GCSE

Design and Technology: Textiles

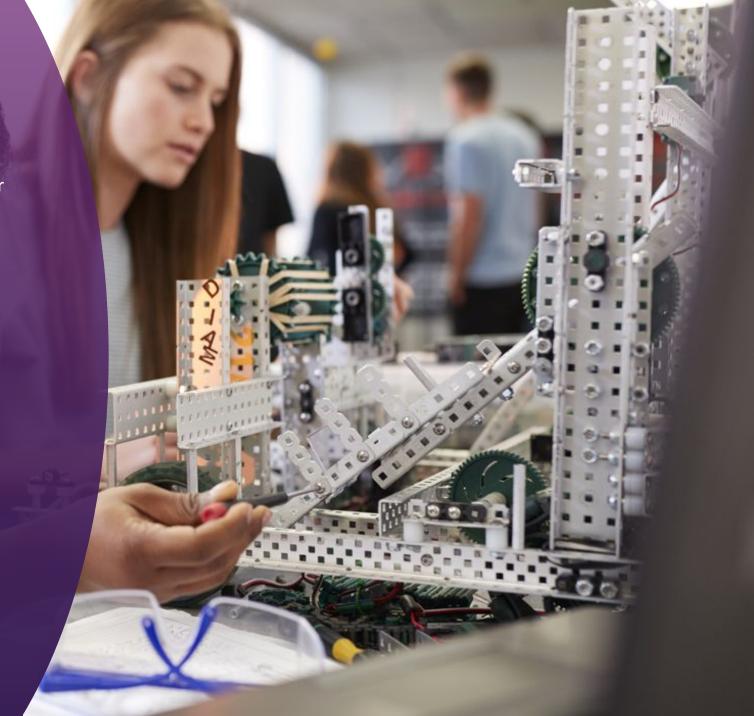


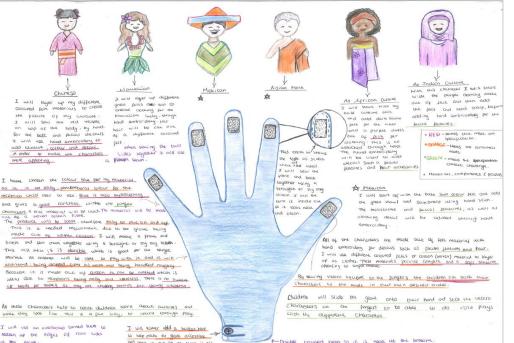


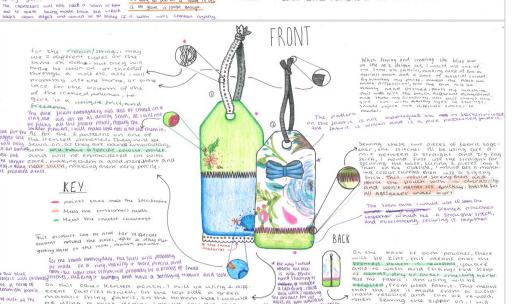
What is Design and Technology?

Studying **Design and Technology** is a valuable foundation for future careers and further study. Developing students skills include:

- Problem-Solving and Creativity: Design and Technology (D&T) encourages students to approach problems with creative solutions. This ability to think critically and innovate is highly sought after in various career fields.
- Practical and Technical Skills: Students gain hands-on experience working with materials and technologies.
 These practical skills, including using tools, machinery, and software, are useful in many careers, especially in engineering, architecture, and fashion.
- Time Management and Project Planning: Through coursework and projects, students learn to plan, manage, and deliver projects within set timelines.
 These organizational skills are beneficial in nearly any career path.









Course Overview and structure.

For this GCSE course you will have a single and a double lesson each week.

Year 10:

You will study core technical aspects of all design areas including; metals, papers and boards, polymers, systems, fibres and textiles. You will cover your selected specialist area in more detail. *This will be taught during your single lessons.*

A mini NEA is also completed where students complete a design project from the research stages through to manufacture and evaluation of a final outcome.

