

**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		Making		Technical Knowledge (big picture/fundamental topics)	
<b>Designing</b> Generating, developing, modelling and communicating ideas	D1 - You are able to explain and follow the iterative design process	<b>Making</b> Planning, practical skills and techniques	M1 - You are able to select appropriately from specialist tools i.e. tenon saw	<b>Technical Knowledge (big picture/fundamental topics)</b> Making products work	T1 - Types of materials e.g wood, metal, plastic and textiles
	D2 - Generate creative ideas using hand drawn techniques using annotated sketches: Biomimicry		M2 - You are able to select appropriately from specialist techniques and processes		T2 - Material properties
	D3 - Demonstrate the ability to present work to a high standard		M3 - You understand different materials based on their properties, such as malleability		T3 - Joining methods
	D4 - You can create an isometric drawing using basic equipment		M4 - You can explain and follow safety rules and procedures		T4 - Safety and risk assessment
	D5 - You can create an orthographic drawing using basic equipment		M5 - You demonstrate the ability to use complex materials i.e. plywood		T5 - Orthographic projection
	D6 - Compare ideas against specification to determine their success		M6 - You have demonstrated use of a broad range of processes and techniques		T6 - Isometric drawing
	D7 - Use CAD software, such as 2D design or Fusion 360, to model basic forms		M7 - You have demonstrated use of CAD/CAM to manufacture		T7 - CNC production
			M8 - You have demonstrated applying a range of finishing techniques i.e.		T8 - Scales of production
	M9 - You have demonstrated the ability to mark out accurately on different materials		T8 - Motion		
	M10 - You have demonstrated use of different joining techniques		T9 - Levers and linkages		
	M11 - You have demonstrated modifying the appearance of materials		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: Trainer Design</b>			CAD CAM Sublimation Repeat pattern Biomimicry Heat press Dye Tie dye Mordant Resist Bobbin Sewing machine Plain seam Patchwork Pinking shears Over locker Hem Access Fm Analyse Client Specification Design brief Modelling Anthropometric Inkjet Card Designer Client Presentation board			
7	<b>Iterative Design Project:</b> Design Brief Client interview Specification  Research – existing products	<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.  <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?		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	<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.  <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?		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  <b>D1: Iterative design</b>  <b>D6/E1: Evaluating against the specification</b>	
9	Modelling of idea 1	<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.  <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?		Knowledge organiser self quiz: Generate 10 questions from the information on your KO. Self test yourself using these questions.	<b>R2: Anthropometrics</b>  <b>M1/M2: Select correct tools and processes</b>  <b>M9/T11: Marking out materials</b>  <b>T1/2: Materials</b>	

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.	<p><b>M7 – CAD/CAM</b></p> <p>M1/M2: Select correct tools and processes</p> <p>M9/T11: Marking out materials</p> <p>T1/2: Materials</p>	
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	<p><b>M7 – CAD/CAM</b></p> <p><b>D3: Presenting work to a high standard</b></p>	
12	<p><b>Assessment</b></p> <p>Final presentation sheet</p>	<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.	<p><b>D3: Presenting work to a high standard</b></p>	

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

