

Archbishop Beck Catholic College Long Term Plan for Textiles -2025-26

Design Technology -Textiles

Year 7 -Travel Bag project

A design and make project introducing students to natural fibres and fabrics. A series of design tasks, fabric investigations and adding colour techniques, will inform a final decision for a drawstring bag. The work will allow students to learn and develop skills in the decision making by designers within the fashion industry. The concept theme of their bag will be used as a travel bag and students will base their them on a cultural link of a chosen City/ Country from around the world. Basic sewing skills using hand methods, introduction to using equipment and health and safety in the textiles workshop. Pupils will also use sewing machines for the construction of the bag. Step by step planning for manufacturing and full evaluation of the project.

Key Vocabulary Design brief, fibres, development, health and safety woven, yarn, colour, fabric, investigation, construction, abstract, qualities, properties, cotton, thread, sewing, tie-dye, needle, silk, analyse, evaluate.

Capital Cultural Experiences throughout the Academic Year	Learning Characteristics instilled in the curriculum	Career Opportunities
<p>The Liverpool Walker Art gallery: view abstract art on display.</p> <p>The Tate Liverpool: abstract artists and Modern art currently on display Visiting artists/ designers</p>	<p>Confidence, Research, investigation, designing, planning and evaluating.</p> <p>Positive Appreciate the natural resources used within the fashion and textiles industry and appreciate the careful utilisation of this natural resource.</p> <p>Respectful Be able to work well as a team member during investigating the suitability of fabrics.</p>	<p>Textile printer, textile designer, fashion designer, fashion forecaster/influencer,</p>

Metacognition Methods applied in Teaching		
<ul style="list-style-type: none">-Solving the design problem - design brief though analysis and discussion-Modelling -you do /we do /they do-Questioning - reflection - what has gone well / what needs to be developed.-Consolidation questioning / tasks		

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Archbishop Beck Catholic College Long Term Plan for Design Technology

Design Technology -Textiles

Year 8- Puppetry Tim Burton

A design and make project introducing students to set and puppet making inspired by the theme **Tim Burton**. Students will complete a series of design tasks; textile artist investigations and fabric decoration techniques responding to this theme and consider how to portray personal responses and stories through the surface decoration and form of their puppet. Students' textile artist research and memories design tasks will inform their personal design decisions for their 3D puppet which students will be challenged to present with detail drawing and annotation. The project will allow students to build on their learning adapting and selecting element of research to inform their own designs, creating an authentic and individual bespoke piece. Furthermore, students will be introduced to unconventional materials and how to adapt them to a textiles project through use of wire and air-dry clay widening their understanding of what textiles design can be. As students develop their sculptural puppets, they will have the opportunity to make further personalised design decisions enhancing their piece through the use of textile clothing, accessories and a concertina illustrated book. Students will be challenged to reflect on their making processes through their booklets and complete a full evaluation and knowledge test to conclude the project.

Key Vocabulary

Design brief, specification, development, air dry clay, 3 dimensional textiles, sculpture, manipulation, isometric, surface decoration, manufactured, fabric, investigation, construction, embellishment, qualities, properties, felt, shape, form, thread, sewing, applique, needle, polyester, function, measure, synthetic, analyse, evaluate.

Capital Cultural Experiences throughout the Academic Year	Learning Characteristics instilled in the curriculum	Career Opportunities
The Liverpool World Museum: to look at a variety of textiles from different cultures and eras. Visiting artists/ designers	Confidence, New unconventional materials and techniques explored and manipulated to be used for a textiles purpose. Investigating a variety of textile artists and developing samples and designs inspired by them. Authenticity to students designing process through students	Knitwear designer Fashion buyer Fashion Designer Costume / set designer Prop maker Puppet maker

	<p>autonomy of design decisions and personalised making outcomes.</p> <p>Positive Exploring sculptural techniques and problem solving when transforming 2D designs to 3D sculpture. Learning developed to show students how they can combine and manipulate 3D process and materials, found objects and fabrics to create a unique sculpture. Ability to create cross curricular element to project with Drama and use puppets for stop motion or performance.</p> <p>Respectful Group work for design development, analysing and drawing to mutual conclusions/decisions. Maturity working with practical equipment in workshop environment.</p>	
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<p>Metacognition Methods applied in Teaching</p> <ul style="list-style-type: none"> - Consideration of theme 'childhood memories' and methods of conveying a personal story or moment through the sculptural puppet. -Solving the design problem - design brief through analysis and discussion -Modelling -you do /we do /they do -Questioning - reflection - what has gone well / what needs to be developed. -Consolidation questioning / tasks

Archbishop Beck Catholic College Long Term Plan for **Design Technology**
Design Technology -Textiles
Year 9 -Festival project

A design and make project introducing students to work with a fashion design brief within the fashion industry. A series of design tasks, garment investigations and textile techniques, will inform a final decision for a garment. The work will allow students to produce their own festival range - this will include design work, t-shirt printing (transfer printing/ poly printing.) The use of CAD / how it links to industry. Sewing skills/ manufacturing methods using hand methods to produce a range of samples in preparation for their final garment piece. Step by step planning for manufacturing and full evaluation of the project.

Key Vocabulary Design brief, garment, sustainability, fabric, investigation, construction, embellishment, qualities, properties, environment, thread, sewing, batik, embroidery, cotton, pleat, ruffle, evaluate, mood board, pollution, pattern, marbling, screen printing, manipulation.

Year 9

Capital Cultural Experiences throughout the Academic Year	Learning Characteristics instilled in the curriculum	Career Opportunities
<p>Liverpool University fashion department visit Visiting artists/ designers Local museums Online workshops</p>	<p>Confidence, To work independently to produce a fashion product.</p> <p>Positive Environmental influences and impacts. Looking at sustainability within the fashion industry.</p> <p>Respectful World environmental issues within the fashion industry. Look at how t-shirts are manufactured. The impacts of fast fashion on the throw away culture.</p>	<p>Please stipulate term and approx. date.</p> <p>Fashion designer Shoe designer Print designer Couture designer Fashion buyer Milliner Cad designer</p>

Metacognition Methods applied in Teaching
<p>-Solving the design problem - design brief through analysis and discussion -Modelling -you do /we do /they do -Questioning - reflection - what has gone well / what needs to be developed.</p>

