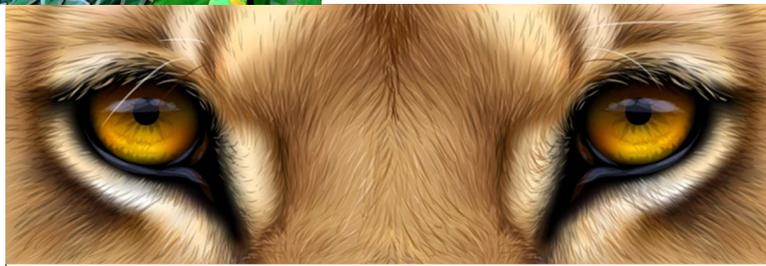




# Crazy Creatures Doorstop



Year 7 Textiles



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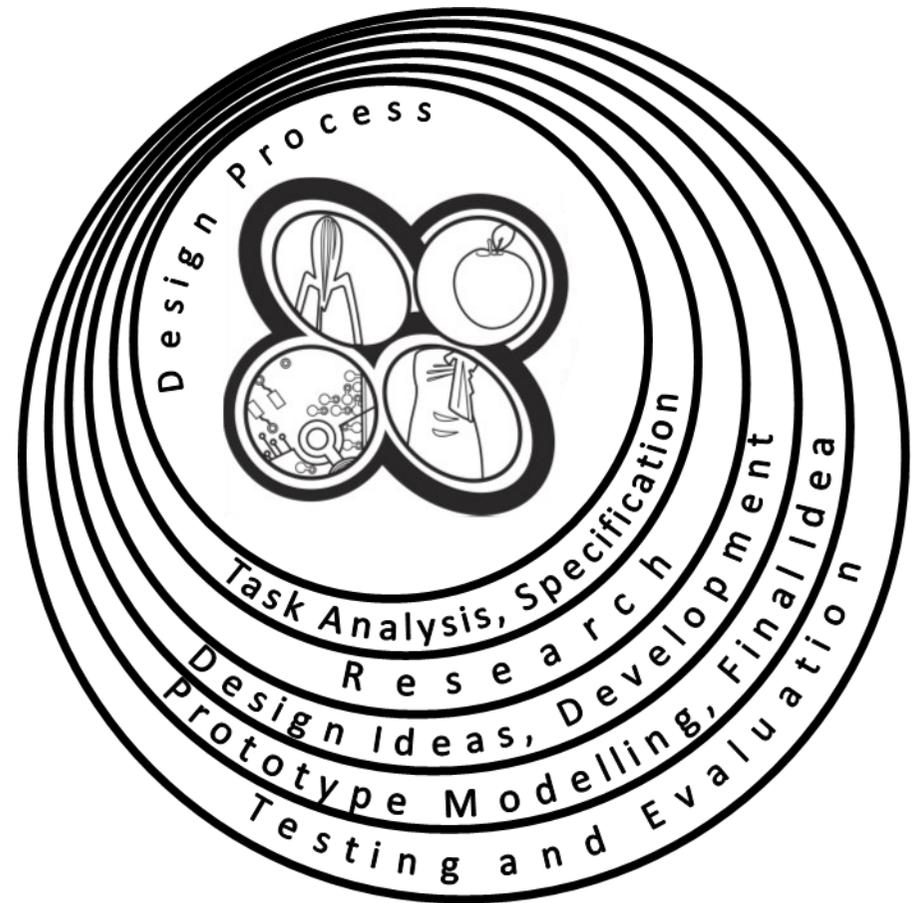
Name:	Tutor:	Teacher:	Pathway:
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# What are we learning and why?

Textiles is part of Design and Technology. DT includes the following subjects: Textiles, 3D Design, Food and Nutrition and Graphics. In KS3 you will do a 10 week rotation in each area. In each area you will learn new information and skills which are specific to that particular area (eg: how to use an oven in food/ how to use the sewing machine in Textiles) as well as skills and knowledge about the design and development process which are important in ALL of the different material areas eg: health and safety researching ideas, presenting design ideas, creative thinking skills, planning, evaluating and testing. These skills will come in useful at GCSE in any of the DT subjects as well as a range of other subjects throughout the school.

