Curriculum Guide – Textiles





Year 7 Textiles



Course Description	Course Content	Assessment
Textiles is one of the subjects within Creative Industries that is studied by all students in Year 7. All students will take part in a carousel of projects in Creative Industries, each project will last approximately seven weeks. This course enables students to learn the fundamental elements of Textiles including techniques and processes and introduction to the sewing machine and lots of other exciting equipment they may not have used before. During Year 7, students will experiment with a range of techniques including hand embroidery and block printing. Students will research the work of fashion and textile designers and look at how they may influence their own work. Students will create a wide variety of designs that meet different needs. Students will learn how to safely use the sewing machine.	 Key learning outcomes Introduction and development of understanding of Textiles health and safety. Students demonstrating an understanding of the main decorative techniques including hand embroidery and block printing. Students demonstrating safe use of the sewing machine and show they can change the main settings. Students demonstrating safe and correct use of the variety of textile equipment. Students demonstrate their creativity and drawing skills when designing for themselves and for others. Students are able to research different designers and are able to make connections between the designer and their own work. Students are able to reflect on their learning, creating a production log of practical lessons. 	Students' work is marked in line with the Academy policy where literacy is checked and work is given suggested improvements. Students are expected to reflect and act upon feedback given by completing an improvement phase. In addition to this, students are assessed at points throughout the project as they produce a production log which identifies what they have learnt and allows for the students to evaluate their practical skills. Students also receive a final grade at the end of the project.
Extra-Curricular Opportunities	Important Information	Use Websites
Students have the opportunity to be involved in extracurricular activities within the Creative Industries department. This includes making props and costumes for productions. This allows students to select and make the costumes for school productions and performances. Students also have the opportunity to attend Textiles Craft club where they make a variety of textile items. Trips to expand their knowledge about textiles and the industry are also organised for students. Students have the opportunity to take part in live design projects within the industry.	Students will be working within a well - resourced Textiles studio. Students are encouraged to be creative and imaginative within the lessons and are taught using active learning strategies where they are able to develop key skills such as communication and team work. Students will work with a variety of tools and equipment to develop their skills. Health & Safety: Students will be introduced to a variety of new equipment undertaking specific training.	www.bbc.co.uk/bitesize/gcse/design/textiles www.vogue.com

Year 8 Textiles



Course Description	Course Content	Assessment
Textiles is one of the subjects within Creative Industries that is studied by all students in Year 8. All students will take part in a carousel of projects in Creative Industries, each project will last approximately seven weeks. This course enables students to learn and develop decorative Textiles Techniques and to explore sustainability, and how designers can make more sustainable Textiles products. During Year 8, students will design and make a recycled monster, drawing on inspiration from images of bacteria. Students will develop skills in designing for a client. Students will also learn a range of decorative techniques such as applique. They will also develop skills in constructing a product.	 Key learning outcomes Develop an understanding of 3D modelling in a variety of Textiles materials. Develop understanding of designing a product for others. Understand how to develop and follow a set of design criteria. Be able to draw a simple paper pattern. Demonstrate ability to use and apply decorative techniques including applique. Understand how fleece is made from recycled plastic bottles. Understand how to patchwork 	Students' work is marked in line with the Academy policy where literacy is checked and work is given suggested improvements. Students are expected to reflect and act upon feedback given by completing an improvement phase. In addition to this, students are assessed at points throughout the project where a working at grade will be given and students will have the opportunity to set targets and make improvements. Students also receive a final grade at the end of the project.
Extra-Curricular Opportunities	Important Information	Use Websites
Students have the opportunity to be involved in extracurricular activities within the Creative Industries department. This includes making props and costumes for productions. This allows students to select and make the costumes for school productions and performances. Students also have the opportunity to attend Textiles Craft club where they make a variety of textile items. Trips to expand their knowledge about textiles and the industry are also organised for students. Students have the opportunity to take part in live design projects within the industry.	Students will be working within a well - resourced Textiles studio. Students are encouraged to be creative and imaginative within the lessons and are taught using active learning strategies where they are able to develop key skills such as communication and team work. Students will work with a variety of tools and equipment to develop their skills. Health & Safety: Students will be introduced to a variety of new equipment undertaking specific training.	www.bbc.co.uk/bitesize/gcse/design/textiles www.vogue.com

Year 9 Textiles



Course Description	Course Content	Assessment
 AQA Textiles GCSE is broken down into 2 Sections. Unit 1 (60%) A portfolio of work Unit 2 (40%) – An externally set task. For Unit 2 students have unlimited preparation time followed by a ten hour exam in which students are expected to develop their own unaided work informed by their prepatory studies. Students will introduced to a variety of learning experiences, which encourage the development of skills through the use of appropriate media, processes, techniques and technologies. Students will learn how sources inspire the development of ideas. For example, drawing on: the work and approaches of artists, craftspeople or designers from contemporary and/or historical contexts, periods, societies and cultures contemporary and/or historical environments, situations or issues. 	Students develop and apply the skills listed below to realise personal intentions relevant to their chosen title. Students must demonstrate the ability to: • develop their ideas through investigations informed by selecting and critically analysing sources • apply an understanding of relevant practices in the creative and cultural industries to their work • refine their ideas as work progresses through experimenting with media, materials, techniques and processes • record their ideas, observations, insights and independent judgements, visually and through written annotation. • use drawing skills for different needs and purposes, appropriate to context • realise personal intentions through sustained application of the creative process.	Students' work is marked in line with the Academy policy where literacy is checked and work is given suggested improvements. Students are expected to reflect and act upon feedback given by completing an improvement phase. In addition to this, students are assessed at points throughout the project where a working at grade will be given and students will have the opportunity to set targets and make improvements. Students also receive a final grade at the end of each project.
Extra-Curricular Opportunities	Important Information	Use Websites
Students have the opportunity to be part of the costume team for Creative Industries. This allows students to select and make the costumes for school productions and performances. Students can also be involved in the Textiles Craft club where they make a variety of textile items. Attend trips to expand their knowledge about textiles and the industry. Students have the opportunity to take part in live design projects within the industry.	Students will be working within a well - resourced Textiles studio. Students are encouraged to be creative and imaginative within the lessons and are taught using active learning strategies where they are able to develop key skills such as communication and team work. Students will work with a variety of tools and equipment to develop their skills. Health & Safety: Students will be introduced to a variety of new equipment undertaking specific training.	www.bbc.co.uk/bitesize/gcse/design/textiles www.vogue.com http://www.aqa.org.uk/subjects/art-and- design/gcse/art-and-design-8201-8206n

