



Design & Technology

GCSE Art & Design (Textile Design)



Textile Design is defined here as the creation of designs and products for woven, knitted, stitched, printed or decorative textiles that might have a functional or non-functional purpose.

Areas of study

In Component 1 and Component 2 students are required to work in one or more area(s) of graphic communication, such as those listed below:

- fashion design and illustration
- costume design
- constructed textiles
- printed and dyed textiles
- surface pattern
- stitched and/or embellished textiles
- soft furnishings and/or textiles for interiors

They may explore overlapping areas and combinations of areas.

Component 1 - Portfolio

A sustained project developed in response to a subject, theme, task or brief evidencing the journey from initial engagement with an idea(s) to the realisation of intentions.

A selection of further work resulting from activities such as trials and experiments; skills-based workshops; mini and/or foundation projects; responses to gallery, museum or site visits; independent study and evidence of the student's specific role in any group work undertaken.

Work selected for the portfolio should be presented in an appropriate format and could include: sketchbooks, visual diaries, design sheets, prototypes and digital presentations.

Component 2: Externally set assignment

AQA will provide a separate externally set assignment for each title, each with seven different starting points. Students must select and respond to one starting point from their chosen title. The Preparation period will begin on or after 2 January 2019 is followed by 10 hours of supervised unaided work in which students are required to realise their intentions

Skills - Within the context of textile design, students must demonstrate the ability to work with :

- felting
- stitching
- appliqué
- construction methods
- printing
- threads/ fabrics
- textile materials

Please e-mail Textiles@priestnall.stockport.sch.uk if you have any questions.