## In Year 7 Textiles you will learn:

- Health and safety for the Textiles room
- How to make a moodboard
- How to design imaginative ideas using your moodboard as inspiration
- How to label design ideas
- How to use the sewing machine
- How to Tie Dye
- How to make an appliqué
- How to use hand embroidery to add decoration to your work.
- How to create patterns using fabric crayons
- How to create a planning/ instructions sheet

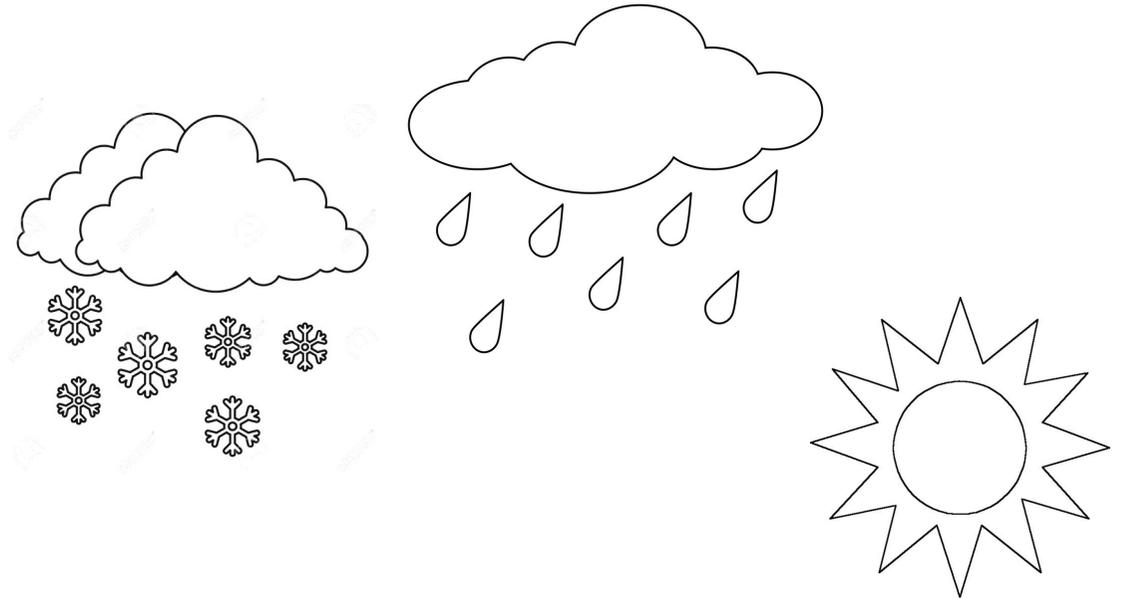
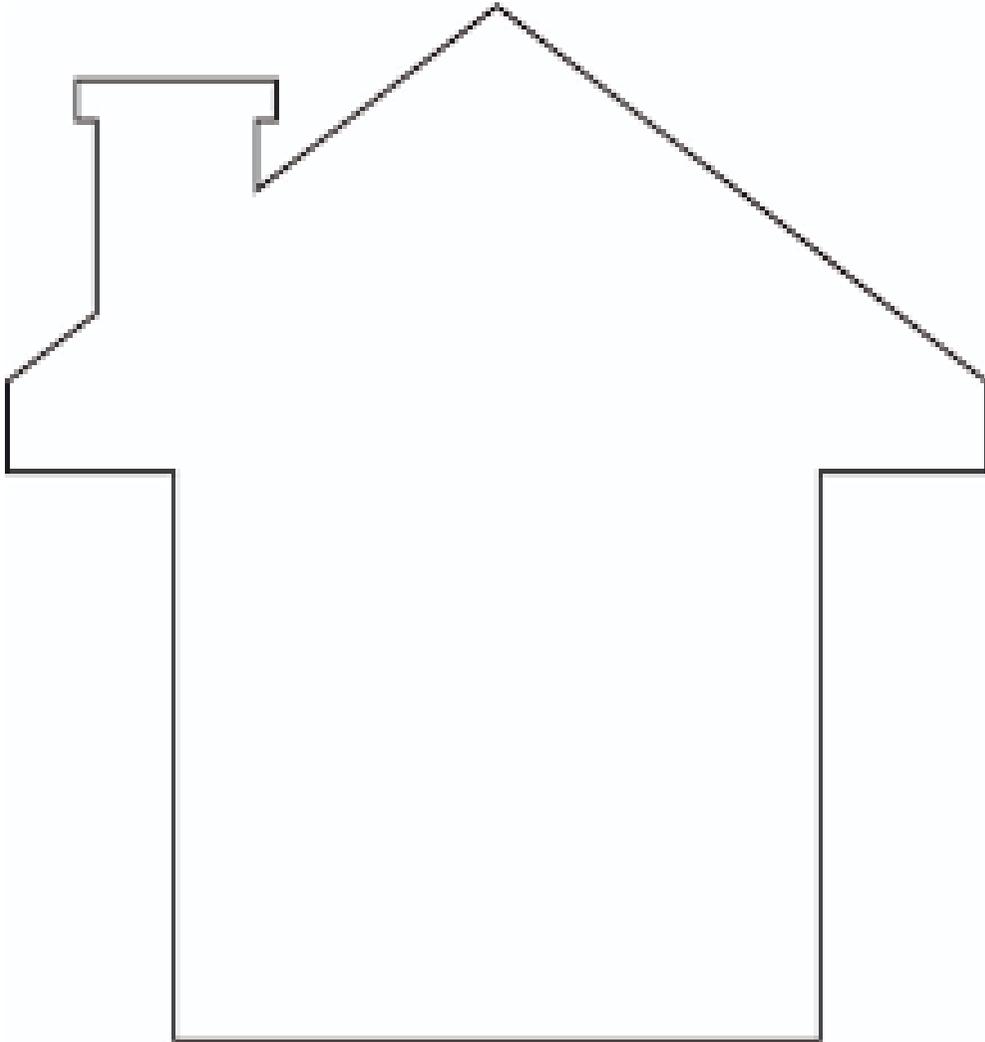


