

Our Lady Queen of Peace

Catholic High School

Curriculum Overview

YEAR 10 Textiles

Careers

Local Market Information	Skills	Jobs
<p>School of Stitched Textiles – textile techniques and creative practice.</p> <p>Sarah Denise Studio – professional fashion design consultancy.</p> <p>Anita Pilkington Design Studio – sustainable fashion and garment construction.</p> <p>Community Clothing – British manufacturing and sustainable fashion.</p> <p>Luxe Collective – luxury resale and the circular fashion economy.</p>	<p>Creativity</p> <p>Problem Solving</p> <p>Practical Making Skills</p> <p>Drawing & Visual Communication</p> <p>Attention to Detail</p> <p>Time Management</p> <p>Independent Learning</p> <p>Digital Design Skills</p> <p>Communication & Presentation</p> <p>Resilience & Confidence</p>	<p>Fashion Designer</p> <p>Textile Designer</p> <p>Costume Designer</p> <p>Pattern Cutter</p> <p>Accessories Designer</p> <p>Interior Designer</p> <p>Upholsterer</p> <p>Surface Pattern Designer</p> <p>Fashion Buyer</p> <p>Art & Design Teacher</p>

	Knowledge & Understanding			Subject Specific Literacy Development	Cultural Capital / Enrichment Opportunities
	Topics (Bigger Picture)	Knowledge (Key Concepts)	Recall & Retrieval Practice Focus	Key Vocabulary	
Half Term 1	Introduction to GCSE & Sketchbook Expectations	Understand the four Assessment Objectives, sketchbook presentation and project overview.	AO1–AO4 and sketchbook expectations.	Assessment Objectives, Annotation, Investigation.	Explore GCSE exemplar sketchbooks.
	Portrait Photography	Produce a range of high-quality primary photographs exploring identity, composition and lighting.	Camera angles, composition, rule of thirds.	Primary Source, Composition, Focal Point, Lighting.	Research portrait photographers such as Julia Margaret Cameron and Rankin.

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	Observational Portrait Drawing	Develop observational drawing using proportion, line, tone and texture.	Facial proportions and observational techniques.	Proportion, Observation, Tone, Texture, Form.	Study artists such as Chuck Close and Lucian Freud.
	Portrait Artists & Designers	Investigate artists and textile designers inspired by portraiture and identity.	Artist analysis and contextual links.	Contextual Study, Influence, Analyse, Inspiration.	Alice Kettle, Freddie Robins, Alexander McQueen, Grayson Perry.
	Portrait Textile Sampling	Experiment with embroidery, appliqué, printing and mixed media inspired by portrait imagery.	Practical techniques introduced this half term.	Sampling, Embroidery, Appliqué, Mixed Media, Development.	Compare professional textile samples and fashion collections.
Half Term 2	1. Nature Photography	Capture high-quality primary photographs inspired by the natural world, exploring composition, texture and pattern.	Camera composition, focal point, viewpoint and lighting.	Primary Source, Composition, Texture, Pattern, Organic.	Visit local parks, gardens or woodland to collect photographic source material.
	2. Observational Drawing from Nature	Develop drawing skills through plants, flowers, insects and natural forms.	Observational drawing, proportion, line and tonal value.	Organic Form, Observation, Tone, Detail, Structure.	Study botanical illustration and natural history collections.
	3. Nature Artists & Fashion Designers	Investigate artists and designers inspired by nature and organic forms.	Artist analysis and contextual research.	Inspiration, Influence, Contextual Study, Interpretation.	Research William Morris, Cas Holmes, Anne Kelly, Kaffe Fassett, Alexander McQueen.

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	4. Nature-Inspired Textile Techniques	Explore printing, appliqué, embroidery and fabric manipulation inspired by natural textures.	Surface decoration techniques and material selection.	Appliqué, Printing, Embroidery, Layering, Manipulation.	Compare historical and contemporary textile techniques.
	5. Development & Sampling	Produce experimental samples inspired by research and evaluate successful outcomes.	Practical refinement and annotation.	Development, Sampling, Evaluation, Refinement.	Explore professional textile sketchbooks and sampling methods.
Half Term 3	1. Architectural Photography	Produce primary photographs exploring buildings, structures and urban environments.	Composition, perspective and viewpoint.	Perspective, Composition, Structure, Geometry.	Photography walk exploring local architecture.
	2. Observational Drawing of Architecture	Develop observational drawings of buildings focusing on line, perspective and detail.	Perspective drawing and proportion.	Perspective, Structure, Proportion, Repetition.	Explore architectural sketchbooks and drawings.
	3. Architectural Artists & Designers	Investigate artists, architects and fashion designers inspired by architecture.	Contextual understanding and artist analysis.	Contextual, Influence, Analyse, Urban.	Research Hundertwasser, Charles Rennie Mackintosh, Zandra Rhodes, Nendo.
	4. Architecture-Inspired Textile Techniques	Experiment with quilting, layered fabrics, structured textiles and geometric stitch.	Textile construction techniques.	Construction, Layering, Quilting, Geometric, Structure.	Explore architectural fashion collections.
	5. Refined Development	Combine artist inspiration with practical experimentation to	AO1, AO2 and AO3 links.	Refinement, Development, Annotation, Personal	Compare GCSE exemplar sketchbooks.

