

Textiles Curriculum

Design and technology is a foundation subject within the framework of the National Curriculum and is delivered in specialist areas. One of these specialist areas consist of the Textiles room.

Key stage 3:

Our Key Stage 3 consists of Year 7 and Year 8, with students having 3 hours of Textiles a fortnight for 13 weeks. They are assessed regularly through teacher assessment and are awarded a Grade at the end of each design and make project. Students will be given home learning regularly.

The design process and basic manufacturing (practical) skills in Textiles are taught and developed through the design, development and manufacture of a variety of products. All students will be taught the basic skills needed to complete projects to high standards, covering areas such as a research, design, modelling, development, planning, making and evaluation.

Year 7:

In Year 7 students develop basic skills in both sewing by hand and using a sewing machine with safety and accuracy.

The Mini Monster Museum

Aspects of the design process and basic textile manufacturing techniques are taught and developed in this project. Students will learn to analyse existing products and use development work and prototyping to design and make a fabric monster which includes appliqué.

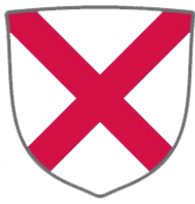
“Bags of Fun”

This task plays a big part in the students design element of key stage 3. Students will be given a set brief to design a novelty bag and use their knowledge and skills to produce a simple bag design.

Year 8:

Colour and Design “Cushion Cover”

Creative skills and an appreciation of colour and style are developed through the design and manufacture of an item of soft furnishing based on the mood of the student’s bedroom.



Key stage 4:

Textiles at KS4 builds upon the National Curriculum KS3 programmes of study to develop a working knowledge of textiles, a further understanding of the design process and of a variety of textile materials and components.

A distinguishing feature of the textile course is its practical nature.

By the end of the course students will have:

- Developed a range of Practical Skills related to Fabric and Manufacturing
- Be creative and understand how designers get inspiration for design ideas.
- Learn about fibres, fabrics and components.
- Understand the issues that influence textiles design and marketing.
- Understand the function of fabrics and how to combine them to make successful products
- Learn to how to use computers in designing and making (CAD/CAM)
- Investigate methods to colour, decorate and stitch textile products.
- Testing, developing and evaluating ideas.
- Learn how to manipulate fabrics to create imaginative and stylish products

Year 9:

During Year 9 students will carry out mini skill based projects.

“Day of the Dead”

This project enables pupils to build on their embroidery skills that they have learned in year 7 and 8 to make a product which is suitable for a teenager’s bedroom based around the theme ‘Day of the Dead’.

In this project students will learn how to:

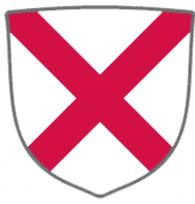
- Design for a function and specific purpose
- Research information about the Mexican: Day of the Dead
- Design and make artefacts suitable for a teenager’s bedroom
- Write a product specification
- Use the sewing machine safely and accurately using a range of techniques
- Use a variety of embellishing techniques (appliqué, reverse appliqué, machine and hand embroidery)
- Assemble your final product to a high standard, making sure it is commercially viable
- Design a package for your product to be sold in a retail outlet of your choice.

“Animal Electronics”

This project aims to develop sound technical and practical knowledge of a range of traditional basic skills as well as teaching theory knowledge in a practical way. It is a focused practical task to make an animal using conductive thread which allows lighting effects to be added to a textiles design without soldering. The project introduces electronics, technical and smart materials and components whilst still teaching basic skills.

“Kill the Carrier”

Students will learn how to applique, reverse applique, tie dye, batik, dip dye, transfer paint, create a patch pocket and patch work whilst carrying out this project to design and make a bag.



“Doll Face”

Doll Face is a skill based task, using patterns and pattern markings. Students will design and make a doll using a commercial pattern.

Year 10 + 11:

AQA GCSE Art and Design: Textile design

What's assessed

Component 1: A portfolio that in total shows explicit coverage of the four assessment objectives. It must include a sustained project evidencing the journey from initial engagement to the realisation of intentions and a selection of further work undertaken during the student's course of study.

- 96 marks
- 60% of GCSE

Component 2: Externally set assignment

Students respond to their chosen starting point from an externally set assignment paper relating to their subject title, evidencing coverage of all four assessment objectives.

- Preparatory period followed by 10 hours of supervised time
- 96 marks
- 40% of GCSE

In Component 1 and Component 2 students are required to work in one or more area(s) of textile design, such as those listed below:

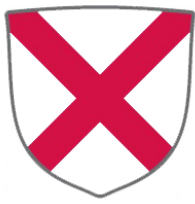
- art textiles
- fashion design and illustration
- costume design
- constructed textiles
- printed and dyed textiles
- surface pattern
- stitched and/or embellished textiles
- soft furnishings and/or textiles for interiors
- digital textiles
- installed textiles.

They may explore overlapping areas and combinations of areas.

Skills

Within the context of textile design, students must demonstrate the ability to:

- use textile design techniques and processes, appropriate to students' personal intentions, for
- example:
- weaving
- felting
- stitching



- appliqué
- construction methods
- printing
- use media and materials, as appropriate to students' personal intentions, for example:
- inks
- yarns
- threads
- fibres
- fabrics
- textile materials
- digital imagery

Life and employment:

This Textiles course is an excellent opportunity for you to develop your design and make skills. Textiles would be a useful subject for a range of jobs in the marketing industries. Employers are taking on more and more textile designers. Interior design companies, fashion studio's and even gift wrap companies are looking to textile designers for their innovative and fresh new ideas.