

Textiles



About the Subject

A Level Textiles has been designed to encourage candidates to take a broad view of design and technology, to develop their ability to develop products and to appreciate the complex relationship between design, materials, manufacture and marketing.

The specification requires the students to design and make a product in a unique and creative way; this approach will be developed through workshops, research and an understanding of the creative cycle.

The 'Make' activity is integral to the design process which is evidenced through a folder of original and creative research and development. This section of the course has a 50% weighting within the qualification at both AS and A2. The remaining 50% of the qualification is derived through an exam at the end of each academic year. Therefore theory is an integral part of the course and all students are expected to study a wide range of areas within the specification.

Course Content

Unit 1 – TEXT1 Materials, Components and Application

(50% of AS, 25% of A Level, 2 hour written paper, 80 marks)

Based primarily on Materials and Components and consisting of three sections: Section 1 contains compulsory limited response questions, Section 2 offers a choice of one question from two and Section 3 contains one compulsory question.

Unit 2 – TEXT2 Learning Through Designing and Making

(50% of AS, 25% of A Level, Coursework – approx. 50 hours, 80 marks)

Written (or electronic) design portfolio; Manufactured outcome(s); Coursework may take a number of forms: a single design-and-make project, two smaller projects and/or a portfolio of work; June only.

Unit 3 – TEXT3 Design and Manufacture

(25% of A Level, 2 hour written paper, 84 marks)

Based primarily on Design and Manufacture and consisting of two sections: Candidates answer three questions: (one question from three in each section, plus a final question from either section). Includes synoptic assessment

Unit 4 – TEXT4 Design and Making Practice

(25% of A Level, Coursework – approx. 60 hours, 85 marks)

Written (or electronic) design folder; Manufactured outcome; Candidates submit evidence of a single, substantial 'designing and making' activity; June only.

Entry Requirements

5 A*- C GCSE grades inc. a C in Textiles (or another Design Technology subject, or art) and a B in English Language is highly desirable.

Career Paths

Typical employers in this sector can include some of the big fashion and design companies, small and medium sized businesses, with self-employment and freelance work extremely popular. The larger companies may offer work placements or internships, as well as graduate schemes. Relevant work experience and the building up of contacts in the sector are essential.

Common occupations in this sector: Clothing/textile technologist; Colourist; Costume designer; Embroidery designer; Fashion designer; Fashion predictor; Fashion stylist; Knitwear designer; Pattern cutter/grader; Tapestry designer; Printmaker; Textile designer; Buying; Marketing; Business owner; Teacher; Art theory; Community education; Youth work.

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