

212S Take a Chance, Sew, and Throw Game Saturday 6th July

Rosemary Perry

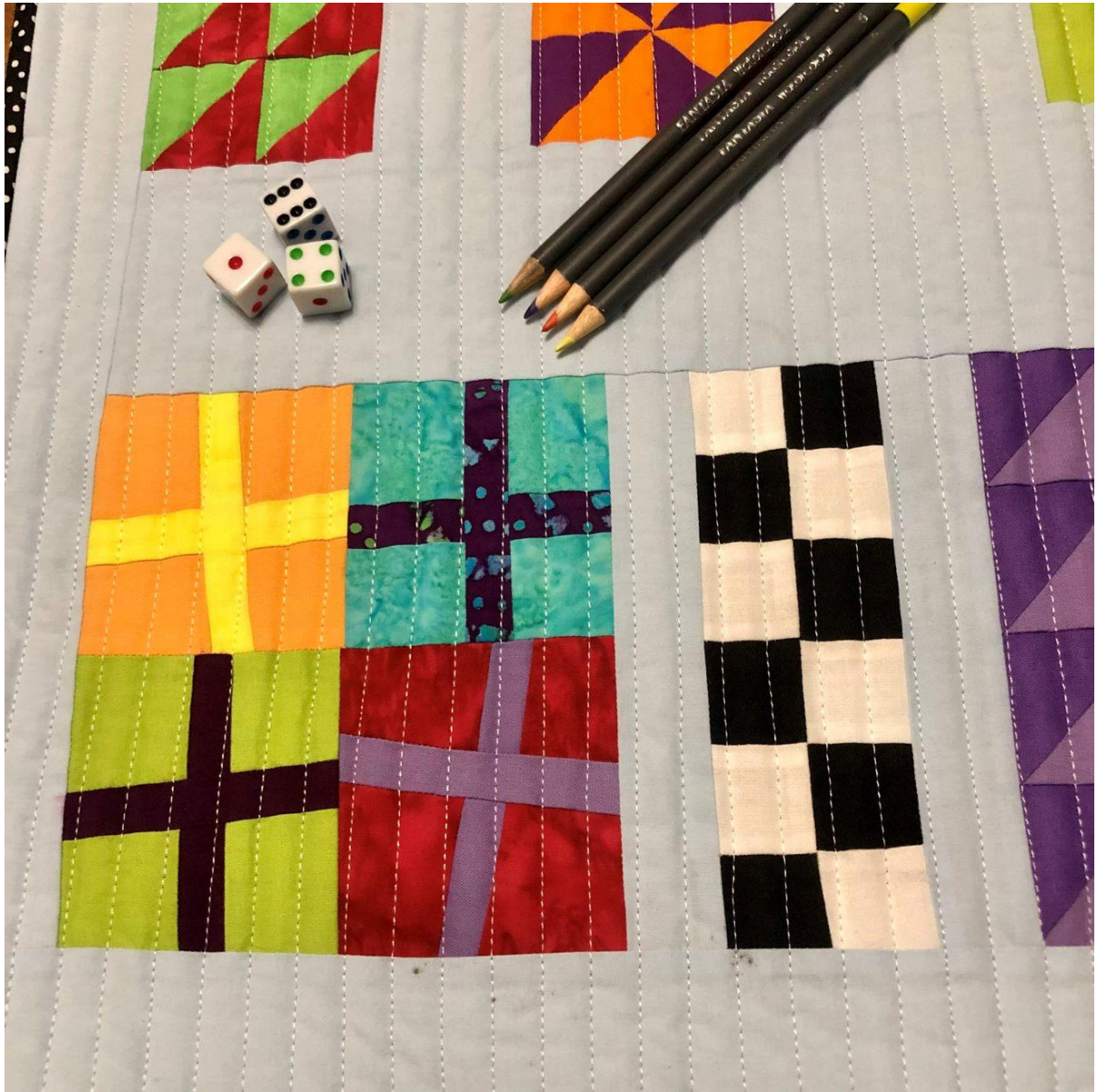
Session: 2 x 3hr

Level: Confident Beginner / Intermediate

Workshop Type: Sewing Machine



Rosemary enjoys all forms of quilt making, experimenting with new techniques and aiming for excellence in all her work. Her classes are relaxed and unpressurised, where each student is encouraged to enjoy the class and to develop their own creative ideas. Her teaching approach is gentle, patient and encouraging. She is always so gratified when a student has accomplished a new skill, or expresses their appreciation for what they have learnt, in the smiles on their faces.





DETAILED COURSE DESCRIPTION:

This is a fun, block-based workshop/game. The game starts by randomly selecting coloured threads. These will determine which blocks must be sewn and the order in which they will be sewn. Once that is done, the students will throw a dice and follow the instructions linked to each number on the dice. Take a Chance!! You will discover interesting and unexpected shapes appearing. The final part of the game will be the design process where students will arrange the components into a pleasing quilt top. Then learn how to draft the layout and leave the class with the background fabric labeled with the cutting dimensions, making the assembling of the quilt easy. Remember the game is not over till the puzzle has been solved.

Student Requirements:

- Background fabric - 1 metre
- 5 or 6 Fat quarters in colours of your choice
- 16 inch x 8 inch each of black and white fabric
- Sewing machine in good working order
- Extension cord and adaptor
- Cutting board and rotary cutter
- 12 inch ruler
- Batting or fabric as a design wall
- Coloured pencils
- Fine tip pen
- Sewing shears and small scissors
- Basic sewing supplies