This will be completed in your double lessons.

The exam board releases the Non Exam Assessment contexts on 1st June in yr 10. At this point you will start your Non exam assessment and all work you complete will count towards your final grade.

Year 11:

A full NEA is completed where students identify a problem and develop a range of potential solutions, develop those ideas until a final outcome is produced which will then be tested and evaluated.

* I coloured the green the wrong colour it is more at a teal

Bra da Dagan Sauces (



Assessment

WRITTEN EXAM: (50% of the overall grade)

The paper consists of two sections.

Section A is assessed on the core content covered by all subjects.

Section B is assessed on the specialist category students have chosen: **Textiles**.

COURSEWORK- Non-Examined Assessment (NEA):

(50% of the overall grade)

Students select a question and identify a problem they then design and make solutions for. There are four parts to the assessment: Investigate, Design, Make and Evaluate.





Design and Technology: Component 1: Written EXAM

50% of the qualification, 100 marks

The paper consists of two sections. Section A is assessed on the core content covered by all subjects, and Section B is assessed on the specialist category students have chosen:

1DT0/1B - Papers and boards

1DTO/1E - Textiles

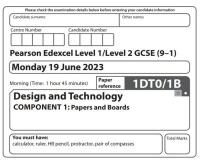
Section A: CORE

This section is 40 marks and contains a mixture of different question styles, including open -response, graphical, calculation questions. There will be 10 marks on calculations 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 questions in Section B.





- Calculators may be used.
- You must show all your working out with your answer clearly identifie

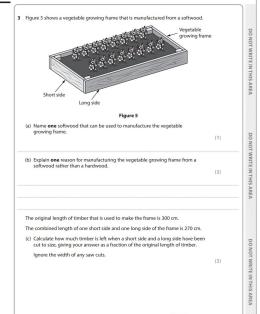
The marks for each question are shown in bracket use this as a guide as to how much time to spend on each questio

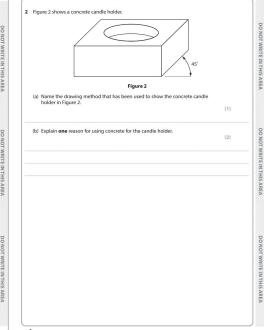
- · Read each question carefully before you start to answer













Design and Technology: Component 2: Non-Examined Assessment

50% of the qualification, 100 marks

Students select a question released by the exam board and identify a problem. They then design and make solutions for this.

There are four parts to the assessment:

- 1- Students will **investigate** a chosen topic, this includes considering needs of users, researching a chosen problem, and creating a product specification.
- 2- They will go on to **design** solutions using a combination of hand sketching, rendering and computer aided design. These designs will be developed before reviewing the chosen design.
- 3- The **making** process includes model making, practicing various techniques, and manufacture taking into account quality and accuracy.
- 4- Finally the final outcome will be tested and evaluated.

Specification, convext, consumer needs

Coster is preparational and another for under the of light. A form of the country on its months on and another proof of light. making it the most ideal fibre for my user. specification (ENV) which stated

cherview also backed up this opinion this cherefore also meets my specification (60) I stated that colours like dork green and

Button and buttonnoise are applied on the front of the opment. This will allow it to be postered open and closed. The secutures will also be gold, to contrast with the dark green. Making the as the

pront are applied around the armhole made from the same and netting similar fobric to the palonic, held down with gold and orange applique's. This can be knotted to help with could be made by sewing

more visually appealing (ENV) and will also ent elean remoteurs and BD from the product the user, who enjoy downs

that personalisation allows the user to feel

more included, and the most ideal placement for this was on the back. This also meets my design buse, where I stated that I This peature could be applied through

hand embroidery or marine embroidery. My conor is also met here, as this their time at the them

user to better commemorate

panels and back, to make the spriment well-fitted and more comportable to wear they also

makes the product more ideal the user who can use it formal settings like schools. the darts are hidden with the lining, making a reals

