



A Level Textiles Bridging Project for Year 11s

How to use this project

The prospect of doing A-Level Textiles can be **exciting and daunting**. You should be reassured that A-Level Textiles has a lot of similarities to GCSE, both in terms of the **work ethic** you will need, the **technical qualities** you must demonstrate and the areas you will be **assessed** on. A-Level is still a significant **step up** and therefore the tasks below have been designed to help you **bridge the step between GCSE and A-Level**.

At A-Level you will need to

- explore and experiment in a lot more depth
- show a broader understanding of artists/designers/materials/techniques
- carry out a greater amount of independent research
- develop your technical skills and in particular your observational recording
- you will also have a lot more freedom to direct your own work

You can choose from the activities below but try to do some from each box. Don't feel restricted by the tasks, they are just starting points to allow you to start developing the **qualities** you will find invaluable at A-Level.

A-Level Quality	Task	Details
Innovation <i>Independent Research</i>	Explore some of these questions through your own research. • Where do you see innovation in Fashion and Textiles design? • How is environmental awareness impacting on Fashion and Textiles Design? • What is Couture Fashion? Find 3 designers that interest you. What are the qualities/ideas that make this work so exciting? • How do designers explore Silhouette? Find a series of designers who really experiment with sculpting to vary silhouette. How do they achieve these shapes? •	This task is not just about using a website. It is also about finding a website, where do you start the research and how can you then locate the information you need.
Idea Development	Set up image/ mood boards digitally	Use the internet to develop mood boards to identify and collect details or interesting designs.

Textural Exploration <i>Finding and Exploring – demonstrate your innovation</i>	All designs are rooted in observation. It is through finding fascinating qualities and recording/ exploring these that great design is made. Develop your ideas, using the below to help you. • Collect/ find textures and objects that interest you. Take rubbings from these on fabrics and papers • Collect interesting shapes/ objects and stick them to cardboard to create a surface. Once these are dry use them to create prints by pressing them in paints/ ink/ dye and then 'printing' them onto paper/ fabric. • Explore dying paper/ fabric with natural objects (flowers, fruit, vegetables) What effects can you create? Try crushing, rolling, layering etc. • Select images of varied colour and tone that interest you. This could be any surface at all you find intriguing. Gather materials of any kind (wool, fabric, plastic, paper etc) that show the colours you observe. Use them to recreate the image by weaving, knitting, sticking, knitting, crochet in any combination.	At A-Level we talk about recording in its widest form. This means observing with anything, painting, using mixed media, stitch, dye, print, sculpting, it can even be taking a photo. Great design is fundamentally bound to sustained observation.
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