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

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<th>ASU</th>
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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:
   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:*
  - through use of all facilities in the upholstery lab

**Criteria - Performance will be satisfactory when:**
  - 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:*
  - through use of all facilities in the upholstery lab

**Criteria - Performance will be satisfactory when:**
  - 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:*
  - through use of all facilities in the upholstery lab

**Criteria - Performance will be satisfactory when:**
  - 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:*
  - through use of all facilities in the upholstery lab

**Criteria - Performance will be satisfactory when:**
  - 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:
   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

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:
   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

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:
    o through use of all facilities in the upholstery lab
    Criteria - Performance will be satisfactory when:
    o 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**

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<thead>
<tr>
<th>Grade</th>
<th>Percentage Range</th>
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<tbody>
<tr>
<td>A</td>
<td>90% - 100%</td>
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<tr>
<td>B</td>
<td>80% - 89%</td>
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<tr>
<td>C</td>
<td>70% - 79%</td>
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<tr>
<td>D</td>
<td>60% - 69%</td>
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<tr>
<td>F</td>
<td>Below 60%</td>
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**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.