A gold applique is applied to the front. It is i from a netting patric to allow some of the colour inderneous to snow through this is held down with hard embroidery and machine embroidery studies (suc as a running staten) and it shoul have a row edge. will meet my specification (10) as well as appealing to my escent you in ruphe as , ervolos sest par on my intervie The applique looks like a magical black, given of during dues in the Horry Potter Plums. This also meets my context and bruef as users could buy an item we the in a gift and to celebrate their visit

> The inoide of the product is lined with a gold poising poloric that could be a woven polyester or cotton fabric. Noven Pabrico are durable and less well to be significantly domaged like knitted fabrics are This will be more descrabe to my user as he product can be worn daily and it is olars whe gold could be used ofter my interview and this colour also fits the context as good is a magical colour, thung the Horry Rotter theme park having polycoo like these can also be I found revolutely cheap, so will fet in the audjet

of the product, made from the same fouric as the outer watercoot. This will match the it the most appropriate size to pit the users (muse seen how to the my many) was especially important as 80% of my users said they would store their owner in a pocket and 70% preferring the pocket to be on the inside. The pocket could have overlocked seams, encased within a lining to give it extra security and durability, union would also be more environmentally priently. This also meets my specification (FUN) as pookers were a

texally amorned for the world ornand choe Button are penerally made from plastic can Easily be reused. I roboon ser occo bu

2 Don't are sean on the providing angle to the walking angle to the walking a more fitted and refere more compartable. or the product with the my as the product with the my

KE PLACKETS OF THOUSED
THE FORTOF HE WASSECOAL,
TE FOM A GOLD FABRIC THIS
THE GUA PROSINT ON HE
I PLACKETS OF THUMBED OF
A TAULTUSTON WASTECOOKS,

are upon preparred pockets to be on the packets on the frank either

be a work action poorts in both white and black Noven cotton was the movertal that I pound was are to that whe mas shable to my user of the product will last larger, and other is more sustainable than 3 years to fill the work of the most my specification to the product of the most my specification to the product my specific my specific

from the Horry Potterfums and theme park.
This peature allows the user to feel the the product has been designed to be

An original united of a prestil, which a red produce spot of produces and in the applied to the body of the produce spot of original to a produce spot of the produce of the pro

eat finish, alternated



Key Career Skills

- Creativity
- Analysing
- Practical skills fine motor skills
- Computer Aided Design
- Organisation
- Independence
- Critical thinking

Future career opportunities

Studying **Design and Technology** can lead to a career in;

- Graphic Designer: Graphic designers work on a variety of projects such as branding, advertising, websites, product
 packaging, and print media. They use software like Adobe Photoshop, Illustrator, and InDesign to create designs.
- Illustrator: Illustrators create artwork for various industries, including advertising, publishing, fashion, and entertainment. Their work can be found in books, magazines, product packaging, and digital platforms.
- Advertising Designer: These professionals design visuals for marketing campaigns, working with ad agencies or
 marketing teams to create eye-catching, persuasive advertisements across various media platforms (print, digital, TV,
 etc.).
- **Set Designer:** Set designers create the environment for movies, theater productions, or TV shows. Your skills in designing and building models, along with your creative problem-solving, would be vital in designing visually compelling and functional sets.
- Architect: Architects design buildings and structures, requiring a blend of creativity and technical knowledge. You'd
 apply your skills in drawing, materials, and structural understanding to create functional, aesthetic, and sustainable
 spaces.



Future study opportunities

Studying Design and Technology can lead to further study in;

- Any relevant subject at Level 3 (A level), for example at NSG we offer:
 - A Level Product Design
 - A Level Textiles
 - A Level Photography
- Other creative subjects, such as;
 - Art subjects, such as fine art, illustrator etc.
 - Performing Art subjects, such as drama, dance or music.
 - Computing subjects, such as web design and computing.