# A World Without Textiles?

What are Textiles? .....

What do we use Textiles for?.....

In the space below draw all the places you find and use Textiles in everyday life. Label each part of your picture to explain what the Textiles are being used for eg: warmth, protection ....





## Health and Safety Poster

In the space below create a health and safety poster for Textiles. Your poster should include the following:

**A title    At least 5 safety rules    Pictures    Colour    It should be eye catching**

# Sewing Machine Driving Lesson

Stick your driving lesson sheet in here

How do you think you did on your driving lesson and why?

.....  
.....

What do you think went well? Explain your answer.

.....  
.....

What did you find difficult to do and why?

.....  
.....

Give your 3 top tips for using the sewing machine correctly

- 1.
  
- 2.
  
- 3.

# Animal Moodboard

Nature offers designers a wealth of inspiration and ideas. Wildlife can be used to inspire ideas for colours, patterns, shapes and textures. Research animals and look for interesting and inspirational creatures. Create a moodboard of pictures which could inspire ideas for your fantastic creature doorstep. You could use images of the whole animal or a close up of a particular part eg: wings, tails, feathers, scales eyes ...

Success Criteria your moodboard should:

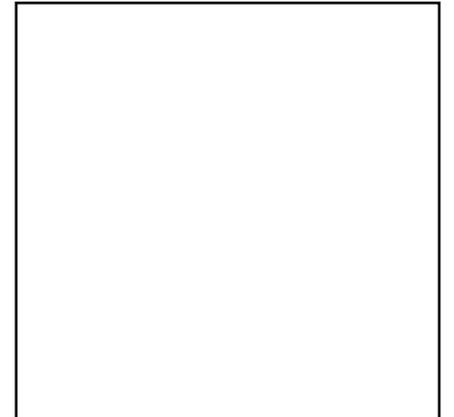
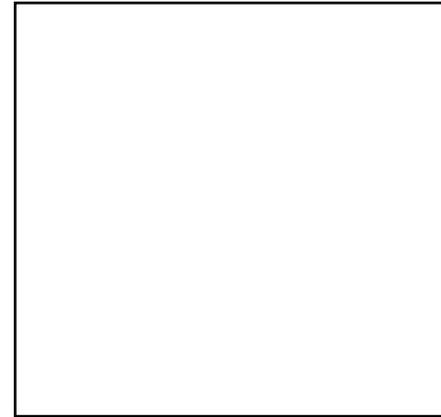
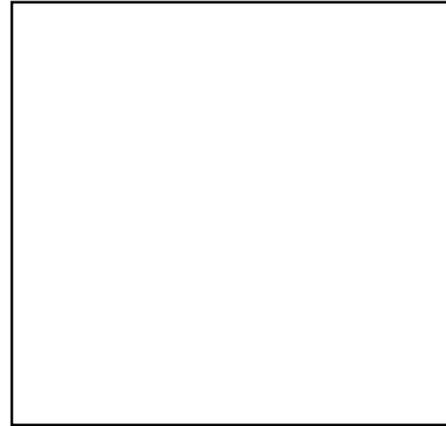
- Include images of at least 10 different animals
- Labels explaining what you find interesting about each animal
- A title

# Amazing Animals

Ideas for Wings/ leg shapes



Ideas for patterns and textures



Ideas for eye shapes/ teeth/ mouths



Ideas for Interesting features eg: spikes/ beaks/ tails



## Designing Together: Consequences

What can be the advantages of working as a team to create design ideas?