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		produce development studies.		Response.	
Half Term 4	Machine Embroidery	Develop confidence using free machine embroidery to create texture and line.	Develop confidence using free machine embroidery to create texture and line.	Free Machine Embroidery, Stitch Length, Texture.	Research Alice Kettle and contemporary embroidery artists.
	Fabric Manipulation	Explore pleating, gathering, folding, heat manipulation and distortion techniques.	Explore pleating, gathering, folding, heat manipulation and distortion techniques.	Manipulation, Pleating, Gathering, Distortion.	Study Issey Miyake and fabric innovation.
	Printing & Surface Decoration	Investigate mono printing, block printing, transfer techniques and fabric painting.	Investigate mono printing, block printing, transfer techniques and fabric painting.	Surface Decoration, Mono Print, Repeat Pattern, Transfer.	Explore textile printing within fashion collections.
	Mixed Media Experimentation	Combine fabrics, papers, stitch and found materials to create layered textile samples.	Combine fabrics, papers, stitch and found materials to create layered textile samples.	Mixed Media, Layering, Composition, Contrast.	Research Anne Kelly, Jan Beaney, Jean Draper.
	Evaluation & Refinement	Evaluate techniques and refine the most successful processes.	Evaluate techniques and refine the most successful processes.	Evaluation, Refinement, Development, Resolution.	Review GCSE and A Level exemplar coursework.
Half Term 5	Choosing a Personal Theme	Select and justify the most successful theme from Portraits, Nature or Architecture.	Reflect on previous learning and artist influences.	Personal Investigation, Theme, Intentions, Justification.	Review previous GCSE sketchbooks.
	Artist Research	Extend research into artists and designers linked to the chosen direction.	Contextual research and annotation.	Influence, Analysis, Contextual Study, Interpretation.	Investigate contemporary textile practitioners.

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	Practical Development	Produce increasingly independent practical samples inspired by research.	Refinement of techniques.	Development, Experimentation, Refinement.	Explore fashion and textile exhibitions online.
	Design Ideas	Generate a range of creative ideas through sketches and textile prototypes.	Composition, colour and material choices.	Prototype, Composition, Balance, Contrast.	Examine professional design boards.
	Planning a Final Outcome	Select and justify the strongest design ready for construction.	Planning, sequencing and presentation.	Final Design, Construction Plan, Specification.	Compare GCSE exemplar outcomes.
Half Term 6	Mood Board & Mind Map	Organise research and develop a clear creative direction.	Visual planning and idea generation.	Mood Board, Mind Map, Concept, Inspiration.	Explore professional mood boards and fashion forecasting.
	Design Development	Refine ideas through detailed drawings and textile sampling.	Retrieval of successful techniques developed throughout Year 10.	Development, Refinement, Prototype, Annotation.	Analyse professional sketchbooks and design portfolios.
	Final Design & Construction	Produce a personal textile outcome demonstrating technical skill and creativity.	Construction methods, sequencing and craftsmanship.	Construction, Craftsmanship, Resolution, Technique.	Compare work with professional textile makers and designers.
	Presentation & Photography	Photograph and professionally present the finished outcome.	Portfolio presentation and documentation.	Presentation, Portfolio, Documentation, Composition.	Explore exhibition presentation and fashion photography.
	Evaluation & Transition to Year 11	Evaluate the project against the Assessment Objectives and reflect on	Retrieval of AO1–AO4 and the GCSE design process.	Evaluation, Reflection, Personal Response, Refinement,	Review outstanding GCSE portfolios and

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		strengths and next steps. Introduce the expectations of the Year 11 Personal Investigation.		Assessment Objectives.	discuss progression into Year 11, A Level Art & Design and careers in the creative industries.

Key Assessments				
When	What will be assessed?		Why is this being assessed?	How will results be stored & students receive feedback?
End of Half Term 1	- Sketchbook work will be assessed for evidence of AO1 which include mind map, mood board and artist research.		- To reinforce research skills in preparation for the sustained project and gain knowledge of the requirements and standard expected for AO.	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Simms tracker
End of Half Term 3	- Sketch book will be assessed against all assessment objectives.		- To assess all content learnt through the project and give learners experience of the full assessment process at GCSE.	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Simms tracker
End of Half Term 4	- Sketchbook work will be assessed for evidence of AO1 and AO3 which include mind map, mood board and artist research, observational drawing, photographs and annotation.		- To reinforce research skills and gain knowledge of the requirements and standard expected for AO1 and AO3.	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Simms tracker
Half Term 6 during mock exam window	- Assessment will focus on evidence for AO2 developing and experimenting with different techniques.		- To give learners the experience of a practical exam in preparation for the 10-hour exam in Y11.	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Simms tracker