

TEXTILES

Research: Complex research into the chosen theme, including mind maps, client interviews, existing product analysis and the six Rs linking to the environment and sustainability

Design: Completing 2D and 3D sketches, CAD and orthographic drawings based on the theme, creating A3 sheets with detailed designs of the chosen product and the manufacturing techniques and materials



Revision: Linked to all areas of the AQA exam – This includes research, Quizzing, review, revision and mock examinations for students to fully prepare for the written exam.

Evaluate: Re-designing the product, assessing different types of materials to use within the re-design, linking it to the design specification and ACCESS FM

Students will respond to the chosen theme by answering the AQA question set by the exam board



AQA theme chosen for the coursework: Introduction to the question and the students response

Students by the end of the two year course will complete 2 NEA coursework booklets, a skills builder project and theory booklets as personal revision guides

EXAM

AQA EXAM REVISION

AQA NEA COURSEWORK

YEAR 11



Skills Builder
Five skills of quilting, printing, Dyeing, Weaving and Embellishment

Skills Builder: Understanding textile processes and techniques, learning focus on five mini practical's including a cot mobile, bowl and bunting



Technical: Introduction of the 20 page coursework project around the theme of festivals, learning focus on mind maps and research on existing products

Research: Students respond to existing products, trends, market research. Exploring materials and manufacturing techniques



Make: Produce a prototype based around the designs produced in the coursework, showing textile skills learnt during the skills builder

Theory: Homework booklet and GCSE knowledge organiser covering the AQA Design Technology theory

Mock Exam

Beginning of the AQA two year course combining NEA coursework and exam content for Design Technology

Evaluate: Summative assessment based on a GCSE question and a green pen improvement phase evaluating the technical knowledge and practical

Make: Construct a 3D product for a mobile phone using blanket and running stitch, applique of fabrics and attaching LEDs



Design: Creating a 2D sketch of the mobile phone holder, looking at the skill of applique and how to incorporate it into the design



Technical Knowledge: Introduction of the project and design brief, learning focus on E-Textiles, the four keywords of applique, blanket stitch, LED and conductive and the understanding of the three generations of E-Textiles



By the end of Year 9 students will be able to:

Understand the key words of Design Technology including materials and manufacturing techniques

Draw designs in 2D, creating paper templates for 3D construction

Understand the Health and Safety of the department and equipment

Effectively communicate design ideas with peers and teachers

Justify, evaluate and improve design specifications

KS4

Link to History and Maths: Adinkra symbols were designed by the Akan people from Cote d'Ivoire and Ghana in the 1800s. Many Adinkra symbols use reflective symmetry to express symbolic proverbs related to life, death, wisdom and human behaviour

Design: Producing a symbol scarf design onto Styrofoam, including a mini practical on hand printing pressure

Make: Learning focus on hand printing, producing a silk scarf with a repeat print element and black ink to reflect the African tradition



Make: Understanding the process and how to use chemical fabric dyes to embellish and decorate the silk scarf

Evaluate: Summative assessment and green pen improvement phase on technical knowledge, design and make techniques

E-Textiles Mobile Phone Holder

MAKE

EVALUATE

YEAR 9

DESIGN

Design: Understanding the historical adinkra symbol design and creating an individual one inspired by their abstract shapes.



Technical: Learning focus of repeat printing patterns of block, brick and diamond linking to the Adinkra symbols and their traditional Ghana concepts

Technical: Introduction to project and design brief, studying the keyword of printing and understanding the four main hand printing techniques



TECHNICAL KNOWLEDGE

Adinkra African Scarf

By the end of Year 8 students will be able to:

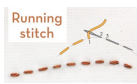
Link Design Technology to other subjects like History and Maths

Be able to produce a functional product

Understand a design brief and create a repeat pattern printing block based on a theme

Materials: Working with acrylics and timber, cutting, shaping and finishing techniques.

Make: Manufacture a fabric monster using a hand running stitch technique, stuffing and fabric glue applique



Evaluate: Summative assessment which comprises of questions based around the technical knowledge of the project

Evaluate: Evaluating and improvement green pen phase, looking at the technical and practical criteria and scoring themselves 1-9

YEAR 8

MAKE

EVALUATE

Make: Create, using cotton fabric, the monster, focusing on paper templates, cutting and outline skills

Design: Producing two designs and a final design of the fabric monster linking to their research and showing individual creativity



DESIGN

MAKE



TECHNICAL KNOWLEDGE



Fabric Monster

Sir Stanley Matthews Academy



YEAR 7

Design: Learning focus of research and analysis of existing products, likes, dislikes and features of interest

Cotton, Wool and Silk: Exploring the projects three key fabrics of cotton, wool and silk, looking at their textures and uses in industry.

Fibres: Natural and synthetic fibres and their origins, looking at the plants and animals linked to the fibres.

Introduction to the project and equipment: Health and Safety



KS3

By the end of Year 7 students will be able to:

Learn how to use textiles equipment safely

Be able to hand stitch and produce a 3D product, understanding natural fabrics and how to use them effectively

Respond to feedback and in green pen reflect and evaluate their project