Guilsborough Academy
Guilsborough Multi Academy Trust

ART & DESIGN TEXTILES

Textile Design Route

AO3: Record ideas, observations and insights relevant to intentions as work progresses

AO1: Develop ideas through investigations, demonstrating critical understanding of sources

Students are regularly made aware of the Assessment Objectives to meet

Exam board set a range of themes
Students pick one theme to investigate and prepare a textile outcome for their supervised exam

AO4: Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

AO2: Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques and processes

GCSE EXAM (10 HRS)

EXAM PREPARATION (40%)

SUSTAINED PROJECT (CONT'D)

YEAR 11

Techniques/Making: coursework to reflect a variety of textile techniques, with a final outcome exploring the chosen theme to a high artistic standard (textile art panel or garment panel)

Artists: Ernst Haeckel, Lucy Arnold, Sophie Standing, Karen Nicol, Janine Haschl, Yumi Okita, Adam Pritchett, Rachel Grigg

Materials: mixed media and textile materials

Design: Carrying out a sustained project to investigate a specific subject within

SUSTAINED PROJECT (60%) – Animals & Insects

Artists: Lindsay Taylor, Corinne Young, Michael Brennand-Wood, William Morris, William de Morgan, Sophie Parker, Gordon Hopkins

Design: using mixed media to create a variety of botanical studies

Materials: inks, felt, solvy, fancy yarns & threads/fibres

Techniques/Making: creating 3D shaped plants/flowers with shape and form as the main focus

Botanical

Techniques/Making: sublimation printing and fabric manipulation, along with techniques from DOTD; leading to creating a shoulder/tote bag

Design: exploring mixed media to create a range of fashion and fabric illustrations inspired by different artists

Materials: polycotton, found fabrics, laser cut shapes for fabric manipulation

Artists: Rene Gruau, Alison Willoughby, Henri Matisse, Alexander McQueen

FASHION / ILLUSTRATION (Tote bag)

Artists: Thaneeya McArdle, Edrica Huws

Materials: felt, calico, found fabrics, embroidery yarns

Techniques/Making: Patchwork, Applique, Embroideries, Embellishments

Design: Exploring colours, patterns and shapes celebrating "Day of the Dead", and sampling textile techniques to build skills and competence

DAY OF THE DEAD

KS4

After choosing GCSE options in year 9, we focus your studies in years 10 & 11, through exciting, real life projects. Deepen your understanding of DT in the world around us whilst developing products that help various needs and users.

Make: Sublimation printed work that has been scanned in, embroidered / machine stitching over the top. Piece has a combination of mixed media to portray their identity, which can be attached to a bag / placed within a photo frame.

Materials: Mixed media, polyester fabric, sublimation printing

Artists: Maurizio Anseri, Deborah Klein, Nathaniel Mary Quinn, Picasso, Susie Vickery

Design: Creating a self identity piece reflecting the student's personality, interests and features

TEXTILES: "I AM" (Portrait project)

Theory: Mechanisms theory including cams, levers, linkages and gears

Design: Designing a creative and fun mechanical toy using cams, linkages and/or gears

Make: Using timbers to produce a mechanical toy

Mechanisms Project

Core Theory: Papers and boards, composite materials, smart materials.

Design: Using nets and translucent paper to create detailed and clear silhouettes.

Make: Using stripboard/wiring to assemble a USB powered circuit with different type of LEDs. Use a range of papers and boards to assemble a card using both CAD CAM and a craft knife.

Mood Lighting project

YEAR 10

Design: Isometric projection, CAD development CAM – use of laser cutter to customize casing

Testing / Modelling: Will my product work? What can I do to improve it?

Advanced soldering: Use of PCB to develop soldering work

Design: Designing for a specific user. Detailed circuits, input process and out puts. Switches, microchips, capacitors LED's

SPEAKER PROJECT

Evaluate: At each stage of making, how can you improve your product? Would you change any thing?

Materials: recycled/found fabrics, all with different colours, patterns and textures

Design: Creating ideas to produce their favourite food as a piece of artwork, inspired by artists' use of colour & styles

Artists: Matisse, Arcimboldo, Edrica Huws, Carolee Clark, Joel Penkman

Make: Crazy patchwork piece with embroidered & machine stitching over the top. Can be backed with a panel to turn into a pouch / case for phone.

TEXTILES: "FOOD AS ART"

Origin of food- field to plate. Function of ingredients. Review and apply Eatwell guide, designing food which fuses culture

FUSION FOOD

Making: Fajitas, Tabbouleh, Curried rice & Pasta primavera

YEAR 9

WHY AND HOW DO WE COOK FOOD ?

Making : Vegetable Soup
Shepherds Pie
Kebabs with flatbread
Apple turnovers

Have you ever considered why we cook food ? And the science behind how the heat is transferred into our food which cooks it ? We will look at Conduction, Convection & Radiant heat and the effects it has on how our food looks and what it tastes like.

Design: Designing for a user and client. What is an isometric projection? Develop design ideas using CAD.

Make: Focus on high quality finish. Using mitre & tenon saws, sander and chisel for joints. Engraving with laser cutter

Materials: Wood classification. Where does timber come from? What is plywood? What are it's properties?

PHONE STAND

Work in more depth on projects, honing your practical skills, improving your resilience & problem solving whilst developing independence in the workshop.

Make: Basic soldering, copper tape circuit line-bending, use of card, paper and fabric to customize the product

Design: Designing for a specific user Simple circuits, input process and out puts.

Materials: Polymers Classification. What is a polymer? What is a circuit?

NIGHTLIGHT PROJECT

Evaluate: Does your product work? How can you fix problems?

Make: Create a patchwork cushion with a Pop Art inspired panel, to suit individual designs. Use of fabric crayons to create Pop Art panel

Materials: Recycled fabrics, promotes sustainability.

Artists: Roy Lichtenstein, Andy Warhol, Bridget Riley

Design: creating basic 2D sketches, including Pop Art styles. Working with geometric shapes, using templates to draw around / include seam allowance

PATCHWORK POP ART CUSHION

Nutrition: Eatwell guide, 5-a-day campaign and the nutritional panels on food packaging

Making: Pasta salad, Carrot cake, Quesadilla, Pizza and Cheese & courgette scones.

FOOD FOR A HEALTHY LUNCHBOX

YEAR 8

Experience a wide range of fun and exciting projects that teach you valuable skills in the workshop, understanding different materials and how they work.

Evaluate: What makes a good keyring? How can you improve your skills?

Make: Shaping wire
Heat setting
Cutting to shape
Embossing acrylic
Abrading to a high-quality finish
Drilling

Design: Designing for users
Shading & Rendering

Materials: Acrylic – origin, types and material properties

ACRYLIC KEYRING

Introduction to the workshop: Health and Safety

Baseline Assessment: What do you already know about DT?

YEAR 7

KS3