

Y10 GCSE Design & Technology Textiles

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topics	Unit 1 – Garment Construction A01 Investigate <ul style="list-style-type: none"> Research – 1960's User Profile Product Analysis Materials Properties Pattern Marking Surface treatments Designers of 20th & 21st Century A02 Design <ul style="list-style-type: none"> Product Specification Initial Designs Final Design A03 Technical skills <ul style="list-style-type: none"> Pattern Blocks Toile Development Sewing Machine Skills A04 Test and Evaluate <ul style="list-style-type: none"> Identify strengths and weaknesses of Design development 	Unit 2 – Surface Decoration A01 Investigate <ul style="list-style-type: none"> Materials and Components Sizing and Fit A02 Design <ul style="list-style-type: none"> Design Placement Quality Control & Assurance A03 Technical Skills <ul style="list-style-type: none"> CAD CAM Processes – Seam construction, finishing Sewing Machine Skills A04 Test and Evaluate <ul style="list-style-type: none"> Identify strengths and weaknesses of Design development A04 Test and Evaluate <ul style="list-style-type: none"> Identify strengths and weaknesses of final outcome Test suitability against Product Specification 	Unit 3 – Storage Solution A01 Investigate <ul style="list-style-type: none"> Existing Products A02 Design <ul style="list-style-type: none"> Design Development Digital Technologies New and Emerging technologies Smart Materials A03 Technical Skills <ul style="list-style-type: none"> CAD CAM Digital Portfolio Construction of end product A04 Test and Evaluate <ul style="list-style-type: none"> Test and evaluate quality of outcome 	Unit 4 – Design Concept A01 Investigate <ul style="list-style-type: none"> Interactive Games A02 Design <ul style="list-style-type: none"> Electronic Circuits Design Development Collaborative Design Process A03 Technical Skills <ul style="list-style-type: none"> Construction of end product E-Textile Development A04 Test and Evaluate <ul style="list-style-type: none"> Test and evaluate quality of outcome 	Unit 5 – Contextual Challenge A01 Investigate <ul style="list-style-type: none"> Research Methodology Methods of gathering data responding to feedback A02 Design <ul style="list-style-type: none"> Interpret data Design Ideas Design Analysis Gathering of feedback Analysis of Data 	GCSE NEA A01 Investigate <ul style="list-style-type: none"> Respond to Context Identifying User Needs Investigate Existing Products Market Research Research of Materials Existing Product Analysis Research into Context Analysis of materials Sustainability Issues Product Specification
	Knowledge Checks Peer Assessment Self-assessment End of Unit Assessment	Knowledge Checks Peer Assessment Self-assessment Exam	Knowledge Checks Peer Assessment Self-assessment End of Unit Assessment	Knowledge Checks Peer Assessment Self-assessment End of Unit Assessment	Knowledge Checks Peer Assessment Self-assessment End of Unit Assessment	GCSE – NEA 50%, Exam 50%.
Arts Mark	Designer Research Drawing Skills Designing		CAD Drawing		Designing	

Building on prior learning	Work in Year 10 will build on knowledge and skills gained at KS3 Design and Technology Advancing Skills in techniques and processes and knowledge of materials and their properties.
Enrichment within the Curriculum	Designer Links
Extracurricular opportunities	Weekly upskilling workshop
Positive impacting on personal development (SMSC)	SMSC: Reasons for looking for substitute materials, impact on the environment, recycling Building higher level practical skills. Promoting independence during practical lessons.
Preparing for the next stage of education	Key skills learned will be built on in Year 10 Course content will be completed by the end of Year 10 preparing pupils for both the coursework and exam element of their GCSE.
Ways to support your child's learning	Praise for effort rather than being 'clever' shows them that by working hard they can always improve
Visits and trips Websites / books /papers / magazines TV/Films Blogs/ podcasts	BBC Bitesize for revision of class topics. Promote design and manufacture of own products at home, crafts or knitting which can be used to compliment class skills. Stacy Dooley documentaries on how clothes are wrecking the Earth Recommend fabric stores for students to visit. Recommend magazines to keep abreast of current trends. Read and research 20 th / 21 st Century design movements linked to their areas of specialism.