Fashion and Textiles Curriculum 2022-2023

Year 7	Year 7's main focus is an introduction to how to use a sewing machine Research and analysis into chosen Textile artist: Holly Levell Accurate drawing and design work. Students learn how a sewing machine works, how to thread the top part of the machine up and the names of the parts of a machine. They will complete a machine practice on paper and then on fabric before using on their soft sculpture. They will learn what Appliqué is and how to carry out the technique. (BBB)
Year 8	Apply above knowledge and skills to complete a soft sculpture in the theme of Holly Levell. In Year 8, the main focus is suitable decorative methods of adding colour onto fabric: Tie dye, Block printing – using repeat patterns, spray dyeing, heat transfer printing. A deeper knowledge of how to use a sewing machine, students learn to compare using a normal sewing machine to a computerised embroidery machine. How CAD is used int the Textiles industry What a component is, where and how they are used in Textiles and how to attach onto fabric A deeper knowledge and understanding of the importance of using a Fashion designer for inspiration. Applying skills learnt during Year 7 to create a wide range of accurately drawn design ideas. (BBB) – Design ideas Applying skills learnt to customise a T-Shirt.
Year 9	In Year 9 students will learn: A broader range of methods of fabric decoration and construction techniques: How to decorate fabric using a traditional technique called Batik How to create a range of different embroidery stitches used for decoration, by hand and machine. (BBB) – Embroidery stitches A further knowledge of how to use a sewing machine, by setting up bobbin and bobbin case, being able to select a range of decorative stitches independently and by solving any initial problems they may have when using the machine. Embedding skills learnt during Years 7 and 8 to create a wide range of suitable accurately drawn design ideas from a set design brief. Deeper knowledge of construction techniques by creating both a seam sample and hem sample – focusing on fabrics and how edges of some fabrics need to be neatened Applying knowledge of components and how and where they can be used on construction of a bag.

	Half Term 1	Half Term 2	Half Term 3	Half Term 4	Half Term 5	Half Term 6
Year 10	Controlled Assessment: A01/A02/A03 Starting point introduction Inspiration boards Initial drawings Sample of fabric painting and Batik Introduction to the work of a Fashion designer	Controlled Assessment: A01/A02/A03 Analysis and initial drawings for fashion designer Samples of 3 types of quilting Samples of lino printing Introduction to the work of an Artist – analysis of the work. Introduction to Shibori and embroidery	Controlled Assessment: A02/A03 Drawings from source materials Experimental samples of the following techniques: Embellishing machines, lino printing, adding components, appliqué, reverse appliqué, hand and machine embroidery. Analysis and initial drawings from 2 nd fashion designer.	Controlled Assessment: A03 Refinement and development of ideas through drawings and various samples – applying knowledge learnt from previous lessons. Analysis and initial drawings from 2 nd fashion designer.	Controlled Assessment: A02/A03/A04 Work to be attached into sketchbooks. Complete outstanding development and refinement of ideas. Final design ideas Complete pattern and prototype for final product	Controlled Assessment: A04 Making of final product
Year 11	Controlled Assessment: A03/A04 Complete final product	Controlled Assessment: A02/A03/A04 Complete any outstanding Controlled Assessment in sketchbooks. Label all pages, add titles, complete any final products	Exam: A01/A02/A03 Exam themes available from OCR. Students prepare all research, initial drawings and ideas and all experimental samples during lessons.	Exam: A01/A02/A03 Exam themes available from OCR. Students prepare all research, initial drawings and ideas and all experimental samples during lessons.	Exam: A04 10 hour exam to complete final product.	