

DESIGN TECHNOLOGY - TEXTILES

HuishSixth



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



AO6: Evaluate & Test:
Gain feedback throughout your project, and test your final product – have you met your brief?

AO5: Realise Design ideas:
Manufacture your product using skills and processes used throughout your DT journey.

AO3&4: Generate & Develop Design Ideas:
Develop your sketches and communicate ideas. Developing them using modelling techniques

AO2: Specification & Brief:
Clarify the needs and wants of the project writing your own brief & specification

AO1: 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



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 visualize them?

GCSE NEA CONTEXTS

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

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

Design:
Develop free hand sketching & illustration. Rendering techniques

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

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

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

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

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

DESIGNERS AND COMPANIES

Mock NEA

Research:
Current trends in upcycling, Denim inspiration

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

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

Analyse:
Why do consumers buy their products?

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

Evaluate:
What skills have you developed? Use of templates, and paper sculpture to create a 3D model

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

Fashion and print

YEAR 10

Fashion Illustration

DESIGNERS, COMPANIES AND BRANDS

DENIM PROJECT

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

Design:
Develop and evaluate design ideas.

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

Make:
Use of templates, modelling & prototype a final product.

Design:
Develop design ideas inspired by research, free hand sketching & illustration.

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

KS4

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

After choosing options in year 9, focus your studies in GCSE DT in years 10-11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

YEAR 9

Smart Materials

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

E Textiles

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

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

YEAR 8

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 clan print. Construct a basic product

Evaluate:
Test your product with a phone, suggest improvements

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

Design:
Designing for users or client & Rendering

YEAR 7

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

Consumer issues:
The law, labelling and environmental issues

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

Materials:
Fibres and fabrics Classification. Fabric uses Material properties

Textiles Techniques 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

Mechanical Systems

Baseline Assessment:
What do you already know about DT?

Introduction to the workshop:
Health and Safety

KS3