

# TEXTILES

NC	YEAR 7	YEAR 8	YEAR 9
<b>Design</b>	Scrappy Snakes. Health and safety - Risk assessments.	Denim Bags and branding design.	Alexander McQueen inspired designer footwear design and samples.
use research and exploration, such as the study of different cultures, to identify and understand user needs	Primary research methods into pattern design	Personal research project of environmental, global, and moral issues relating to the cotton industry.	Developing moodboards. Understanding colour and colour palettes. Understanding fashion and trends.
identify and solve their own design problems and understand how to reformulate problems given to them	Designing new repeat patterns inspired by global traditions	Investigate 3D pattern construction and using planning with measurements to design their own template patterns.	Looking at biomimicry and following a specification for commercial sale.
develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations	Learn to use and follow specifications	Learn to write, their own specifications and user profile.	Development in the use of writing, use and follow specifications
use a variety of approaches [for example, biomimicry and user-centred design], to generate creative ideas and avoid stereotypical responses	Skill in developing design ideas and taking the best idea forward through analysing the specification against ideas	Skill in developing design ideas and using the work of other fashion brands to inform their ideas. Market research.	Development of a full footwear design in the style of McQueen
develop and communicate design ideas using annotated sketches, detailed plans, 3-D and mathematical modelling, oral and digital presentations and computer-based tools	Use of annotation and exploded diagrams	Use of annotation, rendering and exploded diagrams.	Skill in the production of fashion illustration and making textile samples to realise their intentions.
<b>Make</b>			
select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture	Skill in hand sewing techniques. Understanding the sewing machine parts. Learning to use a sewing machine, threading up and understanding sewing terms. Making a 'Scrappy snake' textile product.	Skill in the production of applique for commercial purposes. Use and applications of zips used as a fastening. Developing and understanding the use of fusing and interfacing used as a strengthener	Skill in the production of batik, fabric painting, and quilting, and felt making.

# TEXTILES

select from and use a wider, more complex range of materials, components and ingredients, taking into account their properties	Experience and understanding in using a pattern to manufacture a textile product	Skill in using a pattern to manufacture a textile product	Skill in manufacturing a prototype product and use of specialist equipment and processes such as the eyelet press and heat press
<b>Evaluate</b>			
analyse the work of past and present professionals and others to develop and broaden their understanding	Link to exploring influential repeat pattern designers	Exploring iconic fashion/product design (Levis)	Research of iconic fashion designers (Alexander McQueen)
investigate new and emerging technologies	Learn about the use of different industrial methods of fabric printing.	Sublimation printing. CAD.	Use of biomimetics in textile design and innovation, use of laminating and teflon in the textile industry
test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups	Evaluating products against the given specification.	Evaluating products against the given specification and gathering market and user feedback.	Evaluating products against the specification
understand developments in design and technology, its impact on individuals, society and the environment, and the responsibilities of designers, engineers and technologists	Look at batch manufacture in industry through the use of sub-assembly and pre-made components	Personal research project of environmental, global, and moral issues relating to the cotton industry.	Explore and understand the terms of copyright and moral issues within the fashion design industry.
<b>Technical Knowledge</b>			
understand and use the properties of materials and the performance of structural elements to achieve functioning solutions	Understanding of fibres and fabrics.	Understanding cotton and it's properties when woven into denim.	Properties of synthetics and natural fibres. Learning about smart materials such as Fastskin.
understand how more advanced mechanical systems used in their products enable changes in movement and force	Understanding how sewing machines operate and are used safely	Understanding how sewing machines operate and are used safely	Understanding how sewing machines operate and are used safely

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<p>understand how more advanced electrical and electronic systems can be powered and used in their products [for example, circuits with heat, light, sound and movement as inputs and outputs]</p>	<p>Understanding of electrical safety issues when using tools and equipment</p>	<p>Understanding of electrical safety issues when using tools and equipment</p>	<p>Understanding and application of electrical safety issues when using tools and equipment</p>
<p>apply computing and use electronics to embed intelligence in products that respond to inputs [for example, sensors], and control outputs [for example, actuators], using programmable components [for example, microcontrollers].</p>	<p>N/A</p>	<p>N/A</p>	<p>N/A</p>