



Blue Coat Church of England Academy

Year: 7

Subject: Textiles

Overview

Here at Blue Coat Church of England Academy all Key Stage 3 Design Technology Pupils are allocated two lessons (one double lesson) per week and follow a rich and varied programme of study. The schemes of work are structured to ensure that by the end of Key Stage Three all pupils have a broad understanding of the wide range of skills related to Design and Technology. Year 7 and 8 pupils will be part of a carousel rotation with Hospitality and Catering and 3d Design, they will undertake textiles once within this year.

Homework is issued on a fortnightly basis and is issued via the schools show my homework application. Pupils are taught to develop their creativity and ideas and increase proficiency in their execution.

Each project in year 7 & 8 within textiles is planned to allow students to move and progress by building on key skills as they go; starting with the basics and working through various decorative skills and techniques as they move through each year. Each unit of work lasts between 10 and 12 lessons.

Monsters V Aliens

An introduction to the sewing machine and its parts provides students the opportunity to practise and experience the processes needed to use the key equipment independently. The project then builds on basic introductory skills for sewing and expands into simple decorative techniques. These are combined into the making of a “Monsters Vs. Aliens” cushion cover. Students carry out a number of tasks following the design process which leads to them demonstrating the practical skills they have learnt to create their chosen design ideas.

There are two formal assessment; Designing and making. The making assessment is on-going throughout all lessons. Both of these assessments cover AO1-4 from the art and design GCSE criteria. A01 Develop, AO2 Refine and AO3 Record will be covered in the designing of a product assessment. AO4 Presentation, is covered in the on-going making assessment where skills are sampled and then applied to a final product.

Students will firstly be introduced to new skills, have an opportunity to sample them and evaluate their process. These skills are then applied into the making of a final product. The year 7 skills focus is hemming and applique. The design assessment is a one off piece of work where students apply their written knowledge of fabrics and techniques into a range of ideas for what they would like to produce.

During practical students will firstly focus on learning health and safety in the Textiles room; understanding the basic principles of equipment, tools and what is needed to safely use the sewing machine in order to pass their machine licences. They will then move onto explore decorative techniques and basic machine sewing skills. From this all the skills are applied into making a cushion based around the theme of Monsters vs. Aliens.

STEAM Links are evident throughout this project and are discussed using technical terms and key words that are transferable in each STEAM subject. During the year 7 project Technology is evidently the main focus of each lesson. Each task is orienteered towards links to industry and the design process. This allows students to understand and relate scenarios to the outside world and how these skills are transferable into careers. The skills of mathematics are heavily focused on throughout practical sessions with the use of measurements and the importance of accuracy to construct a product. Art links are brought in with the use of formal elements during the design assessment and students are encouraged to use and discuss tone and textures of their work.

Pupils should be able to identify that the work they produce meets outcomes linked to the following GCSE skills.

A01- Develop

A02-Refind

A03- Record

A04-Present