

EASTERN ARIZONA COLLEGE

Advanced Upholstery

Course Design
2017-2018

Course Information

Division Industrial Technology Education
Course Number IAR 112
Title Advanced 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

IAR 110

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 advanced study of upholstery processes, covering selection of finishes, fabrics and materials and technical solutions to problems in advanced practices.

Supplies

Students will be charged for excessive use of common supplies used in construction of their own projects. Students should 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. Identify operational functions of industrial sewing machines.
- b. Identify 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:

- o through use of all facilities in the upholstery shop

Criteria - Performance will be satisfactory when:

- o learner follows all prescribed safety rules and precautions

2. Demonstrate knowledge of the processes used in upholstery.

Learning objectives

What you will learn as you master the competency:

- a. Identify the various processes used in upholstery.
- b. Apply three different processes in the 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 accurately demonstrates knowledge of upholstery processes

3. Identify fabrics, their possibilities and limitations.

Learning objectives

What you will learn as you master the competency:

- a. Identify various fabrics.
- b. Acknowledge the limitations and possibilities of each of several sample fabrics.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner is able to accurately identify fabrics and list characteristics of each

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

Learning objectives

What you will learn as you master the competency:

- a. Identify proper steps to take in assembling the project.
- b. Adhere to proper steps in an organized manner in assembling the project.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner plans and implements plan in an organized manner

5. Apply the various finish techniques correctly.

Learning objectives

What you will learn as you master the competency:

- a. Identify various finish techniques.
- b. Determine which finish would be best for your particular project.
- c. Apply the finish.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner correctly applies finish

6. Fabricate a double welt cord according to industry standards.

Learning objectives

What you will learn as you master the competency:

- a. Acquaint self with the double welt cording.
- b. Assemble a double welt and use it in the project in an appropriate fashion.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner understands the double welt and can properly assemble and apply it

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. Customize a pattern for your project.
- b. Assemble the project using the pattern designed.

Performance Standards

Competence will be demonstrated:

- through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- learner creates an accurate pattern and is able to use it to produce a pleasing finished product

8. Demonstrate the procedure for sewing edge roll to edge wire.

Learning objectives

What you will learn as you master the competency:

- a. Identify the procedure for sewing an edge roll to an edge wire.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner understands the process for sewing the edge roll to the edge wire and can effectively do so

9. Demonstrate the correct procedure for hand tying springs.

Learning objectives

What you will learn as you master the competency:

- a. Identify the process for hand tying springs.
- b. Complete the procedure of hand tying springs.

Performance Standards

Competence will be demonstrated:

- o through use of all facilities in the upholstery lab

Criteria - Performance will be satisfactory when:

- o learner understands the procedure for hand tying springs and can effectively do so

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

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.