Applique T shirt Design Skills

What is the purpose of textiles in our everyday life? Students will learn how to identify a range of textiles products in everyday use. How can images from the natural world be used as inspiration to create design ideas for an embellished t-shirt?

Challenge:

If you enjoyed this topic –why not find out about how design companies and brands create Environmentally Sustainable Fashion using techniques like applique to minimise waste.

Applique T shirt – Practical Skills

Develop knowledge of health and safety requirements and how to use a range of hand tools and machinery safely. Learn how to use their final design to cut out and apply applique shapes to decorate a t-shirt together with different decorative techniques including: embroidery, fabric pens, beads and sequins.

Technology





The Autumn line



Maze Game

Design Skills

What are the

features of an

game with an

appealing, interactive

element of fun and

challenge? How to

idea and then create

produce an initial

final design using

ICT? Learn how to

use of labels and

notes to help describe your ideas

judgements on

and make

designs.

Check point

A practical assessment of the outcome of fruit salad focusing on creativity, complexity, accuracy and health and safety.

Challenge:

If you enjoyed this why not complete the 30 day foodie challenge on firefly. https://ashmole.fireflyclo ud.net/resource.aspx?id= 389539&officeint=on

Food Induction

In Food you will learn the different types of equipment that is used in the room. Also why it is important to be safe and hygienic when, preparing, cooking and handling food. Also to have an understanding of a healthy diet.

The Spring line

Check point

A practical assessment of the completed T-shirt focusing on creativity, complexity, accuracy and health and safety.







The Summer line

Maze Game Design Skills

Learn how to manufacture an accurate maze game using a range of hand tools and machinery safely. What are the strengths final practical and potential improvements.



Check point

A practical assessment of the completed maze game focusing on creativity, complexity, accuracy and health and safety.

Challenge:

If you enjoyed this topic – why not explore the work of Jude Pullen, a Product Design Engineer who has travelled



the world looking for new opportunities to expand play for kids (and big kids).































































