Торіс	No of	Key knowledge and skills	Resources	Progression and links	Pillar	SEND/ More able	Assessment & recording;
					(KS3 only)		factual recall checks
Topic <u>1960's</u>	No of lessons 2 PER FORTNIGHT	Key knowledge and skills KNOWLEDGE - Be introduced to the 1960s - Understand 1960s history and fashion - Discover a range of techniques and when it is best to apply them. - Discover the correct terminology when using the sewing machine and a range of equipment. - Discover a range of careers in the fashion and textile industry - Discover artists and designers SKILLS - SKILLS - Understanding how to work towards a brief - - Analysing and evaluating work and the work of others. - Researching - Investigating - Creativity - Analysing	Resources on teams.	Progression and links CEIAG Learning about artists and designers. SMSC Developing views, feelings and issues whilst making personal responses or when writing about artists' work. Exploring how views differ and gaining an understanding of artworks and design. NUMERACY Math is a crucial element of textiles. It is used to measure samples and garments for fitting, keep sizes consistent and prevent waste. LITERACY Key Terms on PowerPoint slides Development of literacy through analysis, evaluation and annotations. SPAG checked when work is	Pillar(KS3 only)MathematicsSee numeracylinks whenmeasuring fabricand designingproducts.CreativityStudents producea title page thatneeds to becreative andcomplete a rangeof designs andoutcomes.WritingStudents producean artist researchpage, annotatetheir work andcompleteresearch.These are specifictasks for thestudents linking to	SEND/ More able SEND Provide tracing and copying facilities wherever possible to support the development of fine motor skills. Provide one-to-one support where possible and do small demonstrations. Create visual aids to help students with friendly reminders. Provide good resources on the whiteboard and/or hand- outs. Provide flexibility with materials and tools. MORE ABLE If a student finishes their work quickly, ask them to check it and think about how they might improve it.	Assessment & recording; factual recall checks FORMATIVE Provide ongoing verbal feedback throughout the lessons. Provide written feedback in red pen where necessary, not always with a close-the-gap task. SUMMATIVE Writing is assessed through their evaluation. Title page, final outcomes and design ideas will be marked. FACTUAL RECALL Testing prior knowledge in starter activities/plenary activities.
		- Investigating - Creativity - Analysing		through analysis, evaluation and annotations. SPAG checked when work is	These are specific tasks for the	work quickly, ask them to check it and think about how	
		 Painting Forming opinions and judgements Observation and Awareness Develop fine motor skills. Development of ideas. 			the front of their books.	Set additional challenges as part of CTG work. Each student will achieve the best and most personal outcome that they are capable of, demonstrated by an assessment at the end of the project/activity.	

Торіс	No of	Key knowledge and skills	Resources	Progression and links	Pillar (KS3 only)	SEND/ More able	Assessment & recording;
Topic STORYTELLING	No of lessons 2 PER FORTNIGHT	Key knowledge and skills KNOWLEDGE - Understand Aboriginal history and art - Discover how art can be used to tell and pass down stories - Understand fabrics, their properties and uses - Discover a range of techniques and when it is best to apply them. - Discover the correct terminology when using the sewing machine and a range of equipment. - Discover artists and designers SKILLS - - Understand how to work towards a brief - Analysing and evaluating work and the work of others. - Researching - Investigating - Creativity - Analysing - Hand-based sewing skills	Resources on teams.	Progression and links CEIAG Learning about artists and designers. SMSC Developing views and feelings whilst making personal responses or when writing about artists' or designers. Exploring how views differ and gaining an understanding of a range of artworks and designers. NUMERACY Math is a crucial element of fashion design and textiles. It is used to measure samples and garments for fitting and keep sizes consistent. LITERACY Key Terms on PowerPoint slides Development of literacy through analysis, evaluation and annotations.	Pillar (KS3 only) <u>Mathematics</u> See numeracy links when measuring fabric and designing products. <u>Creativity</u> Students produce a title page that needs to be creative and complete a range of designs and outcomes. <u>Writing</u> Students produce a research page on fashion statements, annotate their work and complete research on their chosen topic.	SEND/ More able <u>SEND</u> Provide tracing and copying facilities wherever possible to support the development of fine motor skills. Provide one-to-one support where possible and do small demonstrations. Create visual aids to help students with friendly reminders. Provide good resources on the whiteboard and/or hand- outs. Provide flexibility with materials and tools. <u>MORE ABLE</u> If a student finishes their work quickly, ask them to check it and think about how they might improve it.	Assessment & recording; factual recall checks FORMATIVE Provide ongoing verbal feedback throughout the lessons. Provide written feedback in red pen where necessary, not always with a close-the-gap task. <u>SUMMATIVE</u> Writing is assessed through their artist analysis and research pages. Final outcomes and design ideas will be marked. <u>FACTUAL RECALL</u> Testing prior knowledge in starter activities/plenary activities.
