



Curriculum Overview 2019-20: Design and Technology – Fashion: GCSE Ed-Excel

Year Group	Autumn Term	Spring Term	Summer Term	Useful information / websites
Year 9 Fashion	<ul style="list-style-type: none"> • Mini GCSE project: Each pupil to produce a small product that is suitable for a child around the themes ‘all things bright and beautiful’ or winter wonderland. • Paper pattern skills Understanding the uses and development of paper patterns. Developing knowledge of key terminology associated with patterns. 	<ul style="list-style-type: none"> • Drawing Skills: Introduce CAD to develop fashion to textile product images. Also, develop hand drawing skills. Develop annotation and justification methods etc. • Research skills: Plan and produce an image board. This image board can then be used to inspire the development of decorative techniques that will be taught, e.g. choice of shape, colour and texture. 	<ul style="list-style-type: none"> • Construction Techniques: Seams/seam finishes, Curved seams, Fastenings: insertion of a zip, press studs, Velcro etc. Piping • Decorative Techniques: Sublimation printing, Hand Embroidery, Appliqué, Quilting, Beading, Printing, Machine Embroidery, Stencilling etc. • Tools/Equipment: The sewing machine, over locker, iron and iron board etc. Measuring and cutting and hand sewing tools. 	<p>www.technologystudent.com</p> <p>www.BBCbitesize.com</p> <p>www.designtechnology.info/home</p> <p>www.design-technology.org</p> <p>www.mr-dt.com</p> <p>www.edexcel.com/designandtechnology.com</p>
Year 10 Fashion	Design and Technology core content: Learning key areas that are required for the GCSE	Core content is continued thorough the spring term.	Core content is continued through the summer term.	<p>www.technologystudent.com</p> <p>www.BBCbitesize.com</p>



	<p>exam and the non-examined assessment (project).</p> <ul style="list-style-type: none"> • The impact of new and emerging technologies • How the critical evaluation of new and emerging technologies informs design decisions; considering contemporary and potential future scenarios from different perspectives, such as ethics and the environment • How energy is generated and stored in order to choose and use appropriate sources to make products and power systems • Developments in modern and smart materials, composite materials and technical textiles 	<ul style="list-style-type: none"> • The functions of mechanical devices used to produce different sorts of movements, including the changing of magnitude and the direction of forces • How electronic systems provide functionality to products and processes, including sensors and control devices to respond to a variety of inputs, and devices to produce a range of outputs • The use of programmable components to embed functionality into products in order to enhance and customise their operation • The categorisation of the types, properties and structure of ferrous and non-ferrous metals 	<ul style="list-style-type: none"> • The categorisation of the types, properties and structure of papers and boards • The categorisation of the types, properties and structure of thermoforming and thermosetting polymers • 2 The categorisation of the types, properties and structure of natural and manufactured timbers • Investigate and analyse the work of past and present professionals and companies in order to inform design 	<p>www.designtechnology.info/home</p> <p>www.design-technology.org</p> <p>www.mr-dt.com</p> <p>www.edexcel.com/designandtechnology.com</p>
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ASTON MANOR ACADEMY



<p>Year 11 Fashion</p>	<p>Design & make project – 50% of qualification. Students pick a contextual challenge provided by the exam board. Students will produce a project, based on their specialism, which consists of a portfolio and prototype.</p> <p>Part 1 – Investigate Part 2 – Design Part 3- Make Part 4 - Evaluate</p>	<p>Design & Make project completed, moderated and submitted. Revision on core content is revisited from year 10. Revision is more focused on exam style questions.</p>	<p>Examination – 50% of qualification. Core content is revisited and implemented into the teaching. Subject specific content is covered for the exam.</p> <p>Section A: Core This section is 40 marks and contains a mixture of different question styles, including open-response, graphical, calculation and extended-open-response questions. There will be 10 marks of calculation questions in Section A. Section B: Material categories This section is 60 marks and contains a mixture of different question styles, including open-response, graphical, calculation and extended-open-response questions. There will be 5 marks of calculation questions in Section B</p>	<p>www.technologystudent.com</p> <p>www.BBCbitesize.com</p> <p>www.designtechnology.info/home</p> <p>www.design-technology.org</p> <p>www.mr-dt.com</p> <p>www.edexcel.com/designandtechnology.com</p>
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