

What your child will learn each rotation

This overview shows the key topics, skills, and knowledge your child will be learning in **Technology Textiles in Year 9**. It helps families understand what's being taught, how it builds on previous learning, and how you can support your child at home.

- **What we are learning:** The topic or focus for the 9 week rotation.
- **Key knowledge & skills:** What students should understand and be able to do.
- **How we assess learning:** knowledge checks, practical tasks, written responses and formal assessments.
- **Key words to know:** Vocabulary students will learn and use.

Unit focus Festival Threads	What we are learning	Key knowledge	Key skills	How we will assess learning in this unit	Homework	Key vocabulary for this unit
Rotation – 9 Weeks	<p>Design - Develop and communicate design ideas using annotated sketches, detailed plans</p> <p>Make - Select from and use specialist tools, techniques, processes, and equipment. Practicing basic stitching to create a product and</p> <p>Evaluate - Technical knowledge, understand and use the properties of materials they choose and the product they make</p>	<p>Designing for a User and Purpose Understand how to design for a specific audience. Apply knowledge of user needs, wants, and values in a commercial and leisure context.</p> <p>Design and Communicating Design Ideas Use a range of techniques to generate, model and communicate ideas, including: Sketching and annotation Mock-ups or prototypes Develop an understanding of branding and logo design as part of the communication of ideas.</p>	<p>Research and Analysis Skill in investigating user needs and context (festival culture, target audience). Ability to analyse existing merchandise and branding to inspire original design. Skill in gathering and interpreting feedback to inform design decisions.</p> <p>Creative and Technical Design Skills Develop idea generation skills through brainstorming, sketching, and digital design tools. Gain proficiency in graphic design and logo creation, combining creativity with functionality.</p> <p>Practical Making Skills Develop competence in working with textiles and understanding fabric handling. Gain skills in applying printing techniques appropriate for textiles (heat transfer). Learn to produce prototypes or samples to test design concepts.</p>	Students will be assessed at the end of the 9 week rotation through portfolio of their work.	<p>Festival Mood board- Students will complete a mood board on Lytham and Lytham festival that will be used as a source of inspiration throughout the project.</p>	<p>Brief - A set of instructions that outlines the requirements and goals for a design project.</p> <p>Logo - A unique symbol or graphic used to represent a brand, event, or company.</p> <p>Merchandise - Products, such as clothing or accessories, created to promote an event or brand.</p> <p>Limited Edition - A product that is produced in small quantities and is only available for a specific time or event.</p> <p>Typography - The art and technique of arranging type (letters and fonts) in a design.</p> <p>Branding - The process of creating a distinct identity for a product or event through design elements like logos and colours</p> <p>Prototype - A preliminary model or sample of a product used to test and develop the design.</p> <p>Print Techniques - Methods used to apply designs onto textiles, such as screen printing or heat transfer.</p> <p>Colour Theory - The study of how colours interact and the effects they create in design</p>

		<p>Evaluating design ideas Learn how to evaluate designs against a specification. Develop ability to test and refine ideas based on feedback and criteria. Reflect on how well the product meets the brief.</p>	<p>Problem-Solving Develop skills in evaluating designs against criteria and user feedback. Ability to identify problems in design or production and propose practical solutions. Practice refining and improving designs through multiple iterations.</p> <p>Communication and Presentation Skill in communicating design ideas clearly through annotated sketches, digital presentations, and prototypes. Develop ability to justify design choices in relation to the brief and user needs. Present ideas persuasively to peers or clients.</p> <p>Critical Thinking and Reflection Practice reflecting on the design process and outcomes to identify strengths and areas for improvement. Develop skills in considering environmental and ethical implications of design and manufacture.</p>			<p>Manufacture - The process of producing a product, often on a larger scale Evaluation - Assessing a design to see if it meets the brief and identifying improvements.</p>
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