



Achievement Cycle Overview

Curriculum: Design & Technology: Textiles

**Excellence.
No Excuses.**

Year	AC1	AC2	AC3	AC4
<p style="font-size: 2em; font-weight: bold; text-align: center;">10</p>	<p>Topic Overview:Topic Overview: Materials focus: Textiles Context: Understanding User Needs Design Brief: Design and make a Bag for Life for a specific target group.</p> <p>NC links:</p> <p>Design: identify and solve their own design problems and understand how to reformulate problems given to them Make: select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture Evaluate: test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups Technical knowledge: understand and use the properties of materials and the performance of materials and components to achieve functioning solutions</p> <p>GCSE Links:</p> <ul style="list-style-type: none"> • Properties of materials • Fabric and their properties • Product Analysis • Exploring and developing a design idea • Working safely • Production aids • Shaping techniques • Standard components • Developing prototypes • Drawing techniques • Product sustainability • Printing techniques • Joining and Shaping Materials 	<p>Topic Overview:Materials focus: Textiles Context: Understanding User Needs Design Brief: Design and make a mini skirt inspired by Mary Quant</p> <p>NC links:</p> <p>Design: identify and solve their own design problems and understand how to reformulate problems given to them Make: select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture Evaluate: test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups Technical knowledge: understand and use the properties of materials and the performance of materials and components to achieve functioning solutions</p> <p>GCSE Links:</p> <ul style="list-style-type: none"> •Properties of materials •Understanding user needs •Product Analysis •Exploring and developing a design idea •Working safely •Production aids •Shaping techniques •Standard components •Developing prototypes •Drawing techniques •CAD/CAM •The work of others •Scales of production •Developments in new materials 	<p>Topic Overview :Materials focus: Textiles Context: Understanding User Needs Design Brief: Design and make an up-cycled product to encourage sustainability</p> <p>NC links:</p> <p>Design: identify and solve their own design problems and understand how to reformulate problems given to them Make: select from and use specialist tools, techniques, processes, equipment and machinery precisely, including computer-aided manufacture Evaluate: test, evaluate and refine their ideas and products against a specification, taking into account the views of intended users and other interested groups Technical knowledge: understand and use the properties of materials and the performance of materials and components to achieve functioning solutions</p> <p>GCSE Links:</p> <ul style="list-style-type: none"> •Properties of materials •Understanding user needs •Product Analysis •Exploring and developing a design idea •Working safely •Production aids •Shaping techniques •Standard components •Developing prototypes •Drawing techniques <p>Design strategies</p>	<p>Topic Overview</p> <p>NEA – Contexts from exam board</p> <p>Students to research the contexts and then decide upon a Design brief</p> <p>NC links:</p> <p>GCSE Links:</p> <p>Section A: Identifying & investigating design possibilities (10 marks)</p> <p>Section B: Producing a design brief & specification (10 marks)</p> <ul style="list-style-type: none"> •Understanding user needs •Product Analysis •The work of other designers •Market research •Analysis •Design briefs •Design Specifications •Product sustainability •Social impact •Products in Society <p>FOR EXAM CONTENT SEE COUNTDOWN PLAN</p>