Curriculum Overview for Design Technology
Year 9

Spring: Day of the Dead Textiles **Substantive Knowledge:** - Textiles can be exploited in a variety of different ways. - The formal elements: Line, Tone, Shape, Colour, Form, Texture, Pattern. - Understanding that materials have differing properties which impact how products are created. - To develop critical thinking and evaluation skills around the design process. - Understanding that market research is used in the commercial world to inform product design and how this can be used when developing design ideas. - Understanding the health and safety hazards around textiles equipment and processes. - To develop an understanding of 3D design at KS4 prior to option selection. **Disciplinary Knowledge:** - To understand where cotton has come from and how it is made. - To explore 'The Day of the Dead' through visual (formal drawing and CAD) and written elements considering design principles. - Explore how colour theory can be applied to the textile medium whilst producing a personal outcome in response to a brief. - Explore methods of textile applications: Embroidery (cross stitch, straight stitch and back stitch) and applique. - To be able to use appropriate finishes, paint and handmade borders, to complete a final textiles piece. - Explore the work of others through creation of artist research pages (Keith Harring). - To understand polymers, the different types and their purposes. - To develop an understanding of the design cycle and CAD.	Reading passages to inform written responses about designers/techniques/processes, demonstrating comprehension and summarisation. Subject specific vocabulary with etymology Analysis of designers' work, verbalising and expressing an opinion in written format Evaluating own and other's work
	Aesthetics, cost, customer, environment, safety, function, manufacture, constraint, design, target market, score, analyse, research, construct, marking-out, day of the dead, colour theory, embroidery (cross stitch, straight stitch, back stitch) applique, fabric paint, collaborative, polymers
	Recall tasks Live marking at regular intervals throughout the project Frequent peer and self-assessment Continual verbal feedback End of unit assessment
	Fortnightly homework tasks set in worksheet format