		 brief Analysing and evaluating work and the work of others. Researching Investigating Creativity Analysing Hand-based sewing skills 		used to measure samples and garments for fitting and keep sizes consistent. <u>LITERACY</u> Key Terms on PowerPoint slides Development of literacy through analysis, evaluation	Students produce a research page on fashion statements, annotate their work and complete research on their chosen	Provide flexibility with materials and tools. <u>MORE ABLE</u> If a student finishes their work quickly, ask them to check it and think about how	ideas will be marked. <u>FACTUAL RECALL</u> Testing prior knowledge i starter activities/plenary
		- Development of ideas.			the front of their books.	Each student will achieve the best and most personal outcome that they are capable of, demonstrated by an assessment at the end of the project/activity.	

Торіс	No of	Key knowledge and	d skills	Resources	Progression and links	Pillar	SEND/ More able	Assessment & recording;
	lessons					(KS3 only)		factual recall checks
	2 PER	KNOWLEDGE		Resources on	CEIAG	Mathematics	SEND	FORMATIVE
	FORTNIGHT	-	Understand the environmental	teams.	Learning about artists and	See numeracy	Provide tracing and copying	Provide ongoing verbal
UPCYCLING			benefits of upcycling.		designers.	links when	facilities wherever possible to	feedback throughout the
(WORRY		-	Explore the different ways you		Learning about the various	measuring fabric	support the development of	lessons.
MONSTER)			can re-use fabric.		career pathways in textiles	and designing	fine motor skills.	
		-	Understand fabrics, their		through discussion and	products.		Provide written feedback
			properties and uses.		research.		Provide one-to-one support	in red pen where
		-	Discover a range of techniques		Help arrange a fashion show	Creativity	where possible and do small	necessary, not always
			and when it is best to apply them.		and understand the different	Students arrange a	demonstrations.	with a close-the-gap task.
		-	Discover the correct terminology		elements involved.	fashion show and		
			when using the sewing machine			pick a theme, they	Create visual aids to help	SUMMATIVE
			and a range of equipment.		SMSC	produce a title	students with friendly	
		-	Discover artists and designers		Developing views and feelings	page that needs to	reminders.	Writing is assessed
					whilst making personal	be creative and		through their artist
					responses or when writing	complete a range	Provide good resources on	analysis and research
					about artists' or designers.	of designs and	the whiteboard and/or hand-	pages.
					Exploring how views differ and	outcomes.	outs.	
					gaining an understanding of a			Final outcomes and design
		SKILLS			range of artworks and	Writing	Provide flexibility with	ideas will be marked.
					designers.	Students produce	materials and tools.	
		-	Analysing and evaluating work			a research page on		FACTUAL RECALL
			and the work of others.		NUMERACY	the chosen theme,	MORE ABLE	Testing prior knowledge in
		-	Researching		Math is a crucial element of	annotate their	If a student finishes their	starter activities/plenary
		-	Investigating		fashion design and textiles. It is	work and	work quickly, ask them to	activities.
		-	Creativity		used to measure samples and	complete artist	check it and think about how	
		-	Analysing		garments for fitting and keep	research.	they might improve it.	
		-	Hand-based sewing skills		sizes consistent.			
		-	Machine skills			These are specific	Have an extension box in the	
		-	Designing		LITERACY	tasks for the	classroom filled with	
		-	Mathematics		Key Terms on PowerPoint slides	students linking to	interesting work.	
		-	Drawing		Development of literacy	the pillars, but		
		-	Painting		through analysis, evaluation	each pillar has	Set additional challenges as	
		-	Forming opinions and judgements		and annotations.	overarching links;	part of CTG work.	
		-	Observation and Awareness		SPAG checked when work is	the overview is in		
		-	Develop fine motor skills.		marked.	the front of their	Each student will achieve the	
		-	Development of ideas.			books.	best and most personal	
			-				outcome that they are	
							capable of, demonstrated by	
							an assessment at the end of	
							the project/activity.	