

# Curriculum Progression Maps

## Textiles



	Year 7: Fabric Animal.	Year 8: Fabric Postcard.
Lesson 1	Introduction to Project and theme. Mind map/ Task analysis.	Introduction to Project and theme. Task Analysis. Begin the Iterative Design Process.
Lesson 2	Introduction to a range of simple construction/decorative techniques - running stitch, bond a web and applique. Health and Safety - Iron.	Iterative Design process. Develop on skills and techniques from Yr 7 to make a series of samples of hand stitching, couching, beading.
Lesson 3	Introduction to the Sewing Machine. Health and Safety - Safe use of the Sewing Machine. Sewing Machine Driving Test - including straight lines, curves, straight stitch and zig zag stitch.	Developing skills and techniques from Yr 7 to make a series of samples of hand stitching, couching, beading and embroidery. Introduce Computer Embroidery Machine: Introduce Smart Materials, their properties and uses in Textiles, and for this project ie, UV reactive beads, glow in the dark threads.
Lesson 4	Development of Decorative techniques: stencilling, fabric dyeing, blending, and block printing.	Develop skills and techniques using, fabric dye, fabric pen, crayon, thermochromic dyes and photochromic paints (smart materials) and transfer paint.
Lesson 5	Iterative Design Process - design the decoration for the toy.	Continue with the Iterative Design Process - annotate with the knowledge of skills and materials intended to be used.
Lesson 6	Making - using a range of practiced skills and techniques.	Transfer the Final Design onto fabric. Begin Making using a range of practiced skills and techniques.
Lesson 7	Making - using a range of practiced skills and techniques.	Making - using a range of practiced skills and techniques.
Lesson 8	Making - using a range of practiced skills and techniques.	Making - using a range of practiced skills and techniques.
Lesson 9	Making - using a range of practiced skills and techniques.	Making - using a range of practiced skills and techniques.
Lesson 10	Completion of the Making and the Evaluation process.	Completion of Making and Evaluation process.

# Curriculum Progression Maps

## Textiles



### Textiles KEY VOCABULARY

	Year 7	Year 8
Lesson 1	Design Theme Analysing Mind mapping Product	Design Theme Task analysis Product
Lesson 2	Construction applique Bonda web Safety	Iterative Design Develop Skills Techniques Samples Couching
Lesson 3	Sewing Machine Stitch Zig zag Corners Lines Curves Bobbin	Computer Embroidery Smart Materials U V Reactive Glow in the Dark
Lesson 4	Development Stencilling Techniques Decoration Dyeing Blending Printing	Developing Fabric Dye Transfer Thermochromic Photochromic
Lesson 5	Iterative Design Process Development	Knowledge Skills Process Techniques Annotation Evaluate
Lesson 6	Skills Techniques Decoration Practice Creative Quality Evaluate	Knowledge Skills Process Techniques Annotation Evaluate
Lesson 7	Skills Techniques Decoration Practice Creative	Knowledge Skills Process Techniques Annotation

# Curriculum Progression Maps

## Textiles



	Quality Evaluate	Evaluate
Lesson 8	Skills Techniques Decoration Practice Creative Quality Evaluate	Knowledge Skills Process Techniques Annotation Evaluate
Lesson 9	Skills Techniques Decoration Practice Creative Quality Evaluate	Knowledge Skills Process Techniques Annotation Evaluate
Lesson 10	Skills Techniques Quality Evaluation	Skills Techniques Applique Evaluation
<p><b>General/Common Key words for KS3:</b></p> <p>Needle Thread Sewing Stitching Iron Scissors Pins Decoration Techniques Product Process Measure Fabric Quality Properties Neat Creative Concentration</p>		

# Curriculum Progression Maps

## Textiles

