

Fashion Textiles

A Levels

T Levels

Apprenticeships

Careers : Costumier, Fashion Designer, Fashion Merchandiser/ Marketing, Garment technician, Pattern Cutter, Surface pattern design, Make-up Artist, Lighting Designer, Creative/Film Director, Producer, Cinematographer, Special Effect Design/Maker, Film Editor, Architect, Teacher, Technician, Advertising and Marketing, Publication Design, CGI Designer, Stylist, Fine Artist, Sculptor, Illustrator, Glass Designer, Ceramicist, Animator, Graphic Designer, Landscape Architect/Designer, Interior Designer, Photographer, Games Designer, Gallery Curator, Art Therapist, Set Designer, Textile designer, Social Media Content Creator

**NEXT
STEPS**

Externally Set Assignment (ESA)

Project developed in response to the title set by the exam board

10 hour sustained focus (exam)

Coursework Extension

Targeted work and activities based on the Year 10 and 11 project themes

I, Me, Mine Mock exam project

10 hour sustained focus (exam)

Project ideas explored and refined in response to the exam paper title

**YEAR
11**

The Detailed Surface

Textures based project developing printing, layering of materials & processes & expanding hand & machine stitching skills.

Experiment with applying and layering materials

Explore and analyse Textiles artists.

Refine the impact of layering materials & processes

Take creative risks

Develop a final piece outcome based on investigations

Mock Exam project introduction

Idea development in response to exam paper, through visual research, studies and designer analysis

I, Me, Mine

Mock exam project

Contemporary Millenary

Dyeing, sculpting and manipulation of textiles materials

Developing an understanding of how to construct a project

Develop a final piece outcome based on investigations

Reflect on learning, refine skills and ideas

Experiment with dye and fabric sculpting techniques

Experiment and develop observational skills

Explore the theme through visual research

Analysis of milliners through visual and written work.

**YEAR
10**

Design Development

Development of design for the body, building understanding of how designers work from observation to develop innovative ideas.

Analysis of contemporary designer

Exploration of ideas through visual research

Exploration of a variety of design ideas and techniques

Exploration, synthesis and refinement of design ideas

Extend use and understanding of materials and techniques

Extend design experience and opportunities

Carousel Workshops

Headdresses– Honouring our Heroes

Developing design work and Textiles samples in response to Native American cultural practises.

Design development through synthesis of materials and processes.

Exploration of applique stitch

visual/ written analysis of relevant Textiles artists

Experiment with printing

Exploration of historical, contemporary and personal heroes.

Analysis of Native American Headdresses

Respond to a brief

**YEAR
9**

**YEAR
7&8**

Observational drawing and painting. Responding to a title/brief. Illustration and/or graphic communication. Exploring a range of 2d/3dmedia (eg chalk, charcoal, paint, collage, paper construction and/or screen printing). Responding to the work of artists/designers. Developing individual projects and related outcomes