



Year: 10
Subject: PRODUCT DESIGN - Textiles

Topic: THEORY and DESIGN and MAKE

<p>Knowledge and Understanding to be developed:</p> <ul style="list-style-type: none"> • Use of working drawings to communicate design ideas. • Understanding user needs. • Strategies for effective research and data collection to inform designing. • Use of technology in manufacturing - production systems, scale of production. • Products in society – sustainability. • Materials, properties and systems. • Working knowledge of tools and equipment, Desktop Publishing and CAD/CAM. 	<p>Key Terms to be learned:</p> <p>Briefs Specifications Target market Analysis</p> <p>Market forces Prototypes Sustainability</p> <p>Systems Quality control Scale of production</p> <p>Anthropometric Ergonomic CAD/CAM</p> <p>Iterative design User wants and needs</p>
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Section A -- DESIGNING AND MAKING Learning Objectives and Outcomes:	Assessments:	Homework:
<p>Students should be able to:</p> <ul style="list-style-type: none"> • Understand user needs and wants – market pull and technology push • Have working knowledge of design briefs and detailed specifications. • Understand and be able to use a range of strategies for research and data collection. • Exploring and developing a design idea. Using a range of design strategies. • Developing prototypes • Begin to understand and use the iterative design process. <p>MAKING</p> <ul style="list-style-type: none"> • Storage - Textiles 	<p>GCSE exam past exam questions.</p> <p>Final outcome, along with supporting research, ideas and prototypes, including detailed specification.</p> <p>Year 10 mock exam</p>	<p>Exam style questions. CGP revision guide – textiles Research e.g. into designers</p>
Section B – DEVELOPING AND PRESENTING DESIGN IDEAS Learning Objectives and Outcomes:	Assessments:	Homework:
<p>Students should be able to:</p> <p>THEORY</p> <ul style="list-style-type: none"> • Have working knowledge of a range of 2D and 3D drawing techniques used to communicate design ideas. • Recognise and use the most effective technique to use to best represent their ideas. • Use a range of drawing tools in order to create accurate working drawings. • Use shading and rendering techniques to communicate effective and well-presented drawings. <p>MAKING</p> <ul style="list-style-type: none"> • Storage – Textiles 	<p>Present range of design ideas for a set brief.</p> <p>Present final idea for set brief</p> <p>GCSE exam past exam questions. Technologystudent.com</p>	<p>Exam style questions. CGP revision guide – textiles Research e.g. into designers</p> <p>Supporting research, sketches etc.</p>

Section C – THE DESIGN PROCESS Learning Objectives and Outcomes:	Assessments:	Homework:
<p>Students should be able to:</p> <ul style="list-style-type: none"> • Understand the use of technology in commercial manufacturing. • Understanding of production systems – CAD/CAM • Product sustainability. • Products in society <p>MAKING</p> <ul style="list-style-type: none"> • Storage - Textiles 	<p>GCSE exam past exam questions.</p> <p>Final outcome, along with supporting research, ideas and prototypes.</p>	<p>Worksheets Exam questions CGP revision guide – textiles</p> <p>Supporting research, sketches etc.</p>
Section D– WJEC NON EXAM ASSESSMENT Learning Objectives and Outcomes:	Assessments:	Homework:
<p>WJEC – Non Exam Assessment Design and making a product to a given context</p> <p>THEORY</p> <ul style="list-style-type: none"> • Properties of materials • Designers - Stella McCartney, Orla Kiely, Laura Ashley – Textiles 	<p>Final outcome, along with supporting research, ideas and prototypes.</p>	<p>Supporting research, analysis, sketches etc.</p> <p>Worksheets Exam questions</p>