Year 10 & 11 DT Textiles overview

1: Interactive Toy x5 lessons/cycle

2: Bodice Block x5 lessons/cycle

Throughout: Core knowledge x 1-2 lessons per cycle

Embedded skills: practical, drawing, CAD, problem solving

* NEA – From June until Feb – 50% of grade.
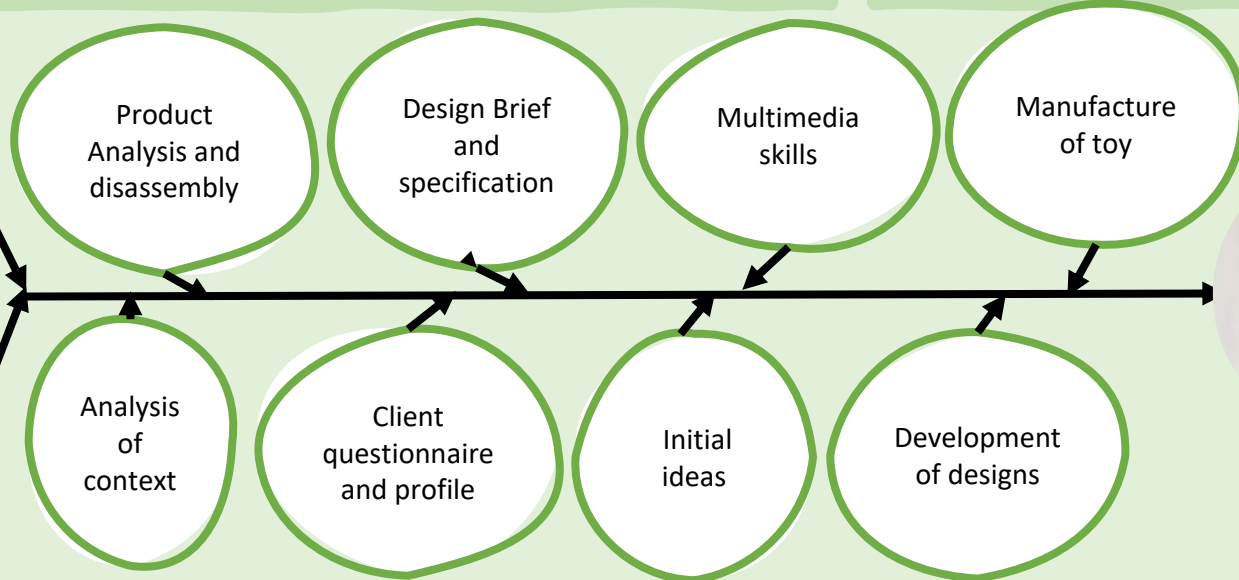* Core knowledge & exam practice throughout – Exam at end 50% of grade.

Year 10; Interactive toy project - 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.

Making an interactive toy to meet a child's needs and wants will support progression to GCSE NEA working to a contextual title and testing on a real client. To fully embrace the DT GCSE this project will allow opportunities to work with all areas of materials and build confidence in combining these and working with a range of new and previous skills.

Year 7 and 8 practical skills and knowledge

Year 9 bag and short projects with skills and knowledge along with CAD and allow freedom of the outcome to fit user/client.

- Product Analysis and disassembly
- Design Brief and specification
- Multimedia skills
- Manufacture of toy
- Analysis of context
- Client questionnaire and profile
- Initial ideas
- Development of designs

Year 10; Bodice project - 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.

Making a garment using a basic pattern block, with a adaptations will support progression to GCSE NEA, working on manufacturing skills and exploring creativity. To fully embrace the DT GCSE this project will allow opportunities to work with all areas of materials and build confidence in combining these and working with a range of new and previous skills.

Year 7 and 8 practical skills and knowledge

Year 9 bag and short projects with skills and knowledge along with CAD and allow freedom of the outcome to fit user/client.

Sustainability Research

Pattern Adaptation (Sleeves, Collar, Pockets)

Toile

Manufacture of bodice

Analysis of context

Pattern Construction

Initial ideas

Development of designs