



## Year 9 Textiles

Students have 5 lesson per cycle/fortnight. Homework is set once a week			
Term	Topic and approximate duration	Key learning areas  Students should be able to:	Homework Options  Students will be guided by the class teacher as to which level to complete (according to target level)
Autumn Term	<b>Skills Project: Appliqué Sports Top Design process</b> (7 weeks)	Students will study the needs of a given brief and specification. Students learn how to identify parts of the sewing machine and understand procedures to ensure safe use. In order to develop confidence and independence, they are taught how to thread and operate the sewing machine to turn corners and sew curves. Students will consolidate their knowledge by completing machine skills test. Students will use a commercial sewing pattern to make a hooded top. Student will learn and begin to lay plan and cut pattern pieces for a top.	Task 1 - Applique technique (worksheet). Task 2 – Assessed homework: Product Analysis (worksheet). Task 3 – Seams (worksheet). Task 4 – Landmark Revision: Tools and equipment (worksheet).
	<b>Nature of landmark assessment</b>	Teacher assessment of design skills and Machine Skills Test	
	<b>Skills Project: Appliqué Sports Top Practical skills</b> (8 weeks)	Students should be able to: produce a detailed step-by-step plan on how the Top is made. Learn how to use correctly a range of tools including needles, fabric scissors, sewing machine and the iron. Use CAD CAM and hand tools to manufacture their appliqué designs including 2D design and the Laser cutter in order to add decoration to the Top. Conduct suitable tests to evaluate the strengths and weaknesses of the final product; Assess the impact of your final prototype(s) on the environment.	Task 5 – Step by step plan on how the Top is made Task 6 – Cutting and shaping – lazer cutting Task 7 - LCA to evaluate the impact of your product/prototype on the environment. Task 8 – Landmark Revision (worksheet).
	<b>Nature of landmark assessment</b>	Outcome and Topic Test on Practical skills	

Spring Term	<b>Skills Project: Back Pack (6 weeks)</b>	Student will learn how to respond individually to a given brief and specification in order to produce a backpack. Evaluate different backpack through product analysis of existing products. Produce initial ideas and develop ideas into a final solution. Learn how to draft flat pattern templates for a bag to develop an understanding of pattern making. Use templates to make 3D card prototypes, which are tested and evaluated in order to make the final outcome.	Task 1 - Surface finishes and treatments (worksheet). Task 2 – Assessed homework: Product Analysis (worksheet). Task 3 – Landmark Revision (worksheet).
	<b>Nature of landmark assessment</b>	<b>Exam style questions</b>	
Spring Term	<b>Skills Project: Back Pack (6 weeks)</b>	Students will learn how to model a range of construction techniques such as seams – (plain, double and French bonded and over –locked). How to attach and insert different fastenings, for instance, Velcro, zips and buttons. Develop further understanding of pattern markings and symbols and begin to Lay plan and cut out pattern pieces onto chosen fabric. Understand how to plan for safety and quality checks throughout the production of the backpack. Students will learn the importance of adding lining for aesthetic and functional reasons. Students will study a wide range of manufacturing practises and begin to construct the backpack shape. For the making of the backpack, produce a workshop manufacture diary of the backpack with appropriate health and safety and quality control checks.	Task 1 – Produce a presentation on the aesthetic and function of lining Task 2 – Keywords - Construction terms Task 3 – Produce a step by step of how the bag was made. Task 4 – Landmark Revision (worksheet).
	<b>Nature of landmark assessment</b>	<b>Practical Outcome and Topic Test</b>	
Summer Term	<b>Skills Project: GCSE Drawing skills Fashion illustration  (5 weeks)</b>	Students will learn basic figure drawing in blocks to understand proportion of the human anatomy. Produce an accurate figure drawing. Develop drawing skills to demonstrate how fabrics is manipulated and constructed; illustrate pleats, gathers, ruffles, darts fastenings and different forms of decoration. Apply rendering technique to drawings to show fabric folds and creases. Begin to use Photoshop to develop fashion illustration in CAD.	Task 1 – Complete different drawing techniques. Task 2 – Complete fabric manipulation drawings. Task 3 - Revision (worksheet). Task 4 – Revision (worksheet).
	<b>Nature of landmark assessment</b>	<b>End of Year Exam: Practice Paper</b>	

	<p><b>Skills Project: Design and make Smart Product Electronics</b></p> <p>(7 weeks)</p>	<p>Students should be able to: analyse different ways existing T-shirts are decorated; manipulate an image and design a stencil, be aware of how stencils are made including adding bridges to an image to hold together the primary shapes, use CAD software programme, 2D Designer to create a stencil that will be cut out using a CAM Laser Cutter. Apply smart conductive and thermochromics paint to transfer stencilled image to cloth using rollers, sponges and brushes; master the practice of pattern repeat including: half drop, straight and mirror repeat; discuss examples of products where pattern repeat can be seen e.g. wall paper, upholstery etc.; link pattern repeat theory to design ideas.</p> <p>Student will develop an understanding of stencil techniques and apply this knowledge to making a card stencil, aware of and follow Health and Safety practices in the textile environment when using tools and equipment; use the following tools and equipment competently: needles, fabric scissors and sewing machine; know how to adapt the shape of an existing T-shirt; use conductive threads to create a parallel and series circuit with an LED output. Conduct suitable tests to evaluate the strengths and weaknesses of the final product; Assess the impact of your final prototype(s) on the environment</p>	<p>Task 1. Smart Materials (worksheet). Task 2. Analyse a decorative T-Shirt (worksheet). Task 3. Printing and dyeing techniques, (worksheet). Task 4. Electronic devices. Task 5 – Revision (worksheet).</p>
	<p><b>Nature of landmark assessment</b></p>	<p><b>Practical Outcome and Topic Test</b></p>	