

## Subject: Fashion

Year group: 9

**Unit 1 intent: Develop a deepened understanding of a range of decorative techniques and textiles processes. Apply this to a design and make task.**

**Unit 2 Intent: Gain an understanding of the iterative design process through a mini design and model task. Focus on user needs and designing for a client.**

Designing	
Generating, developing, modelling and communicating ideas	D1 - You are able to explain and follow the iterative design process
	D2 - Generate creative ideas using hand drawn techniques using annotated sketches: Biomimicry
	D3 - Demonstrate the ability to present work to a high standard
	D4 - You can create an isometric drawing using basic equipment
	D5 - You can create an orthographic drawing using basic equipment
	D6 - Compare ideas against specification to determine their success
	D7 - Use CAD software, such as 2D design or Fusion 360, to model basic forms
Making	
Planning, practical skills and techniques	M1 - You are able to select appropriately from specialist tools i.e. tenon saw
	M2 - You are able to select appropriately from specialist techniques and processes
	M3 - You understand different materials based on their properties, such as malleability
	M4 - You can explain and follow safety rules and procedures
	M5 - You demonstrate the ability to use complex materials i.e. plywood
	M6 - You have demonstrated use of a broad range of processes and techniques
	M7 - You have demonstrated use of CAD/CAM to manufacture
	M8 - You have demonstrated applying a range of finishing techniques i.e.
	M9 - You have demonstrated the ability to mark out accurately on different materials
	M10 - You have demonstrated use of different joining techniques
	M11 - You have demonstrated modifying the appearance of materials
Technical Knowledge (big picture/fundamental topics)	
Making products work	T1 - Types of materials e.g wood, metal, plastic and textiles
	T2 - Material properties
	T3 - Joining methods
	T4 - Safety and risk assessment
	T5 - Orthographic projection
	T6 - Isometric drawing
	T7 - CNC production
	T8 - Scales of production
	T8 - Motion
	T9 - Levers and linkages
	T10 - Circuits and electronic components
	T11 - Maths - measuring and dimensioning
T12 - Maths - Area and volume	

Week	Subject Topic	Key Learning points/big questions	T3 Vocab	Independent/Home learning	Linked Assessment	Resources
<b>Unit 1: Cushion Cover</b>			CAD CAM			
1	<b>CAD design of repeat pattern</b>	<p><b>Intentions</b> Build on your understanding of what sublimation printing is and how to apply it effectively to a suitable piece of fabric. Build on your understanding of what CAD and CAM are and how they can be used in DT. Build confidence when using CAD to develop a repeat pattern. Gain an understanding of biomimicry and how it can be used to inspire a pattern.</p> <p><b>Questions:</b> What is biomimicry? What is sublimation printing? How do you ensure successful application of sublimation printing? Which fabric is most suitable for sublimation printing? Why? What does CAD stand for? Why do we use CAD?</p>	Sublimation Repeat pattern Biomimicry Heat press Dye Tie dye Mordant Resist Bobbin Sewing machine Plain seam Patchwork Pinking shears Over locker Hem	Knowledge organiser self-quiz: Read and revise the main knowledge from your KO, cover and write your own summary. Fill in the box to include any questions for your teacher you may have	<b>M7: CAD/CAM</b> <b>Create a repeat pattern using CAD.</b> Apply to fabric using sublimation. Exam questions related to the use of CAD/CAM when applying a repeat pattern to fabric.	
2	<b>Tie Dye Sublimation on to fabric Cut fabric pieces</b>	<p><b>Intentions</b> Enhance understanding of the best fabrics to use when dyeing Be able to produce at least 2 complex tie dye techniques effectively</p> <p><b>Questions</b> Which fabrics are best for dyeing with? Why? What is a mordant? What is a resist dye? How can you apply bands etc to fabric to create complex patterns?</p> <p><a href="#">Tie Dye Your Summer   Tie Dye Your Summer Techniques</a></p>	Access Fm Analyse Client Specification Design brief Modelling Anthropometric Inkjet Card Designer Client Presentation board	Knowledge organiser self-quiz: Revise the key vocabulary on your KO. Self test your understanding using the sheet provided.	<b>M11 – Modifying the appearance of materials.</b> Samples of block printing and sublimation printing.	
3	<b>Sewing machine practise</b>	<p><b>Intentions:</b> Build on your understanding of how to set up the top thread a bobbin on a sewing machine. Build on your understanding of using a sewing machine confidently and accurately.</p> <p><b>Questions:</b> Why use a sewing machine over sewing by hand? What are the main parts of the sewing machine? (bobbin, top thread, spool pin, presser foot, balance wheel) What is a seam allowance? What is a bobbin? What is the most used stitch on a sewing machine? What is the right and wrong side of fabric?</p>		Knowledge organiser self quiz: Generate 10 questions from the information on your KO. Self test yourself using these questions.	<b>T1/2: Materials</b> <b>M11 – Modifying the appearance of materials.</b> Samples of dyeing and tie dye produced. Questions about cotton and polyester	
4	<b>Sew patchwork together</b>	<p><b>Intentions:</b> Develop ability in using the sewing machine safely and accurately. Develop understanding of how a plain seam is used to sew together a patchwork pattern</p>		Knowledge organiser self quiz: Produce a mind map of all the information you have learnt from	<b>M1: Tools &amp; equipment</b> Teacher assessment of how student uses the sewing machine including setting up.	

