

## Fashion \& Textiles

## Subject progression

## Post 16 courses:

A Level Textiles
BTEC Fashion and Clothing
Foundation courses in Art and Design
Art and Design
Product Design Graphic design

## Careers:

Fashion designer
Wedding dress designer
Forensics
Teacher
Children's wear designer
Buyer
Stage make up
Careers in media
Cake decoration
Pattern cutting
Interior design
Garment technologies
Car designer
Costume designer
Freelance designer Artist
Visual Merchandising Photography Styling Jewellery design Millinery

Subject contact:

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Syllabus: www.wduqas.co.uk/ qualifcations/art-and-design

## GCSE <br> Design Technology <br> Fashion \& Textiles

This course is designed to provide engaging, challenging, coherent and meaningful learning experiences through a flexible structure that supports the development of creative practice. The focus of the subject is to nurture an enthusiasm for fashion and textiles through a broad introduction of a wide range of innovative techniques.


## The 3 year programme

## YR 9: Foundation

Developing your practical skills.
(Hand and machine including CAD/CAM)
Manipulation, experimentation and understanding of a range of materials.

Sketching, designing and presentation skills
Mini tasks and activities that develop your underpinning core knowledge.

## YR 10: Project work

Applying your core knowledge in the 'wider contexts of design'.
More substantial assignment briefs.
Designing and creating products

## YR 11: Externally set assignment

Brief provided by the exam board and 10 hours sustained focus study plus preparation time to create a final outcome

## Externally set

 assignment
## 40\% of GCSE

## 80 marks

## What is assessed:

## Development through investigation:

Investigating historic and contemporary textile design in their own and other societies and other source. Explore a wide range of work from different textile designers

## Refining ideas:

selecting and experimenting with appropriate breadth of textile design approaches and processes

## Recording ideas:

Record ideas, first-hand observations, insights and judgments by any suitable means, such as sketches, illustrations, free-arm embroidered studies, test pieces and written notes that are relevant to personal intentions.

## Present a personal and meaningful final

## outcome:

Present personal, imaginative final outcomes, that effectively states intentions and demonstrate a wide range of techniques. For example, costume designs for a school performance to be made from recycled materials.

## Portfolio

## 60\% of GCSE

## 120 marks

## What is assessed:

Major Practical projects and outcomes based upon internally set projects

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\text { throughout year } 10
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## Knowledge and skills:

-This title is defined as the creation of designs and products for woven, knitted, stitched or printed fabrics and involves an understanding of fibres, yarns and fabrics.

Students will gain an understanding in the following areas:

- Constructed textiles - Digital textiles Dyed fabrics • Printed fabrics • Fashion design • Installed textiles • Soft furnishings • Stitched and/or embellished textiles.

Textile Design encompasses a very broad range of materials, techniques and processes, including recyclable materials, new materials and technologies.

