

## Year 10 Textiles SOW Overview

	A01 & A02	What	Why/ Skills learnt
Half Term 1 6 weeks	Mind map	Project ideas, themes, and inspirations, a vision of the project	How to display work and present visual ideas
	Mind map	Initial ideas of what the project or product could be and the theme it will follow	Gathering inspiration for an idea
	Mood board	Set the tone for the chosen theme visually	Gathering inspiration for an idea
	Designer Research	Gathering inspiration from current or past designers for project	How to research into existing brands/designers
	Designer Research	Finding a gap in the market for your own product	Why your design needs to be unique/gathering ideas
	Initial ideas	Sketched ideas of initial thoughts and designs	Drawing techniques
	A03 & A04		
Half Term 2 8 weeks	Dyeing Methods	Tie-dye and Shibori folds	Trialling dyeing methods for possible use on final product
	Dyeing Methods	Experimenting with techniques and types of dyes	Developing use of dyeing fabrics and learning higher skill techniques
	Joining Methods	Pleats and gathers	Learning how to create a pleat, box pleat and gather
	Joining Methods	Consolidating techniques by creating a product	Using all techniques learnt to create a useable bag. Following instructions independently
	Design Ideas	Trip to V and A museum London for inspiration and photographs	Taking photographs and inspiration
	Developing Ideas	Using CAD to logo design/using sampling in design ideas	Using CAD systems in textiles/CAD embroidery/Vinyl cutting
	Trialling Ideas	Making a section of the product to evaluate	Consolidating learning to make an independent product, giving a realistic expectation of what can be created with time constraints
	Mini Mock practical	Making part of the product	
A01 & A02			
Half Term 3 <b>NEW THEME</b> 6 weeks	Mind map	Project ideas, themes, and inspirations, a vision of the project	How to display work and present visual ideas
	Designer Research	Gathering inspiration from current or past designers for project	How to research into existing brands/designers
	Designer Research	Finding a gap in the market for your own product	Why your design needs to be unique/gathering ideas
	Initial ideas	Sketched ideas of initial thoughts and designs	Drawing techniques
	Dyeing Methods	Lino printing and mono printing	Trialling dyeing methods for possible use on final product
	Dyeing Methods	Experimenting with print techniques	Developing use of dyeing fabrics and learning higher skill techniques
	A03 & A04		
Half Term 4 5 weeks	Decoration Methods	Applique and embellishment	Learning how to create advanced applique and embellishment combined designs
	Joining Methods	Consolidating techniques by creating a product	Using all techniques learnt to create a T-shirt. Following instructions independently
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	Design Ideas	Sketching and drawing design ideas	Using illustration and ideas to create a visual representation of the product
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Half Term 5 5 weeks 4 days	Final design idea	Creating a final design idea for the 5 hour exam	Preparing for the exam and final piece by showing a visual representation of what the product will be
	Trialling Ideas/developing ideas to refine	Making a section of the product to evaluate and develop by trialling different techniques	Consolidating learning to make an independent product, giving a realistic expectation of what can be created with time constraints for 5 hour mock
	Experimenting with techniques	develop by trialling different techniques	Experimental work by applying applique, embellishment, dying techniques and joining techniques all together
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	Developmental work	develop by making decision on which techniques to choose and trialling these	Developing chosen techniques and making informed choices to select the correct textiles technique
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	A03 & A04		
Half Term 6 6 weeks	Refined Final design idea	Creating a final design idea for the 5 hour exam that has developed outcome from previous idea through experimenting with media	Preparing for the exam and final piece by showing a visual representation of what the product will be and evaluating choices
	Refined Final design idea	Creating a final design idea for the 5 hour exam that has developed outcome from previous idea through experimenting with media	Preparing for the exam and final piece by showing a visual representation of what the product will be evaluating choices
	5 hour exam	Creating product independently	Independent making
	Evaluating project and exam	Critically thinking about how the final product could be modified	Being able to make and convey responses and opinions of own work