		<p>Build on understanding of how to finish a seam to a high standard, using the correct neatening methods.</p> <p><b>Questions:</b>            What is patch work?            What seam would be used on patchwork?            How would you neaten the edges of patchwork?            How do you ensure a high-quality finish?            What are pinking shears?</p>		the KO. Add knowledge you have gained from your lessons.		
5	<b>Assessment</b> <b>Apply hems</b>	<p><b>Intentions:</b>            Develop ability in using the sewing machine safely and accurately.            Gain an understanding of what a hem is and how to produce one accurately.</p> <p><b>Questions:</b>            What is hem?            Why do we use a hem?            How do we neaten the raw edge of a hem?            What should the seam allowance on a hem be?            What is tailors chalk?            What is an over locker?</p>		Knowledge organiser self quiz: Generate 10 questions from the information on your KO. Self test yourself using these questions.	<b>M10: Joining methods</b> <b>M1: Tools &amp; equipment</b> Sample of a plain seam Step by step instructions showing how to produce a plain seam.	
6	<b>Apply hems</b> <b>Sew cushion together</b>	<p><b>Intentions:</b>            Develop ability in using the sewing machine safely and accurately.            Accurately apply a hem to your cushion.            Recap on what a plain seam is and apply this to the edge of your cushion.            Develop understanding of how to finish a product to a high standard.</p> <p><b>Questions:</b>            What is hem?            Why do we use a hem?            How do we neaten the raw edge of a hem?            What should the seam allowance on a hem be?            What is tailors chalk?            What is an over locker?            How do we get a sharp corner?            What is pressing?</p>		Complete brain dump 1 activity. Write in the box, everything you currently know about production types, both from lessons and the KO.	<b>M10: Joining methods</b> <b>M1: Tools &amp; equipment</b> Samples of patchwork	
7	<b>Iterative Design Project:</b> Design Brief Client interview Specification  Research – existing products	<p><b>Intentions:</b>            Be able to explain what a design brief and a specification is.            To successfully use your understanding of the clients wants and needs to produce a design specification.            To use ACCESS FM to analyse existing products which currently solve the brief.</p> <p><b>Questions:</b>            What is a designer?            What is a client?            What is a design specification?            What is ACCESS FM?            Why is it important we look at existing products?</p>		Complete brain dump 2 activity. Write in the box, everything you currently know about how products are manufactured to a high quality, both from lessons and the KO.	<b>R3: Lifestyle factors</b> effecting products.  <b>R4: Analyse using ACCESS FM</b>	

8	Initial ideas Evaluation against the specification	<p><b>Intentions:</b> To demonstrate how to come up with a range of initial ideas which are presented to a high standard. To demonstrate an understanding of how to evaluate your designs against the specification.</p> <p><b>Questions:</b> What are initial ideas? How do we render our initial ideas? How do we present a design page? Why is it important to evaluate against the specification? What is iterative design?</p>		Knowledge organiser self quiz: Produce a mind map of all the information you have learnt from the KO. Add knowledge you have gained from your lessons.	<b>D2/D3: Design ideas</b> Assessment of applying rendering on initial ideas  D1: Iterative design  D6/E1: Evaluating against the specification	
9	Modelling of idea 1	<p><b>Intentions:</b> To be able to explain modelling and why its important. To demonstrate how to model your ideas using paper and board. To gain an understanding of how to use anthropometric data.</p> <p><b>Questions:</b> What is modelling? Why is it important to model an idea? What does gsm stand for? What is solid white board? What are its properties and uses? What is ink jet card? What are its properties and uses? How do we model an idea? What are anthropometrics?</p>		Knowledge organiser self quiz: Generate 10 questions from the information on your KO. Self test yourself using these questions.	<b>R2: Anthropometrics</b>  M1/M2: Select correct tools and processes  M9/T11: Marking out materials  T1/2: Materials	
10	Modelling of idea 1  Evaluation of model 1  CAD design of improved idea (Illustrator )	<p><b>Intentions:</b> To be able to explain modelling and why it's important. To demonstrate how to model your ideas using paper and board. To demonstrate the ability to evaluate your model and explain improvements that need to be made. To develop skills on CAD when designing a Fashion product. To understand why CAD might be used over hand drawing by a designer.</p> <p><b>Questions:</b> Why is it important to test and evaluate a model? What should we evaluate a model against? What is CAD? Why is it useful to use CAD when producing a design idea?</p>		Complete brain dump 1 activity. Write in the box, everything you currently know about production types, both from lessons and the KO.	<b>M7 – CAD/CAM</b>  M1/M2: Select correct tools and processes  M9/T11: Marking out materials  T1/2: Materials	
11	Design of improved idea (Illustrator )	<p><b>Intentions:</b> To develop skills on CAD when designing a Fashion product. To understand why CAD might be used over hand drawing by a designer.</p> <p><b>Questions:</b> Why is it important to test and evaluate a model? What should we evaluate a model against? What is CAD? Why is it useful to use CAD when producing a design idea? How do you add colour to a CAD?</p>		Knowledge organiser self-quiz: Read and revise the main knowledge from your KO, cover and write your own summary. Fill in the box to include any questions for your teacher you may have	<b>M7 – CAD/CAM</b>  <b>D3: Presenting work to a high standard</b>	

12	Assessment		<p><b>Intentions:</b> To produce a presentation design sheet for your trainer design. To understand how to present work to a high standard.</p> <p><b>Questions:</b> What is a presentation sheet? When might it be used? How do we ensure work is presented to a high standard?</p>		Knowledge organiser self-quiz: Revise the key vocabulary on your KO. Self test your understanding using the sheet provided.	<b>D3: Presenting work to a high standard</b>	
	Final presentation sheet						

In the event of a full or partial closure of the year group, it will not be possible to teach all aspects of this course. Flexibility will need to be exercised by teachers and some lessons will be moved around.

NC Strand Key:

D Design

M Make

E Evaluate

TK Technical Knowledge