

DESIGN TECHNOLOGY - TEXTILES

HuishSixth



Core content and specialist knowledge:
Revise and practice exam papers in preparation for your final exam in DT.



A06: Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?

A05: Realise Design ideas:
Manufacture your product using skills and processes used throughout your DT journey.

A03&4: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

A02: Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification

A01: Research & investigation
Follow on from your summer task to further understand the context. Client interviews, product, site analysis and designer research.

FINAL GCSE EXAM

EXAM REVISION

NEA COURSEWORK

YEAR 11



Materials:
What materials will be appropriate for your product? Experiment with alternative materials,

Design:
Understanding a context. Designing for a client. User needs, Investigate current products

Developing design ideas:
Design a product suitable for your clients needs and wants, use the iterative design process.

Make:
Using a range of skills and processes, materials & templates.

Evaluate:
Client evaluate & test your product. Consider how you would improve it.

Research/Investigate:
Focused research on the work of famous Designers & Companies, why are they successful?, Iconic designs

Design:
Develop free hand sketching & illustration. Rendering techniques

Research, investigate & Develop design ideas:
Use core skills/knowledge to investigate a context, research and develop ideas

Realise ideas & Evaluate:
Manufacture your product using skills and processes used throughout your DT journey. Test and evaluate your final product

GCSE NEA CONTEXTS

Investigate the design possibilities:
What is the design context? What research can you carry out to gather ideas? What ideas do you have already? Can you visualise them?

DESIGNERS AND COMPANIES

Mock NEA

Materials:
Working with denim

Environmental impact:
Circular economy, the 6's & sustainability

Evaluate:
What skills have you developed at KS3? How can you use them in GCSE's?



Analyse:
Why do consumers buy their products?
Design:
Develop design ideas inspired by research, free hand sketching & illustration.

Research/Investigate:
Focused research on the work of famous Designers, Companies or brands Iconic designs

Evaluate:
Evaluate each stage of making, test your product. Would you change anything?

Make:
Use of templates, modelling & testing before making a final product. Finishing techniques

Design:
Develop and evaluate design ideas using the iterative design process

Research:
Current trends in upcycling, Denim inspiration

Materials:
Working with denim
How is it made/ environmental impacts.

BE SAFE, BE SEEN

YEAR 10

DESIGNERS, COMPANIES AND BRANDS

DENIM PROJECT

KS4

Materials:
Modern and smart materials, properties and uses. Neoprene, how its made & properties.

Research/Design:
Focus your research art movements & the work of famous designers What is Art Deco, & main influences on design

Make:
What is a block print? Assemble a block, accurate clear print. Construct a basic product

Evaluate:
Test your product with a phone, suggest improvements

I POD CASES

Evaluate:
What skills have you developed? Test your product and consider how you would improve it.

Testing
Will my circuit work? What can I do to improve it?

Make:
Basic e – textiles circuitry
Construction of an accurate product using tools and hand sewing skills

Materials:
What is e- textiles Standard components

Make:
What is applique? Cutting techniques/ using templates, hand embroidery skills

Design:
Designing for a user and client. Develop design ideas / free hand sketching
Design influences from other cultures

Materials:
Non- wovens – Felt
How is it made, properties and uses.

LED KEYRING PROJECT

Materials:
What is Batik, adding colour to fabric, using heat to fix dye

Make:
Construction skills use of the sewing machine, what is quilting.

Consumer issues:
The law, labelling and environmental issues

Evaluate:
What new materials and skills have your learnt about/ used? How could you improve practical & design work?

Baseline Assessment:
Re-sit the same paper to check progress

Design:
Designing for users or client & Rendering

Materials:
Fibres and fabrics Classification. Fabric uses Material properties

MUG COSIE PROJECT

Test:
What do I know about mechanical systems & the equipment we use in textiles

Evaluate:
Did my skills improve? How can you improve your skills?

Make:
Use of the sewing machine. Confidence in practical skills

Mechanical Systems:
Types of motion & movement used in a sewing machine

Equipment:
What equipment do we use in textiles? Familiarise students with equipment, processes & skills used in textiles

SEWING MACHINE PROJECT

Baseline Assessment:
What do you already know about DT?

Introduction to the workshop:
Health and Safety

YEAR 7

KS3

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.