What can be the disadvantages of working as a team when designing?

## Pattern Development: Fabric Crayons

Using the fabric crayons design ideas for different patterns inspired by some of the creatures you have looked at. Don't forget to iron your fabric between two pieces of newspaper to help set the colour into the fabric

Stick your fabric crayon designs in here

What do you like about using the fabric crayons to create pattern?

.....  
.....  
.....

What did you find difficult about using the fabric crayons and why?

.....  
.....

Which design was your favourite and why?

.....  
.....  
.....

How did you take inspiration from the animals you have looked at?

.....  
.....  
.....

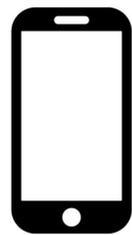
How can pattern be used to improve the appearance of a product?

.....  
.....  
.....  
.....

## Starter: What is a Specification?

A specification is a bit like a list of rules. It helps a designer understand what the product they are designing must do by giving them a list of things that their design must include or do.

Make a list of specification points that might be given to a designer for the products below.:



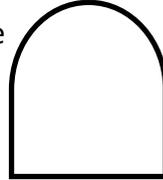
A mobile phone

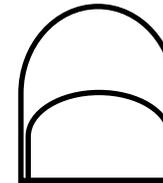
Needs to be able to make phone calls



Umbrella

### **Crazy Creature Doorstop Specification:**

- The doorstop must be in the design of a crazy creature inspired by different bits of real life creatures
- The doorstop must be  shaped
- The doorstop must have a panel on the tummy which will be decorated with a pattern created using the fabric crayons.



Now write 3 more specification points of your own for your doorstop design:

1. ....  
.....
2. ....  
.....
3. ....  
.....

## Design Ideas Success Criteria

<b>Foundation</b>	<b>Secure</b>	<b>Confident</b>	<b>Exceptional</b>
<p>2x design ideas completed</p> <p>Your designs are based on an animal</p> <p>You have added colour to your designs</p> <p>You have labelled your design to say what the mythical creature is called</p>	<p>3x design ideas completed</p> <p>You have labelled your designs to explain which animals you have taken inspiration from for shapes/ features/ patterns etc.</p> <p>Your designs are neatly coloured in.</p> <p>Your designs show some imagination. You have used some of the ideas from your moodboard and mythical creature research to inspire your work</p>	<p>4x design ideas completed</p> <p>You have added labelling to help explain what powers your creature might have and where it would live</p> <p>Your designs are well presented. You have attempted to add some shading when adding colour</p> <p>Imaginative and original designs. You have labelled to show where you have taken inspiration from your research for your designs.</p>	<p>5x design ideas completed</p> <p>You have included detailed labelling to explain the thinking behind your mythical creature designs</p> <p>Designs are very well presented showing creativity, flair and originality. You have clearly explained how your research has helped to inspire your designs</p> <p>You have explained what you like about each design</p>

## Mythical Creature Doorstop Design Ideas

## Mythical Creature Doorstop Design Ideas

Draw your favourite design in here

```
graph LR; A[Draw your favourite design in here] --> B[ ]; B --> C[ ]
```

Draw your favourite design in the box above. In the other two boxes show 2 ways you could change or adapt the original design to try to improve it eg: change the colour/ add extra details/ change some of the features.

	Design
Ideas Self Assessment:	
I think I am working on the .....	pathway because .....
WWW (What Went Well): .....	
HTI (How To Improve): .....	
.....	

# Diary of Making

At the end of each practical lesson complete a diary of making to help you look back at what you have done during the lesson. Think about what has gone well and what you could do to improve next lesson.

**Date:** .....

**List what you did during today's lesson** eg: today I cut out my tie dye fabric. Then I drew my design onto paper and traced the shapes on to dot and cross.

.....  
.....  
.....  
.....

**What went well?**

.....  
.....

**What did you find difficult? What could you improve on?**

.....  
.....  
.....

**Set yourself a target for next lesson:**

.....  
.....  
.....

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**Set yourself a target for next lesson:**

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# Doorstop Evaluation

1. What do you think of your finished Doorstop?

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2. What do you think has gone well?

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3. What did you find difficult to do?

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4. Suggest 2 ways that you could improve your work

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5. What skills have you learnt during this project?

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7. List 2 areas you would like to try to improve on in your next project.

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2. ....  
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