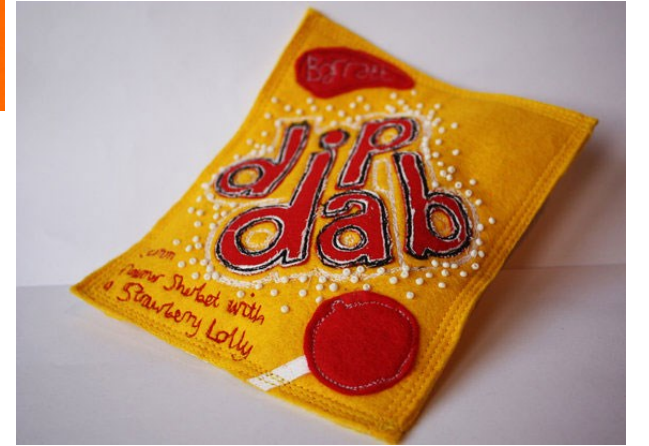


# FOOD AND DRINK *Introductory skills unit for Textiles GCSE*



## LEARNING MAP *FOOD & DRINK*

**A01** Develop ideas through investigations, demonstrating critical understanding of sources

- Include your thoughts & opinions on art and existing work that might inform your own ideas.
- Relate your class work to the wider world of art and experimentation
- Structured **written analysis** that shows deeper understanding of art and textiles techniques and sources of inspiration.  
Find **artists/designers/work** that use styles or technique's **that could help** you with your own investigations.
- Find **inspiration** from a wide range of **sources relevant to your work** & reference these clearly. Sources could include wrappers, locations, cultural events/ideas, production methods etc...

**A02** Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques & processes

- Explore the properties of, and techniques which can be used with materials
- **Focussing on a particular skill** you have learnt on the course so far.
- Developing skills in combining techniques successfully
- Working on experimenting with more unusual materials and exploring what results can be achieved
- Planning your extended piece through experimentation and designing

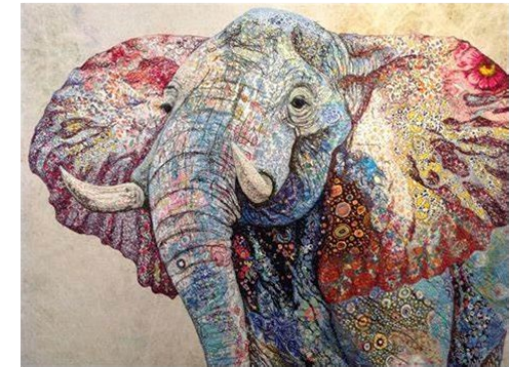
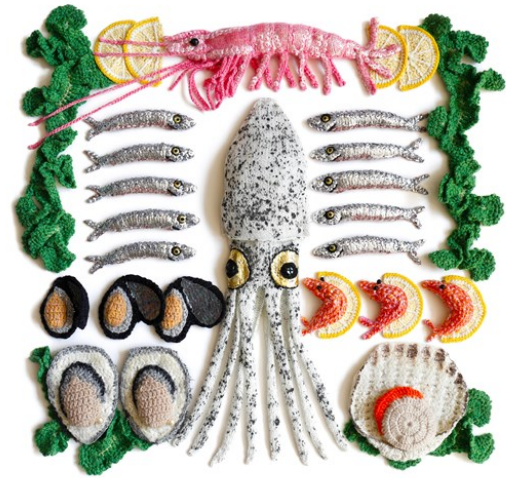
**A03** Record Ideas, observations and insights relevant to your intentions as your work progresses

- Written notes that **evaluate what you have learnt** & how you might use each skill
- **Record your ideas** through photography, drawings and samples relevant **to your intentions** (what you plan to do)
- **Explain** your personal choices through **sketches & annotation**
- **Select & combine** observations, (and perhaps imagination) to **plan** a finished outcome/selection of high quality samples based on your discoveries & experiments.
- Presenting your work clearly in your book showing how you have completed them and linking them to resources and real life examples where possible

**A04** Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

- **Working in a more sustained way** to develop pieces of work to a finished quality, understanding how techniques can be combined to create highly textural work
- Your project should show have been **informed** by relevant sources and given starting points.
- Your work is presented to show you have been on a **journey** of personal discovery of the theme and the techniques you have learnt.
- A **finished outcome, or a sequence of outcomes** of a finished quality which may be individual or personal to you.
- Creating a personal response to the theme of Sweets and Cakes using the skills that you have been taught and developed this term.

# Flora & Fauna



A second unit of work to continue development of decorative techniques and build these into ideas of their own. Students will be able to focus on a chosen area and build design ideas inspired by these for a final garment/accessory. They will then work on developing these ideas through testing samples and create a final outcome for the theme of 'Flora & Fauna'.

## LEARNING MAP *Flora & Fauna*

**A01** Develop ideas through investigations, demonstrating critical understanding of sources

- Looking at artists as a source of inspiration from a range of disciplines to inspire textiles work
- Completing in depth research and analysis into their work and styles to help inspire their own work
- Utilising them as a source of inspiration to create their own designs and outcomes from
- Completing independent research and choosing areas to focus on for their skill and design development

**A02** Refine work by exploring ideas, selecting and experimenting with appropriate media, materials, techniques & processes

- Continuing development of decorative skills of fabrics through techniques covering layering, cutting, printing and stitching
- Developing skills in mimicking other techniques through sampling different techniques for the same parts of their own designs
- Developing ideas of their own through the design process, looking at initial ideas into developed ideas and samples, then finalising it from evaluating the former.
- Refining ideas as they go, they may hit barriers during construction and need to overcome these as they physically make their garments.

**A03** Record Ideas, observations and insights relevant to your intentions as your work progresses

- Learning how to focus their own ideas about a project and build research, samples and ideas from these
- Producing a set of initial ideas based on the research carried out so far. Quick pencil sketches, learning how to communicate ideas clearly and using key annotation.
- Developing ideas through sampling elements of them in textiles techniques
- Completing a final design and being able to clearly explain how this will be created and what technique will be used

**A04** Present a personal and meaningful response that realises intentions and demonstrates understanding of visual language

- Working on sampling techniques covering new skills
- Trying to mimic techniques created in paint and other media through choosing suitable decorative techniques
- Applying techniques to their design ideas
- Creating a final outcome of a garment or accessory and applying imagery and decoration to this in the style of the theme 'Flora & Fauna' and the direction they have chosen to focus on