



## Year 7 Textiles Design Curriculum Map

<b>Overview</b>	12 week carousel, 1 x workshop based projects as well as connecting homework tasks. Key Textiles theory is introduced and taught alongside practical activities. Homework tasks allow an extension to learning and are linked to theme research and designing activities.	
<b>Year 7</b>	First Half of Term	Second Half of Term
<b>Topic</b>	Tools and equipment. Health and safety. Arcimboldo study.	Identity. Plush toy industry.
<b>Knowledge</b>	<p>What are Textiles?            Introduction to basic textiles tools and equipment.            Confident and independent threading.            Baseline test.            Artist study on Arcimboldo.            Creative collage based on the artist.            Introduction of basic textiles techniques (fabric collage, seams and hems).</p>	<p>Understanding of the Plush toy industry in reference to the Uglydolls franchise.            Researching Uglydolls.            What is identity?            Generating ideas.            Developing and experimenting with new techniques (Applique, hand embroidery, pre-manufactured components).            Final design drawing in reference to Identity.            Creating a final practical outcome.</p>
<b>Skills</b>	<p>Health &amp; Safety.            Creativity.            Time management.            Research skills.            Classification of fabrics.            Confident use of the sewing machine.            The application of practical textiles techniques.            Historical reflection on the Artist Arcimboldo.            Hand eye coordination and fine motor skills.</p>	<p>Researching.            Using research to generate initial ideas.            Reflecting on the theme identity.            Entrepreneurial skills.            Machining skills.            Hand eye coordination and fine motor skills.            Developing and refining ideas.            Creativity.            Maths (working out seam allowances).</p>