

STMCA - GCSE Textiles Curriculum Overview

Year 10 OCR GCSE Textiles

	HT1 Autumn	HT2 Autumn	HT3 Spring	HT4 Spring	HT5 Summer	HT6 Summer
BIG Q	How can I explore textile materials, techniques and processes to begin developing creative ideas?	How can drawing, photography and practical workshops help me record and develop my chosen theme?	How can artist research and experimentation help me develop original textile samples?	How can I refine textile ideas through sampling, testing and evaluation?	How can I use research and experimentation to plan a successful personal textile outcome?	How can I develop and test practice outcomes that demonstrate my intentions and technical skills?
Content (max 5)	- Understand the GCSE course and assessment objectives. - Choose a personal project theme and create a mind map. - Produce a research vision board and develop sketchbook presentation skills. - Explore mono-printing, collage and embroidery. - Learn how to annotate practical samples to GCSE standard.	- Develop foam printing, fabric pens and free-motion embroidery samples. - Explore fabric manipulation including pleats, pin tucks and appliqué. - Develop drawing and mark-making in response to words and imagery. - Take and present primary photographs. - Review and improve the presentation of workshop samples.	- Complete observational drawing and recording sheets. - Select and investigate a relevant textile artist. - Analyse the artist's materials, processes and visual qualities. - Create samples informed by the artist and chosen theme. - Write a statement of intent and project brief.	- Continue and refine artist-inspired samples. - Experiment with colour, pattern, texture and composition. - Evaluate samples and identify how ideas could be improved. - Research a second relevant artist or designer. - Begin market research for a potential textile outcome.	- Present and respond to a second artist. - Investigate possible outcomes such as textile art, wall hangings, altered garments or surface pattern. - Plan, experiment and design a first practice outcome. - Apply textile processes and decorative techniques. - Make and evaluate the first practice outcome.	- Plan and develop a second practice outcome. - Complete the mock practical and record the making process. - Evaluate the outcome against the project intention. - Refine ideas, techniques and presentation following feedback. - Prepare next steps for Component 1.
Vocabulary (max 10)	Research Mood Board Annotation Primary Sources Mono-printing Collage Embroidery Sampling Experimentation Theme	Free-motion Embroidery Appliqué Fabric Manipulation Pleats Pin Tucks Mark-making Photography Recording Presentation Refinement	Artist Research Contextual Sources Analysis Influence Statement of Intent Project Brief Composition Texture Pattern Development	Refinement Iteration Evaluation Colour Surface Layering Experimentation Sampling Decision-making Independence	Market Research Target User Outcome Prototype Construction, Mixed Media, Design Ideas Planning Creativity Quality	Practice Outcome Manufacture Realisation Evaluation Technical Skill Quality Modification Presentation Intention, Review
Catholic Link	Human Creativity and Dignity	Human Creativity and Dignity	Human Creativity and Dignity	Human Creativity and Dignity	Dignity of Work	Excellence and Perseverance
Careers Link	Textile Designer, Fashion Designer	Surface Pattern Designer, Print Designer	Textile Artist, Fashion Designer	Textile Technician, Product Developer	Costume Designer, Interior Textile Designer	Fashion and Textile Industries