

Textile Design

Textiles is a growing industry worth over £800 million and contributes to the UK's reputation as a world leader in creativity. There are 35,000 craft makers in the UK, and as well as making their own work, they contribute to many businesses and industries, including film, theatre, dance, fashion and product design.

The Fashion industry employs nearly a million people across a wide spectrum of roles and provides diverse opportunities for young people

Why should I take Textiles as a subject in GCSE?

- The design industry **inspires** you.
- You have an **interest** in a career in the Fashion and Textiles.
- You like **problems solving** in design.
- You have a **creative flair**!
- You are **expressive** and **dynamic**.
- You would like to **enhance your practical skills, knowledge** and **understanding** in this sector.

For more information please contact Ms Salahi
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Careers in Textiles

Footwear designer
Fashion designer
Textiles buyer
Pattern cutter
Garment technologist
Costume designer
Milliner
Fashion journalist
Fashion Photography
Surface designer
Interior designer
Retail buyer
Teacher/lecturer
Visual merchandiser
Fashion merchandiser
and much more.



Course

Exam Board: AQA Textile Design

Details:

Percentage of the course that is internally assessed: 60% (Coursework)

Percentage of the course that is an external exam: 40% (Practical based exam)

Course Overview

- **Learn** a range of textile materials, techniques and processes, such as printed, digital and decorative textiles.
- **Use** a range of specialist tools and equipment such as the sewing machine, heat press and sublimation printer.
- **Develop** a range of practical skills, such as weaving, stitching, embroidery and applique.
- **Explore** a range of areas within Fashion and Textiles, such as art textiles, fashion design and illustration, fashion photography, costume design, constructed textiles, interior design, printed and digital textiles, surface pattern and embellished textiles.

How will I be assessed?

Using the following assessment objectives...

AO1: RESEARCHING Designers and Practitioners

AO2: EXPERIMENTATION with a range of textile materials, techniques and processes

AO3: RECORDING IDEAS visually through your design work

AO4: FINAL OUTCOME - a final product made by you at the end of each project.

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Component 1: Coursework Portfolio - 60%

A portfolio that shows coverage of the four assessment objectives. This will evidence your creative journey from initial ideas, researching, practical experimentation, development and refinement of ideas, to the realisation of a final piece based on a chosen theme.

This portfolio is made up of two projects - one which focuses on fashion illustration and 3D garment construction and a second project exploring decorative techniques through pattern and texture to produce a 2D art textiles piece.

Component 2: Practical Based Exam - 40%

You will respond to a chosen starting point from an externally set exam paper. You will have several weeks to research, experiment and record your creative design ideas; evidencing all four assessment objectives. The final piece of work is produced independently under controlled conditions in a 10 hour practical exam carried out over two days.

See examples of student work on the following slides...





