

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
CORE DESIGNING AND MAKING PRINCIPLES	2.1 Design Methods and Processes 2.3 How technology and cultural changes can impact designers	2.4 Design Processes 2.5 Critical Analysis and evaluation 2.6 Selecting appropriate tools, equipment and processes	2.7 Accuracy in design and manufacture 2.8 Responsible Design 2.9	2.9 Design for manufacture and project management 2.10 National and international standards in product design	1.13 Enterprise and marketing	NEA BEGINS
CORE TECHNICAL PRINCIPLES	1.1 Materials and their applications 1.2 Performance characteristics of materials	1.4 The use of finishes 1.6 Modern industrial and commercial practice 1.7 Digital Design and manufacture	1.8 The requirements for textile and fashion design developments 1.9 Health and safety	1.10 Protecting design and intellectual property 1.11 Design for manufacturing, maintenance, repair and disposal	1.12 Feasibility studies 1.14 Design communication	NEA BEGINS
Focus	1.3 Methods of joining and using components Fabric Manipulation 1. Basic Seams – Open & French 2. Seams – Piping seam, Channel Seam 3. Pleats - Box, Knife, Inverted 4. Pin Tucks - Plan and Cross	How to use a commercial pattern Darts Grain Lines Fusings Interfacings Linings How to use pattern master	Draping fabric and tracing onto pattern paper Create a decorative bodice			

	5. Gathers & ruffles 6. Jeans Pocket 7.Jett Pocket 1.	Use commercial pattern				
Focus	1.5 Enhancement of materials Surface Decoration KDS (FIND 7) 1.Heat transfer inks 2.Batik 3.Free Machine embroidery 4. 5. 6. 7.	Surface Decoration more methods				
DESIGN PROJECT 1 a week	2.2 Design Theory KEY HISTORICAL DESIGN STYLES, MOVEMENTS AND DESIGNERS					