



# Year 10 Textile Design Learning Outcomes

## Unit 1: Human Body (Research & Exploration)

- Pupils explore the project theme by mind mapping ideas related to textiles (e.g., fabric textures, patterns inspired by anatomy).
- Pupils research textile artists, craftspeople, and designers who have worked with the theme of the Human Body.
- Pupils gather visual resources and fabric samples relevant to the theme.
- Pupils experiment with textile techniques such as hand embroidery, appliquéd, fabric manipulation, and mixed media to record from primary and secondary sources.
- Pupils build confidence in practical textile work and develop written research skills.
- Over the half term, pupils improve accuracy and control with textile materials and tools.
- Pupils produce annotated research and written analysis of practitioners inspired by the Human Body.

## Unit 2: Human Body (Experimentation)

- Pupils review textile samples and experiments from the previous half term.
- Pupils evaluate their work and make informed choices to develop ideas further.
- Pupils experiment with presentation techniques (e.g., layered fabric compositions, stitched collages).
- Pupils continue to use a range of textile processes (printing, dyeing, embroidery) moving closer to a final piece.
- Pupils make contextual links to textile artists and design movements to inspire further experimentation.

## Unit 3: Human Body (Final Piece)

- Pupils design and produce a final textile piece or series of pieces that showcase their strengths and creativity.
- Pupils write a reflective evaluation of their final piece, discussing links to research and experimentation.
- Pupils mount and present all developmental work in sketchbooks with clear annotation and photographs of samples.
- Pupils make a personal response that demonstrates intentions through to the final piece, linking experimental work with the work of others.

## Unit 4: Wings, Feathers and Fur (Research & Exploration)

- Pupils begin with a mind map exploring ideas related to the theme in a textile context (e.g., textures, patterns, and forms inspired by feathers and fur).
- Pupils gather a range of visual resources and fabric samples linked to the theme.
- Pupils record from direct observation using primary and secondary sources, creating sketches and textile mark-making.
- Pupils experiment with a variety of textile techniques (such as embroidery, appliquéd, fabric manipulation, printing, and dyeing) to consolidate and develop understanding of formal elements like texture, pattern, and colour.
- Pupils research the work of textile artists, craftspeople, and designers who have been inspired by the theme of Wings, Feathers, and Fur, focusing on their use of materials, techniques, and design concepts.
- Pupils produce written evaluations and critical analysis of these practitioners, identifying how their work relates to the theme and how it can inform their own ideas.

## Unit 5: Wings, Feathers and Fur (Experimentation)

- Pupils review experimental textile samples from the previous half term.
- Pupils evaluate their own work and make informed choices to develop ideas further.
- Pupils experiment with presentation techniques (layering fabrics, stitched collages, mixed media boards).
- Pupils continue to use a range of textile processes (printing, dyeing, embroidery, appliquéd) moving closer to a final piece.

## Unit 6: Wings, Feathers and Fur (Final Piece)

- Pupils design and produce a final textile piece or series of pieces in a media of their choice that showcases their strengths.
- Pupils write a reflective evaluation of their final piece, discussing links to research and experimentation.
- Pupils mount and present all developmental work in sketchbooks with clear annotation and photographs of samples.
- Pupils make a personal response that demonstrates intentions through to the final piece, linking experimental work with the work of others.

# Year 11 Textile Design Learning Outcomes

## Unit 1: Intervention (Review, improve and develop)

- Review work from the two main textile projects: Human Body and Wings, Feathers and Fur.
- Improve and expand samples and designs with reference to AO1–AO4 assessment objectives.
- Consolidate links with textile artists, craftspeople, and designers.
- Develop and finalise presentation and annotation for both projects in sketchbooks.

## Unit 2: Exam Question (Preparatory Period)

- Choose and respond to one of the exam titles.
- Gather visual and written resources, including fabric samples and photographs.
- Experiment with textile media and techniques (e.g., printing, dyeing, embroidery).
- Make contextual links with textile artists and design movements.
- Record from observation using both drawing and textile mark-making.
- Develop ideas through sampling and design planning.

## Unit 3: Final Assessment (Exam and presentation, revisit coursework)

- Finalise ideas for the exam and complete a checklist for final piece preparation.
- Produce a draft version or mock-up of the final textile piece.
- Complete the 10-hour practical exam to realise intentions.
- Present all preparatory work and final piece with clear annotation.
- Annotate to make intentions and design process clear.
- Revisit coursework and make any final improvements.
- Present all work in sketchbooks with annotation, ensuring links to AO1–AO4.