Year 10 Textiles



Course Description	Course Content	Assessment
AQA DT Textiles GCSE is broken down into 2 Sections. Written Paper is 2 hours - 120 marks (40% of overall grade) And Controlled assessment which is 90 marks (60% of overall grade). Students will cover both theory and practical content during the course including: Designing for others. Modelling using a variety of materials. Experimenting with a wide range of decorative techniques and equipment. Understanding of origins of fibres and fabrics and their properties. Sustainability in Textiles Commercial methods of production. Evaluating and analysing existing products. Smart and technical textiles.	 Demonstrate understanding of client and their requirements. Demonstrate ability to create initial design sketches based on findings of Criterion 1. Demonstrate use of mixed media techniques to develop design ideas for a product. Show understanding of working properties of fibres and fabrics to be able to annotate design ideas. Demonstrate ability to plan and include relevant information into the design portfolio. Experiment and demonstrate ability to experiment with various decorative techniques including CAD CAM. Demonstrate understanding of a wide range of construction techniques to be included in design portfolio. Show that they can produce 3D models and prototypes for their product ideas. 	Students' work is marked in line with the Academy policy where literacy is checked and work is given suggested improvements. Students are expected to reflect and act upon feedback given by completing an improvement phase.
Extra-Curricular Opportunities	Important Information	Use Websites
Students have the opportunity to be involved in extracurricular activities within the Creative Industries department. This includes making props and costumes for productions. This allows students to select and make the costumes for school productions and performances. Students also have the opportunity to attend Textiles Craft club where they make a variety of textile items. Trips to expand their knowledge about textiles and the industry are also organised for students. Students have the opportunity to take part in live design projects within the industry.	Students will be working within a well - resourced Textiles studio. Students are encouraged to be creative and imaginative within the lessons and are taught using active learning strategies where they are able to develop key skills such as communication and team work. Students will work with a variety of tools and equipment to develop their skills. Health & Safety: Students will be introduced to a variety of new equipment undertaking specific training.	www.bbc.co.uk/bitesize/gcse/design/textiles www.vogue.com http://www.aqa.org.uk/subjects/design-and- technology/gcse/design-and-technology-textiles- technology-4570

Year 11 Textiles



Course Description	Course Content	Assessment
AQA DT Textiles GCSE is broken down into 2 Sections. Written Paper is 2 hours - 120 marks (40% of overall grade) And Controlled assessment which is 90 marks (60% of overall grade). Students will cover both theory and practical content during the course including: Designing for others. Modelling using a variety of materials. Experimenting with a wide range of decorative techniques and equipment. Understanding of origins of fibres and fabrics and their properties. Sustainability in Textiles Commercial methods of production. Evaluating and analysing existing products. Smart and technical textiles.	 Demonstrate understanding of client and their requirements. Demonstrate ability to create initial design sketches based on findings of Criterion 1. Demonstrate use of mixed media techniques to develop design ideas for a product. Show understanding of working properties of fibres and fabrics to be able to annotate design ideas. Demonstrate ability to plan and include relevant information into the design portfolio. Experiment and demonstrate ability to experiment with various decorative techniques including CAD CAM. Demonstrate understanding of a wide range of construction techniques to be included in design portfolio. Show that they can produce 3D models and prototypes for their product ideas. 	Students' work is marked in line with the Academy policy where literacy is checked and work is given suggested improvements. Students are expected to reflect and act upon feedback given by completing an improvement phase.
Extra-Curricular Opportunities	Important Information	Use Websites
Students have the opportunity to be involved in extracurricular activities within the Creative Industries department. This includes making props and costumes for productions. This allows students to select and make the costumes for school productions and performances. Students also have the opportunity to attend Textiles Craft club where they make a variety of textile items. Trips to expand their knowledge about textiles and the industry are also organised for students. Students have the opportunity to take part in live design projects within the industry.	Students will be working within a well - resourced Textiles studio. Students are encouraged to be creative and imaginative within the lessons and are taught using active learning strategies where they are able to develop key skills such as communication and team work. Students will work with a variety of tools and equipment to develop their skills. Health & Safety: Students will be introduced to a variety of new equipment undertaking specific training.	www.bbc.co.uk/bitesize/gcse/design/textiles www.vogue.com http://www.aqa.org.uk/subjects/design-and- technology/gcse/design-and-technology-textiles- technology-4570