Transfer Status

ASU	NAU	UA
Non Transferable	CTE Departmental Elective	Non Transferable

Activity Course	Yes
CIP Code	48.0303
Assessment Mode	Portfolio
Semester Taught	Upon Request
GE Category	None
Separate Lab	No
Awareness Course	No
Intensive Writing Course	No

Prerequisites

None

Educational Value

This course is designed for the individual who is interested in furthering his/her upholstery skills and working on a project of his/her interest.

Description

The course includes construction practices in frames and bases, use of hand and power tools and the selection of finishes, fabrics, and materials, and instruction in processes used in upholstery. Prior sewing experience is helpful but not required.

Supplies

Students will be charged for excessive use of common supplies used in construction of their own projects. Students shall supply their own fabric, etc.

Competencies and Performance Standards

1. Adhere to safety precautions when using all hand, pneumatic and power tools in the upholstery shop.

Learning objectives

What you will learn as you master the competency:

- a. Acquaint self with operation of industrial sewing machines.
- b. Acquaint self with all hand, pneumatic and power tools in the upholstery shop.
- c. Accept responsibility for safe and courteous use of all tools.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery shop

Criteria - Performance will be satisfactory when:

- learner follows all prescribed safety rules and precautions

2. Acquaint self with how to choose the correct fabric for the project at hand.

Learning objectives

What you will learn as you master the competency:

- a. Access fabric samples of various kinds of fabric.
- b. Ascertain properties and price per yard of each fabric sample.
- c. Choose the fabric that best suits your project.

Performance Standards

Competence will be demonstrated:

- on the projects assigned for the class, using the tools and equipment in the EAC upholstery shop

Criteria - Performance will be satisfactory when:

- learner uses established criteria for choosing fabric and other materials

3. Assemble and shape upholstery items with foam, including seats and backs.

Learning objectives

What you will learn as you master the competency:

- a. Ascertain correct shape for foam to fit desired area.
- b. Arrange foam to fit the desired area.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when

- learner applies concepts presented to achieve desired result

4. Create padding to correctly cover tied-off springs, arms, and wings.

Learning objectives

What you will learn as you master the competency:

- a. Acquire padding supplies to cover the desired area.

- b. Assemble padding to cover the desired area.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner applies concepts presented to achieve desired result

5. Weave webbing supports correctly.

Learning objectives

What you will learn as you master the competency:

- a. Ascertain strength needed for webbing supports.
- b. Arrange webbing for support in project.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner applies concepts presented to achieve desired result

6. Prepare cushions for covering.

Learning objectives

What you will learn as you master the competency:

- a. Analyze the usability of current cushions.
- b. Clean cushions for covering with fabric.
- c. Cut foam for cushion as needed.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner applies concepts presented to achieve desired result

7. Arrange proper lay out of fabric for cutting and cut out fabric to fit desired space.

Learning objectives

What you will learn as you master the competency:

- a. Remove old fabric from project.
- b. Acquaint self with nap of selected fabric.
- c. Arrange fabric to efficiently and properly use available yardage.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner applies concepts presented to achieve desired result

8. Sew needed pieces together.

Learning objectives

What you will learn as you master the competency:

- a. Acquaint self with right side of fabric and place pieces together properly.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner applies concepts presented to achieve desired result

9. Apply final cover and trim.

Learning objectives

What you will learn as you master the competency:

- a. Acquaint self with proper application of any cover or trim needed.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner applies concepts presented to achieve desired result

10. Produce completed project to instructor's satisfaction.

Learning objectives

What you will learn as you master the competency:

- a. Employ knowledge and skill to complete project.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner utilizes concepts learned to produce a completed project

Types of Instruction

Classroom presentation

Lab

Grading Information

Grading Rationale

Student project = 80%

Student attendance = 20%

Grading Scale

A	90% - 100%
B	80% - 89%
C	70% - 79%
D	60% - 69%
F	Below 60 %

Pass/Fail A student may choose to have a grade of P or F rather than a letter grade. A grade of P will require that the student receive a percentage grade of at least 70%. A grade less than this will result in a grade of F.