Year 7 - 10-week rotation (2022 – 2023) Fabric Animal Donut Toy prototype, suitable for IKEA Giftshop		
Weeks 1 - 3	Weeks 4 - 6	Weeks 7 – 10
Key concept/Skill	Key concept/Skill	Key concept/Skill
Introduction to Textiles, learn to identify types of fabric construction, end use and learn how each is manufactured. Understand a 'design brief' and use research to formulate design ideas and identify the needs of the user including health and safety requirements for toys.	Health and safety in the workshop Learn about fibre and fabric sources and their origins, to then identify and differentiate.	Use sewing techniques learnt to create a quality outcome. Evaluate product with initial design brief and expectations.
Develop and communicate design ideas using mind mapping, critique design ideas through design development. Health and safety expectations in the workshop Translate and create ideas using textiles techniques.	Learn how to select from and use specialist tools, techniques, processes, equipment, and machinery precisely. Use sewing techniques learnt to create a quality outcome.	Understand some of the environmental impact of fashion and textiles, researching companies and their practises .
End Point	End Point	End Point
 Identify Textiles, fabric construction and suitability Create a mind map Design to brief using annotation 	 Hand sew and applique samples and swatches using a variety of techniques. learn to identify a variety of fibre and fabric qualities and their uses. Translate creative techniques to design prototypes. 	 Translate creative techniques to design prototypes. Evaluation of outcome of a fabric animal suitable for children. Research companies and their sustainability projects.
Assessment	Assessment	Assessment

Year 8 – 10-week rotation (2022 – 2023) Tie Dyed, Applique, Embossed Designed Tote bag			
Weeks 1 - 3	Weeks 4 - 6	Weeks 7 – 10	
Key concept/Skill	Key concept/Skill	Key concept/Skill	
Introduce the module of Textiles. Recap fabric properties, construction techniques, fibres sources and properties	Recap health and safety in the workshop and learn the safety rules to follow when using sewing machine Name/label parts of a sewing machine and recall safe use.	Use learned techniques to create a quality outcome Understand how to evaluate products Construct the bag and apply finishing techniques	
Introduce the design brief of Tote bag. Research history of tote bags, why we are using them and the environmental impact of plastic bags. Understand ways to reduce, reuse and recycle fabric. Understand some of the environmental impact of fashion manufacturing.	Learn fabric dye methods and colour techniques natural and manmade. Learn dye techniques Select and Experiment with ideas using textiles techniques.	Evaluate product with initial design brief and expectations	
End Point	End Point	End Point	
Complete worksheet on fabrics, sources, and their origins. Complete a customer profile and questionnaire, students will be designing for a wide range of customers. Create mood board of ideas and themes use this to then start to design the tote bag.	Sewing machine training Create a production plan Tie Dye samples based on using Freezer paper to create a stencil, Applique using fusible interfacing and Hand Embroidery.	Evaluation of outcome tote bag construction process. Final piece of work	
Assessment	Assessment	Assessment	
Sewing machine test Formative assessment Peer assessment	Formative assessment Peer assessment	Summative assessment Formative assessment Peer assessment Final finished piece of work	