

<p>Term 1: Architecture and Fashion</p> <ul style="list-style-type: none"> • Design Processes • Methods of Joining and using components • Accuracy in manufacture • Materials and their applications <p>80's and 90's Punk</p> <ul style="list-style-type: none"> • Design Theory: Punk • Responsible design • Design communication • Manufacturing, maintenance, repair and disposal • National and International standards in product design 	<p>Term 2: Pop Art: Music, film, royalty & celebrities</p> <ul style="list-style-type: none"> • Enhancement of materials • The use of finishes • Design theory • Requirements for textile & fashion design and development • Feasibility studies • Social, moral and ethical issues <p>50's + 60's children's clothing</p> <ul style="list-style-type: none"> • Design theory: Art Nouveau & Art Deco • Enterprise and marketing in the development of products • Protecting design and intellectual property • Technology and cultural changes 	<p>Term 3: Technical Textiles and Sports</p> <ul style="list-style-type: none"> • Health and safety • Modern industrial and commercial practice • Digital design and manufacture • Design methods and processes <p>NEA June 1st</p>
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Term 1 - Architecture and Fashion	
Design Processes	Investigation and analysis Ideas generation Illustration Modelling Prototype development Basic adaptations: moving darts Moulage Toiles Collaborative working
Methods of joining and using components	Seams Threads Fusible fleece Interfacings, underlinings, linings and interlinings
Accuracy in design and manufacture	Measuring and marking out: datum point Quality control checks Tolerance Measuring aids
Materials and their applications	Properties, characteristics, function and aesthetics Cost Manufacture and disposal

	Natural, manufactured and synthetic fibers Methods for investigating and testing materials
Term 1 – 80's and 90's Punk	
Design theory	Design influences Design styles and movements: Punk
Methods of joining and using components	The use of fastenings Trims Working with challenging fabrics
Enhancement of materials	Surface decoration: dyeing
Responsible design	Environmental issues Sustainable materials and components Packaging textile products Conservation of energy and resources Sustainable manufacturing Product miles
Design Communication	Report writing Tables and charts 2D/3D sketching Mixed media and rendering Dimensioning and details for manufacture
Manufacturing, maintenance, repair and disposal	The 6 R's of sustainability Care and maintenance of products
National and International standards in product design	Garment labelling British standards institute International organisation for standardisation Packaging directives
Term 2 - Pop Art: Music, film, royalty and celebrities	
Enhancement of materials	Surface decoration: printing
The use of finishes	Mechanical finishes Chemical finishes Laminating
Design theory	Design influences Design movement: Pop art Mary Quant, Pierre Cardin, YSL Fashion history 1890's - 1990's
Requirements for textile & fashion design and development	Critical analysis of existing products Aesthetics, ergonomics and anthropometrics Inclusive design
Feasibility studies	Producing and testing prototypes

	Analysing consumer feedback Product scale and dimensions
Social, moral and ethical issues	Product lifestyle Sustainable materials and ethical production Culturally acceptable products Products that are inclusive Fair trade Upcycling
Term 2 - 50's + 60's children's clothing	
Design theory	Design influences Design movement: Art Nouveau & Art Deco
Enterprise and marketing in the development of products	Marketing and brand identity Social media & viral marketing Collaborative working of designers Factors affecting product price Fashion cycles
Protecting design and intellectual property	Copy right and design rights Patents Registered designs Trademarks Logos
Technology and cultural changes	Socio economic influences Major developments in fashion design and manufacture Major developments in technology Regenerated and synthetic fibers Development of fabric finishes E-textiles & Smart materials
Methods of joining and using components	E-Components
Enhancement of materials	Embroidery: hand and machine/free machine Quilting
Term 3 - Technical Textiles and Sports	
Health and safety	Health and safety at work act Control of substances hazardous to health Safe working practicing and identifying potential hazards Risk assessment Consumer rights act Sales of goods act Children's clothing British standards institute

	<p>Safety of toys: Lion mark</p> <p>Aftercare and care labelling</p>
Modern industrial and commercial practice	<p>Scales of production</p> <p>The use of computer systems</p> <p>Sub assembly</p> <p>Global production</p> <p>Efficient use of materials</p>
Digital design and manufacture	<p>Computer aided design</p> <p>Computer aided manufacturing</p> <p>Manufacturing processes using CAM</p> <p>Virtual modelling</p> <p>Electronic data interchange</p> <p>Production, planning and control networking</p>
Design methods and processes	<p>Iterative design & user centered design</p> <p>Primary and secondary research</p> <p>Anthropometric and Ergonomic data</p>