

SUBJECT – Textiles Y8 Pillow Project CURRICULUM OVERVIEW 2020/21

TOPIC TITLE	TOPIC OVERVIEW	KNOWLEDGE & SKILLS	ASSESSMENT	WIDER LINKS
Pillow Project	<p>Key Areas of Learning Design for all Design &amp; Technology Subjects are:</p> <ul style="list-style-type: none"> <li>• Understanding Users</li> <li>• H&amp;S &amp; Food Hygiene</li> <li>• Existing Products</li> <li>• Planning</li> <li>• Practical Skills</li> <li>• Evaluating Ideas</li> </ul> <p>• <b>Theory Skills:</b></p> <ul style="list-style-type: none"> <li>• Researching</li> <li>• Designing</li> <li>• Analysing</li> <li>• Considering material properties</li> <li>• Ethics of the fashion industry; the effect on the environment</li> <li>• Ergonomics</li> </ul> <p>• <b>Practical Skills:</b></p> <ul style="list-style-type: none"> <li>• Hand sewing techniques</li> <li>• How to create a range of stitches.</li> <li>• How to thread a needle</li> <li>• How to apply applique to create detail.</li> <li>• How to use a sewing machine</li> <li>• How to thread a sewing machine</li> </ul>	<ul style="list-style-type: none"> <li>• The design process</li> <li>• Researching existing products</li> <li>• Working with clients</li> <li>• Designing</li> <li>• Presenting design ideas</li> <li>• Aesthetics of design</li> <li>• Planning</li> <li>• Practical skills</li> <li>• Evaluation of design ideas</li> <li>• Working with materials</li> <li>• Shaping materials</li> <li>• Joining materials</li> <li>• Using hand sewing tools</li> <li>• Using the sewing. machine</li> <li>• Hand sewing</li> <li>• Stitching to create detail</li> <li>• Applique</li> <li>• Methods of finishing</li> <li>• Evaluation &amp; testing.</li> </ul>	<p>Teacher assessment based on research and design.</p> <p>Self Assessment based on project outcomes</p> <p>Peer Assessment based on initial designs and final project outcomes</p> <p>Terminal Summative Knowledge based Assessment</p>	<p>Maths: Measuring, counting, basic calculations, angles, symmetry, shape and proportion.</p> <p>Science: Material properties</p> <p>English: Writing notes, annotations and text. Evaluative writing.</p> <p>Geography: Analysis of the environment by the fashion industry</p> <p>Art: Drawing, sketching, colouring and shading, directional shading, shape and proportion, detail. Aesthetics, presenting design ideas, development of design.</p> <p>RE/ Ethics and morals: Discovering the effect of the fashion industry. Discovering the reality of fast fashion.</p> <p>Industry: Linking theory and making stages to industry to get students to become self reflective and creative.</p>