Year 7 Curriculum: Textiles

Longridge
High School

All pupils will learn how to design, create, make, and evaluate a reversible draw string bag using fabric pens to put their own unique repeat pattern on and tie-dye their own fabric. To prepare for their KS3 curriculum all pupils will learn the components and functions of the sewing machine. They will learn how to use the sewing machine independently and safely as well as learn about key tools and processes for example: fabric scissors, pins, needles, templates, fabric pens, fabric dyes, stitch unpickers, safety pins.

All pupils will explore fabric source origins, learn about cotton fibres and how they are spun into yarns and woven into fabric. They will learn about the basics of weaving. We will research how designers are inspired to create patterns through a close study of Orla Kiely. All pupils will learn how to plan a repeat pattern and how to develop to a professional design standard. Pupils will know and understand the health and safety rules in a textiles workshop including classroom safety, machine safety and how to assess an unsafe working environment.

Links to the KS3 National Curriculum

Design: Develop specifications to inform the design of innovative, functional, appealing products that respond to needs in a variety of situations. Use a variety of approaches [for example, biomimicry and user-centred design, to generate creative ideas and avoid stereotypical responses.

Make: Select from and use specialist tools, techniques, processes, equipment, and machinery precisely, including computer-aided manufacture.

Evaluate: Analyse the work of past and present professionals and others to develop and broaden their understanding. Test, evaluate and refine their ideas and products against a specification, considering the views of intended users and other interested groups.

Technical knowledge: Understand and use the properties of materials and the performance of structural elements to achieve functioning solutions.

Assessment Opportunities

Core knowledge of this unit will be regularly tested and revisited during this unit with a knowledge quiz completed at the end. Critical and summative evaluation of own product designed and made. Formative assessments of product design and completion throughout the unit. A photo of the finished product should also be included.

Cultural Capital

Design and Technology is an inspiring, rigorous, and practical subject which prepares all young people to live and work in the designed and made world. Pupils explore Orla Keily designer focus and how designers get their inspiration for products this is linked to discovering the 60's/70's design icons and discovering the vintage flea markets of Portobello Road London and Montreal France.