



Summer project DT – Textiles

Choose one of the topics that your teacher has identified for you.

Try to complete one step each week of the summer. Complete the table with the date you completed each task.

| Retrieval practice | | | | | | |
|--|-----------------------------|---|--|---|---|---|
| TOPIC | STEP 1: Read revision guide | STEP 2: Watch video and take notes | STEP 3: Make Flashcards. (Question or keyword on one side, Answer or key facts on the other) | STEP 4: Retrieval practice using flashcards | STEP 5: Exam Practice questions in Exam practice workbook | STEP 6: Mark practice question and correct errors |
| Environmental factors. Sustainability. Ecological and social footprint | Pg 6-9 Pg 45-47 | https://www.youtube.com/watch?v=g5rGm6veAhg | | | Pg 7-8 Pg 9-10 | See mark scheme |
| Scales of production | Pg 38-39 | | | | Pg 36-37 | See mark scheme |
| Properties of materials | Pg 20-21 | https://www.youtube.com/watch?v=9QmTnHNb8ro | | | Pg 20-21 | See mark scheme |

Deliberate practice

In your exam you will be asked to use notes and sketches to explain a Textiles process such as pleating. You should practice sketching and writing notes to explain a process.

- Look at the diagram and read the notes about pleats on pg 81 of your revision guide.
- Visit the website <http://www.craftysewingsew.co.uk/make-knife-pleats/> and look at the photographs and notes about knife pleats.
- Draw your own sketches and notes to show how pleating is performed. Remember to add a label to your sketches saying which material you would use.
- Repeat the process one week later to see if you can sketch and explain clearly, getting the steps in the correct order.
- Hand it to your textiles teacher to be assessed. You will be awarded up to 4 marks.

KEYWORDS

- Read the definitions and match them up to the keyword (E.g 1f, 3d)
- Check you have the correct answers with the answers below.
- Copy the keyword and its definition.
- Write the keyword and write the definition in your own words from memory.

| <u>Keyword</u> | <u>Definition</u> |
|---------------------------------|---|
| 1. User | a) Checking materials, components and products to make sure they have been made to a high enough standard. |
| 2. Aesthetics | b) A fabric which changes its properties in response to its surroundings |
| 3. Ergonomics | c) Fabrics designed purely for function rather than looking good |
| 4. Anthropometrics | d) Computer aided design |
| 5. Tolerance | e) The margin of error allowed for a measurement of part of a product. |
| 6. Prototype/toile | f) The addition of colour or texture to enhance a sketch to better communicate design intent. |
| 7. Render | g) How easy and comfortable a product is to use |
| 8. Surface finish/fabric finish | h) A designer who is best known for wallpaper, furniture and furnishing fabrics. His designs were often based on patterns found in nature. He was one of the founders of the Arts and Crafts design movement. |
| 9. Quality check | i) A person who actually uses a product |
| 10. Technical textiles | j) A treatment applied to a fabric to change or improve its properties. |
| 11. Sustainable/sustainability | k) A process or material that can be used without causing permanent damage to the environment or using up finite resources. |
| 12. CAD | l) Human body measurement data such as waist, bust, hips, height. |
| 13. Smart fabric | m) How a product looks, how attractive a product is. |
| 14. William Morris | n) An early sample or model of a product that is made to test and evaluate before it is manufactured on a larger scale. |

ANSWERS
9.a), 13.b), 10.c), 12.d), 5.e), 7.f), 3.g), 14.h), 1.i),
8.j), 11.k), 4.l), 2.m), 6.n)