KS3 Textiles Learning Journey

Year 7

Learners will be introduced to the core Design & Technology strands to create a 3D outcome. Learners will research, design, make and evaluate a sock creature inspired by the work of Jon Burgerman and John Murphy. Learners will explore mixed media and textiles techniques including basic hand stitching, applique and embellishments with beads and buttons,

Year 8

Learners will build upon their research, designing, making and evaluation skills by exploring the theme of 'Under the Microscope' in collaboration with Science. Learners will produce a mixed media petri-dish piece that will evidence a creative learning journey inspired by the work of Bruce Riley consisting of hand sewing embellishment, felting and sewing machine techniques.

Year 9

Learners will work in more depth, honing practical skill whilst also improving resilience and confidence to become more independent with materials, processes, tools and equipment. Learners will explore the theme of 'Icons' to create a bag for life inspired by the work of Deb Weiers. Learners will develop their research and drawing skills, making personal connections.

For learners wishing to continue at KS4, learners can continue at GCSE with Fine Art, Textile Design, Graphics and Photography. At BTEC Level 1 & 2 there is Engineering, Construction , Art, Design & Craft, Hair & Beauty and Catering.

KS4 Options Route

KS4

Evaluation and reflection of final bag for life piece.

Evidence learning journey through reflective journal entries.

Demonstrate applique skills and embellishment of materials for chosen icon features.

Demonstrate hand stitch, free motion sewing and felting techniques.

Demonstrate blends of dyes and washes to create backgrounds.

Produce a final design idea to make.

Produce a final design idea to make.

Make & Evaluate

Planning and preparation including materials, techniques, tools and equipment.

Develop design ideas demonstrating reflective and analytical annotation.

Produce design work in the style of Deb Weiers of chosen icons.

Hone the design process and features needed to meet the design brief.

Recycling and bags for life initiative awareness.

Design Ideas & Development

Explore initial ideas and techniques with artist research.

Baseline Assessment: Mood board about Debs Weiers and modern icons .

Terminology of materials, processes, tools and equipment.

Project overview and design brief.

Fashion House expectations, learning the basics of Health & Safety including materials, processes, tools and equipment.

H&S and Research

YEAR 9

Learners will develop confidence in their practical understanding, knowledge and abilities, becoming more confident and independent . They will hone their research, design, make and evaluation skills to produce a bag for life as their final outcome.

Planning and preparation including materials, techniques, tools and equipment.

Produce a final design idea to make.

Develop design ideas demonstrating reflective and analytical annotation.

Evidence learning journey through reflective journal entries.

Produce experimental mixed media samples using inks, dyes, felting, hand stitch, embellishment and wool wrapping.

Demonstrate experimental workshop skills using the correct tools and equipment including embellisher and sewing machine.

Produce final petri-dish piece using workshop skills.

Evaluation and reflection of final piece.

Make & Evaluate

Document making process of final piece.

Learners will develop a greater understanding and knowledge of textiles and their ability to hone and develop their skills as they produce a mixed media 'under the microscope' petri-dish. Learners will build upon practical experience with machinery, techniques and processes; building resilience and independence.

Fashion House expectations, learning the basics of Health & Safety including materials, processes, tools and equipment.

Project overview and design brief.

Baseline Assessment: Mood board about 'Under the Microscope' project theme.

Develop and evidence hand sewing skills and embellishment techniques.

Understand the design process and features needed.

Design Ideas & Development

YEAR 8

H&S and Research

Explore initial ideas with artist research through experimental mixed media workshop.

Evaluation and reflection of final sock creature piece.

Terminology of materials, processes, tools and equipment.

Planning and preparation including materials, techniques, tools and equipment.

Learn about and evidencing basic hand sewing skills and embellishment techniques.

Project overview and design brief.

Introduction to the Fashion House, learning the basics of Health & Safety including materials, processes, tools and equipment.

Terminology of materials, processes, tools and equipment.

Evidence learning journey through reflective journal entries.

Make & Evaluate

Design Ideas & Development

H&S and Research

YEAR 7

Welcome

Demonstrate applique skills and embellishment of materials for sock creature features.

Demonstrate basic cutting and hand sewing skills using the correct tools and equipment.

Produce a final design idea to make.

Develop design ideas demonstrating reflective and analytical annotation.

Understand the design process and features needed.

Explore initial ideas with artist research and techniques.

Baseline Assessment: Mood board about Jon Burgerman and John Murphy.

Learners will develop basic understanding and knowledge of textiles through the exploration of textiles and mixed media based skills, processes and materials as part of the Tech rotation.