

St George College Senior Secondary Handbook

TEXTILES, TECHNOLOGY & DESIGN

LEVEL: Year 10

TIME ALLOCATION: One Semester for 4 lessons per week

CORE TEXTS: *Basic Principles of Catering and Hospitality* Judith Mc Lean
Additional support materials provided by the teacher.

PROGRAM AIMS:

The course aims to develop

- basic machining competence,
- an understanding of the design process;
- understanding and skills to complete basic sewing construction and fabric decoration processes;
- understanding of information systems related to manuals, patterns, fabric care;
- elementary understanding of small business operation concepts;
- awareness of careers / employment in the textile and fashion industry
- informed consumer decision making in relation to clothing or other textile product purchases
- creativity, dexterity, fine motor skills, problem solving skills, team work skills

The course will hopefully develop the student's interest to pursue further learning to facilitate a career or leisure pursuit.

CONTENT:

With guidance students will select a variety of textile items to design and construct to suit their needs and interest, meet a range of practical challenges and extend their competence, eg soft furnishings, fashion clothing or accessories, sporting gear, children's wear. A variety of resource based learning assignments will engage students in exploring aspects such as impact of technology, textile art, fashion origins, design analysis, fashion forecasting, marketing strategies. Students will also work in small teams to plan and operate a small cottage industry, producing textile items for sale. Visits to places such as Marlston TAFE, designers and manufactures, a fabric printing workshop will enhance their career awareness.

ASSESSMENT:

Practical : 50 % of marks

Written tests / assignments, oral presentations, designing excesses etc : 50% of marks

Students will be expected to complete about an hour of homework each week.