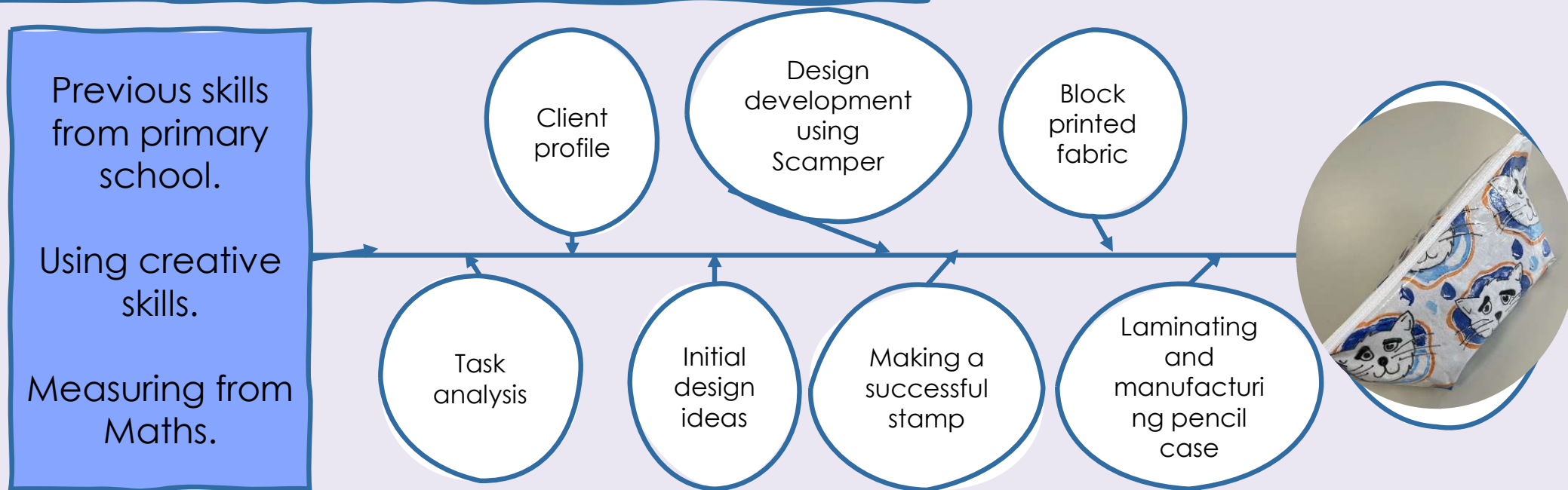


Yr7 Pencil Case - Why do we study Design Textiles?

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. Design and Technology covers Product Design, Resistant Materials, Electronics, Fashion and Textiles and Engineering, all problem-solving subjects building confidence and resilience in creative skills, testing, failing, improving and creating successful outcomes individually, or as part of a team.

The Pencil case project allows students to build on skills from primary school linking to art and crafts as well as technology. Students will learn a surface decorative technique. The pencil case is individualised to the client's needs and wants that are investigated that is used at GCSE, A Level and in industry.

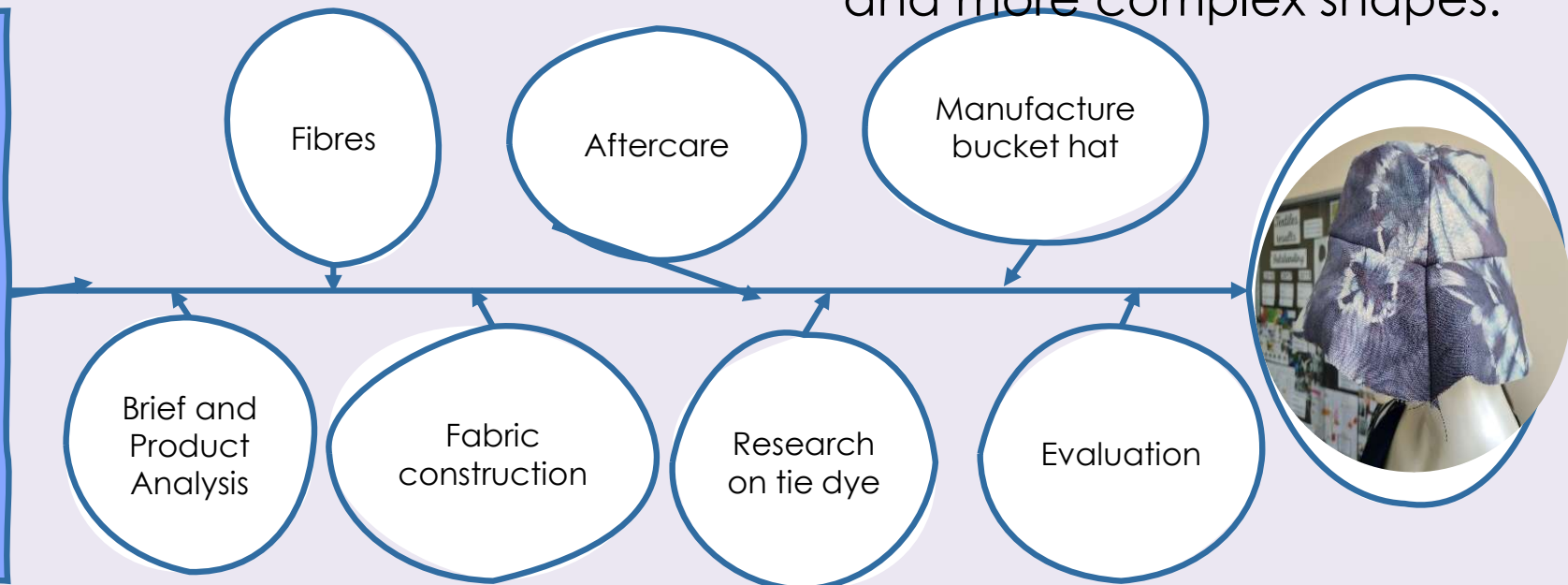


Yr8 Bucket hat - Why do we study Design Textiles?

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. Design and Technology covers Product Design, Resistant Materials, Electronics, Fashion and Textiles and Engineering, all problem-solving subjects building confidence and resilience in creative skills, testing, failing, improving and creating successful outcomes individually, or as part of a team.

The Bucket hat project allows students to build on skills from year 7 and learn another surface decorative technique. The Bucket hat project is built around understanding the properties of fibres and fabrics and the aftercare needed. Students will develop machine sewing skills using curved shapes and more complex shapes.

Skills from Year 7 including analysing the design brief, designing initial ideas and Using the sewing machine.



Yr8 Keyring - 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. Design and Technology covers Product Design, Resistant Materials, Electronics, Fashion and Textiles and Engineering, all problem-solving subjects building confidence and resilience in creative skills, testing, failing, improving and creating successful outcomes individually, or as part of a team.

The E Cuff project builds on what we've learnt from the Bucket Hat and the Pencil Case. This project helps to further develop our skills and understanding on how take inspiration from visual research. The project also allows students to apply knowledge from science and nature.

