

Our Lady Queen of Peace

Catholic High School

Curriculum Overview

YEAR 11 Textiles

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

	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	Investigating & Recording	Produce primary photographs and observational drawings to generate personal source material.	Drawing techniques, photography composition, observational recording, AO3.	Primary Source, Observation, Composition, Annotation, Tone, Texture.	Research photographers and textile artists who use primary imagery.
	Experimentation & Development	Produce three development samples exploring textile techniques, materials and processes.	Textile techniques, artist influences, material properties, refinement.	Sampling, Experimentation, Manipulation, Layering, Stitch, Refine.	Explore contemporary textile designers and fabric manipulation techniques.
	Planning Ideas	Develop a mini mind map and mood board to organise ideas and influences.	Artist research, visual analysis, colour theory, design inspiration.	Mood Board, Theme, Inspiration, Concept, Colour Palette.	Visit online galleries, fashion collections and museum archives.

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	Designing	Produce 3–5 design ideas that explore composition, techniques and materials.	Design principles, composition, balance, proportion, annotation.	Prototype, Composition, Balance, Contrast, Scale, Development.	Analyse professional fashion and textile sketchbooks.
	Refining a Final Design	Select, justify and refine the strongest design ready for manufacture.	Design evaluation, AO1 & AO2, planning for construction.	Final Design, Refinement, Justification, Personal Response.	Review GCSE exemplar work and professional textile portfolios.
Half Term 2	Preparing for Construction	Plan materials, equipment and construction methods for the final piece.	Construction planning, sequencing, health & safety.	Construction, Specification, Technique, Process.	Investigate professional making processes within the textile industry.
	Constructing the Final Piece	Begin producing the final textile outcome using refined techniques.	Practical skills, quality control, accurate construction.	Craftsmanship, Accuracy, Finish, Technique.	Study high-quality textile craftsmanship from designers and makers.
	Completing the Final Piece	Complete the final outcome, demonstrating technical skill and creativity.	Finishing techniques, presentation standards, AO4.	Outcome, Presentation, Quality, Resolution.	Compare outcomes to professional textile work and GCSE exemplars.
	Presentation & Photography	Professionally photograph and present the completed textile outcome.	Presentation methods, documentation and visual communication.	Presentation, Portfolio, Documentation, Composition.	Explore exhibition presentation and fashion portfolio photography.
	Evaluation & Reflection	Evaluate the project, reflecting on the creative journey and future improvements.	Assessment Objectives, strengths, areas for development and personal response.	Evaluation, Reflection, Justification, Personal Response, Intentions.	Explore progression routes into A Level, university and careers within the creative industries.
Half Term 3	Understanding the ESA Brief	Analyse the AQA ESA paper and select an appropriate starting point. Understand assessment requirements and timescales.	Recall the four Assessment Objectives and how they apply to the ESA.	ESA, Brief, Theme, Assessment Objectives, Starting Point, Intentions.	Explore previous AQA ESA themes and exemplar sketchbooks.

