

Home-School Learning Collaboration – Textiles



<p>Topics in this cycle: Investigate, design and make a Textiles Mobile Phone hanger charger</p>	<p>Taught: Spring 2</p>	<p>Year Group: 9</p>
<p>Key knowledge/concepts to be learnt ('Tell me about....')</p>		<p>Websites/blogs/YouTube links and further reading to deepen and consolidate learning</p>
<p>What is a mobile phone hanger charger? Be able to conduct a task analysis and interpret a design brief set by a leading mobile phone store to design and make a mobile phone hanger charger</p> <p>What is hippy and psychedelic design and what is its impact on 21st Century design style? Investigate hippy art and design and how the style is influencing fashion and textiles in the 21st Century.</p> <p>What is a product analysis and how can looking at existing products using ACCESS FMM inform design ideas? Explain what the words from ACCESS FMM are and their definitions. Carry out a product analysis of existing mobile phone hanger chargers.</p> <p>What is a specification? Devise a list of design criteria for my product (mobile phone hanger charger) using ACCESS FMM.</p> <p>How can my knowledge of hippy art and design be used to inspire a mobile phone hanger design? Create 4 design inspired by hippy design shapes and patterns as well as motivational quotes or personal interests.</p> <p>What different textile techniques can I use to add colour and decoration to fabric? Experiment with stencils, masking tape, printing and fabric paint.</p> <p>How can I operate a sewing machine to achieve neat stitch work and seams? Know how to use a sewing machine safely and names parts of a sewing machine.</p> <p>What is the environmental impact of used mobile phones and batteries? What is the life cycle of a mobile phone/battery? What materials are batteries and phones made from and what happens to them after they have been disposed of. How can we dispose of materials safely</p>		<p>What is hippy/psychedelic art? Psychedelic Art - An Exploration of the Psychedelic Aesthetic in Art (artincontext.org)</p> <p>Technology Student ENGINEERING - DESIGN AND TECHNOLOGY (technologystudent.com)</p> <p>A beginner guide to the sewing machine using a sewing machine - Google Search</p> <p>Fabric printing methods Fabric printing methods – which printing technology to choose? (ctnbee.com)</p> <p>Life cycle of a mobile phone the life cycle of a mobile phone - YouTube</p>

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Key Vocabulary and Definitions To Be Learnt		What Will The Assessment Look Like?
Investigate/Research	Inquiry to discover and examine.	Classwork: Booklet assessed on the following areas: Investigate, Design, Make, Evaluate End of Unit test: 30 minutes <ul style="list-style-type: none"> • Short answer questions • Multiple choice • Design Task/evaluation
Design	A plan or drawing produced to show the look and function or workings of a garment or other object before it is made.	
Model	A three-dimensional representation of a thing or of a proposed structure, typically on a smaller scale than the original.	
Evaluate	To judge something.	
Aesthetic	What a product looks like	Family Learning Opportunities Potato printing on fabric at home Geometric Printing with the Humble Potato - YouTube Printing with found objects Printing with found objects - Lynda Heines Fabric Design How to make a multi-purpose wall hanging with pockets No Sew DIY Organizer Multipurpose Wall Hanging Organizer with Pockets - YouTube
Consumer	Who through product is aimed at and used by	
Environment	What impact will the product have on the natural environment – recycle, reuse, repair	
Specification	A list of criteria that the product must meet	
Manufacture	Products made on a large-scale using machinery	
Tie Dye	Method of dyeing by hand in which coloured patterns are produced in the fabric by gathering together many small portions of material and tying them tightly with string before immersing the cloth in the dyebath.	
Planned Obsolescence	Designing products to break quickly or become obsolete in the short to mid-term.	
Hem	The edge of a piece of cloth or clothing that has been turned under and sewn.	
Seam	Sewing together or joining two edges or two pieces	
Modification	Make partial or minor changes to (something).	
Inspiration	Something that gives you new and creative ideas.	