



Fashion and Textiles

Awarding Body: AQA

Level: A-Level

Intro

“What you wear is how you present yourself to the world, especially today, when human contacts are so quick. Fashion is instant language.” Miuccia Prada

Today's fashion and textile designers are exploring new forms and materials and rethinking what fashion can be. It is important to remember that the fashion industry is vast: it contributes around £32 billion to the UK economy and supports some 797,000 jobs.

This creative and thought-provoking qualification gives students the practical skills, theoretical knowledge and confidence to succeed in a number of careers. Especially those in the creative industries. They will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing prototype of their choice. Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.

Broadly speaking, those studying fashion will be taught to understand the construction of clothing. This means practicing drawing, pattern-cutting and tailoring, as well as developing an understanding of shape and colour. We will also help you build a knowledge of the industry, its history, cultural significance and ethical dilemmas.

You'll gain insight into how the fashion world functions commercially, and the professional qualities needed to survive in what is a notoriously competitive sector.

Year one content

We will start by understanding where fabric comes from, then experimenting with different surface embellishment techniques and fabric manipulation. Students will learn how to read commercial patterns by making a garment. From those basic skill, we will then move onto modelling directly onto the stand and developing their pattern cutting techniques. Throughout the course theory knowledge will be covered and checked regularly to ensure students are confident in their written papers. The NEA (Non-Examination

assessment) is introduced to students in the June and students can choose with direction they want to take their projects into.

Year two content

Will be focussed on working through your NEA. You will start with designs, modelling and development of prototype. Once you have manufactured your prototype you will then test and evaluate your outcome. Once you have completed your NEA we will focus on your exam skills and targeted revision, linked to the projects covered.

Assessment

Paper 1: Technical Principles. A written paper taking 2.5 hours and worth 120 marks and 30% of A-Level.

Paper 2: Design and Making Principles. A written paper in sections A + B taking 1.5 hours and worth 80 marks and 20% of A-Level.

NEA: Practical application of the above with a Design + Make Project worth 100 marks and 50% of A-Level.

What you need

Students will need a Grade 5 or above in a Technology, Art or Photography GCSE.

Career and further study

This A-Level subject allows you to enrol in degrees in fashion design, textile/surface design, fashion business, marketing, costume or fashion journalism. Accessory design and Art and Design.

These can lead to careers in all aspects of design from Interiors, Product designers, CAD Technicians, Architects to Project managers.

Trips and other costs

You are expected to purchase your own textbooks and certain materials depending on their design work.