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	Artist & Contextual Research	Investigate artists, designers and textile practitioners linked to the chosen theme.	Recall annotation techniques, visual analysis and artist connections.	Contextual Study, Influence, Analyse, Interpret, Inspiration.	Research contemporary textile artists, fashion designers and exhibitions.
	Primary Research	Produce high-quality photographs and observational drawings from first-hand sources.	Recall photography composition, observational drawing and recording techniques.	Observation, Primary Source, Composition, Tone, Texture, Annotation.	Visit local environments, museums or galleries for primary source material.
	Initial Practical Exploration	Begin experimenting with materials, media and textile techniques inspired by research.	Recall textile processes and material properties.	Sampling, Manipulation, Stitch, Surface Decoration, Mixed Media.	Investigate professional sampling techniques used within the fashion industry.
	Recording & Annotation	Present research and practical work with detailed written analysis.	Recall effective annotation and links between research and practical outcomes.	Annotation, Evaluation, Analysis, Development, Reflection.	Study high-quality GCSE and A-Level sketchbooks.
Half Term 4	Refining Textile Techniques	Develop increasingly sophisticated practical samples using artist influences.	Recall techniques explored previously and evaluate successful outcomes.	Refinement, Development, Technique, Layering, Texture.	Compare work with professional textile designers and makers.
	Developing Personal Ideas	Generate creative responses that demonstrate originality and experimentation.	Recall design principles and composition.	Experimentation, Composition, Personal Response, Creativity.	Explore current fashion collections and textile exhibitions.
	Design Development	Produce a range of design ideas leading towards a final outcome.	Recall colour theory, composition and construction methods.	Prototype, Design Development, Balance, Scale, Contrast.	Analyse professional concept boards and fashion portfolios.
	Planning the Final Piece	Refine and justify the chosen final design with material and process selection.	Recall construction methods, sequencing and planning.	Final Design, Construction Plan, Specification, Justification.	Explore professional production planning in the textile industry.
	Exam Preparation	Complete timed practical activities to prepare for the 10-hour examination.	Recall exam expectations, time management and practical organisation.	Time Management, Examination, Preparation, Presentation.	Review exemplar ESA outcomes and examiner reports.

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Half Term 5	Final Preparations	Organise sketchbook, materials and final design ready for the examination.	Recall assessment objectives and exam regulations.	Preparation, Organisation, Planning, Resolution.	Review examiner advice and successful GCSE portfolios.
	ESA Practical Examination	Complete the 10-hour controlled practical examination, demonstrating independence and technical skill.	Recall practical processes and sequencing without teacher guidance.	Outcome, Craftsmanship, Technical Skill, Personal Response.	Experience working under professional creative deadlines.
	Completing the Outcome	Resolve and refine the final outcome within the examination time.	Recall finishing techniques and presentation standards.	Resolution, Finish, Quality, Precision.	Compare completed work with professional textile outcomes.
	Presentation & Photography	Photograph and professionally present the completed ESA outcome.	Recall presentation techniques and portfolio standards.	Presentation, Documentation, Portfolio, Composition.	Explore professional exhibition and portfolio presentation.
	Reflection & Preparation for next steps	Reflect on the ESA process and prepare for progression beyond GCSE.	Recall learning from both coursework and ESA components.	Reflection, Evaluation, Progression, Creative Practice.	Explore A Level Art & Design, apprenticeships and careers in fashion, textiles and 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	Portfolio Progress Review & Verbal Critique - AO1: Investigations & artist research - AO2: Refinement through media/technique - - Sketchbook development and annotation	- To check students are on track with sustained project development - To reinforce the importance of critical thinking and visual connections - - To provide formative feedback early for course correction	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Sims tracker
End of Half Term 2	Final Realisation of Component 1 - AO4: Final outcome (quality and personal meaning) - AO3: Recording ideas, observational work - - Presentation and sketchbook organisation	- To formally assess completion of Component 1 for internal moderation - To give students confidence and clarity about how the final grade is built - - To identify gaps in AO coverage before submitting portfolio	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Sims tracker
End of Half Term 3	ESA Development Checkpoint - AO1–AO3: Idea development, contextual research, experimentation, recording - Preparedness for AO4 final realisation - - Response to the externally set theme	- To ensure students have a clear direction for their 10-hour exam - To help with planning and selecting appropriate media - - To build independence and make sure work aligns with AQA expectations	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Sims tracker
End of Half Term 4	10-Hour ESA Practical Exam (Final Outcome) - AO4: Personal and meaningful response - Evidence of journey through sketchbook (AO1–AO3 support this) - - Technical skill and creativity under exam conditions	- To fulfil the requirements of Component 2 (40% of final grade) - To demonstrate culmination of skills, ideas, and planning - - To simulate a professional practice environment and meet AQA standards	Mixture of peer and teacher marked. Written and verbal feedback. Mark stored on Sims tracker