Year 9 Project 1; Cultural Bag - Why do we study Design Textiles?

By studying Design and Technology we allow opportunities to develop skills and knowledge across a wide range of disciplines using traditional, practical and computer aided tools. Students must understand the properties of materials across the breadth of subject areas to make informed decisions that influence performance, aesthetics and cost. Across the key stages Design and Technology fosters the need to analyse contextual situations, build specifications, design creatively, test ideas and prototypes, manufacture products and evaluate outcomes. Students will learn to communicate ideas through sketching in 2D and 3D. We also build on greater complexity in design using specific software that allows students to showcase ideas on digital devices and outputs that would be used within a commercial environment. The Cultural bag project builds on what we've learnt from the juggling kit, Pencil case and E Cuff, and builds on it to develop our skills and understanding on how take influence from work of others and use traditional techniques to produce an accessory.



Year 9 Project 2; Shorts - Why do we study Design Textiles?

We study Design and Technology to nurture creativity, demonstrate iterative design, and show case problem solving in a practical manner. Technology is all around us and is driven by market pull, social factors and clients' needs, which are reflected in the design and manufacture of prototypes and end products. Design and Technology is an inspiring, rigorous and practical subject. Students will work collaboratively digesting design Briefs and analysing tasks. Students will learn to communicate ideas through sketching in 2D and 3D. The enjoyment and commitment from students are shown from our high-quality outcomes and the outstanding progress that is made ensuring all students meet and exceed their personal best. The shorts project allows us to look at our environmental impact from manufacturing in textiles and using a socially influenced and iconic print from Hawaii. At GCSE and A Level, you will make a pattern to fit a client and manufacture a garment and this will build a foundation skills needs in garment construction.

