

# Huish Sixth

## Textile Design

### Bridging project



## Contents

|  |   |
|--|---|
| Course outline.....                            | 2 |
| Materials .....                                | 2 |
| Bridging project tasks .....                   | 3 |
| Assessment objectives and course content ..... | 4 |
| Useful websites .....                          | 5 |

## **Course outline**

### **Year 12**

The textiles design course will introduce you to a wide variety of practical and critical/ and contextual experiences. The first half of the year 12 course will focus on work that shows exploration using a variety of materials and textiles techniques, focused on personal research based on a theme or starting point that will develop ideas and techniques appropriate to chosen specialist area/s.

### **Year 13**

**The A2 element of this course allows students to further develop skills used in year 12 and specialise in a particular textile field.**

**Unit 1: (Total 60% of A level) - Personal Investigation:** Students must use a personal starting point(s) to produce a major project that shows them working through a range of textile design experiences. (including a related study).

**Unit 2: (Total 40% of A level) - Externally set task:** Students are expected to choose one starting point from the question paper. You will then generate appropriate work for submission. Your work will demonstrate the ability to prepare, plan and relate your response from your chosen starting point, with a final 15-hour exam to produce your final outcome.

### **Materials**

There will be a voluntary contribution of £10 per year for textiles materials

In addition you will need to purchase at least 2 x A4 or A3 sketchbooks

It is expected that all students will have drawing pencils, pens, watercolours and a set of brushes and a basic sewing kit including fabric scissors, small embroidery scissors, threads, and variety of embellishment and scrap fabrics (all can be purchased at Hobby Craft, or online) A sewing machine is not essential.

### **Sketchbooks**

Your sketchbooks are a fundamental element of the course, they are a place where you record both visual and written ideas, intentions, analysis, experiments and techniques. Quality sketchbooks are key to the success of your development and it is important to take pride in the presentation of this work.

## **Bridging unit**

### **Title – Fashion through the ages.**

Choose any time period over 50 years and document how fashion and textiles has changed over this time. (e.g. 1920 – 1960)

#### **Requirements**

All of the work you produce must fit in an A5 sketchbook. Or you can make your own small sketchbook.

You can choose to start at any time period, but you must follow the next 50 years.

Include lots of visual information as well as written information and also be creative, design your own outfits inspired by the time periods, or create fabric or techniques samples that are inspired by the designers you have researched.

Include –

- Famous fashion designers and iconic outfits
- Icons of the time
- Music
- Lifestyle
- Historical events, that could have possibly led to changes in what people wore.
- Visit to art exhibitions or fashion museums (if possible although lots now have online exhibitions too). For example the V&A.

## **Assessment objectives and course content**

All units of work will be assessed using the following objectives

### **A01 – Contextual understanding**

***Develop** ideas through **sustained and focused** investigations informed by contextual and other sources, demonstrating **analytical** and **cultural** understanding.*

### **A02 – Creative making**

***Explore** and select appropriate resources, media materials techniques and processes, **reviewing** and **refining** ideas as work develops.*

### **A03 – Reflective recording**

***Record** ideas observations and insights **relevant** to intentions **reflecting critically** on work and progress.*

### **A04 – Personal presentation**

*Present a **personal** and **meaningful** response that realises intentions and **where appropriate** makes connections between visual and other elements.*

## **Course overview**

Students should be able to explore, research and acquire techniques and develop their skills, knowledge and understanding in a range of textiles media.

Students should explore relevant images, artefacts and resources relating to Textile Design. Learners may use methods such as textile design, print and digital techniques to produce outcomes in visual, tactile and/or sensory forms.

## **Areas of Study**

Students are required to work in one or more area(s) of Textile Design, such as those listed below. Combinations of these areas are also possible:

- garments/fashion
- accessories
- soft furnishings
- printed and/or dyed textiles
- constructed textiles
- textile installation
- expressive textiles
- digital textiles.

## **Techniques**

The following are some of the techniques available to students in Textile Design: Fabric / transfer, printing, screen printing, tie-dye, batik, fabric construction, stitching, appliqué, patchwork, quilting, embroidery, weaving, felting, 3D techniques, and mixed-media applications.

## **Useful websites**

[www.textileartist.org](http://www.textileartist.org)

[www.vam.ac.uk](http://www.vam.ac.uk)

[www.illustrationweb.com](http://www.illustrationweb.com)

[www.vogue.co.uk](http://www.vogue.co.uk)

