A-Level Design and Technology: Fashion and Textiles

Contacts: Mrs B Lewis

Course Outline:

The AQA A-Level in Design and Technology: Fashion and Textiles course is a creative and thought-provoking qualification which gives students the practical skills, theoretical knowledge and confidence to succeed in a number of careers especially those in the creative industries.

Students will investigate historical, social, cultural, environmental and economic influences on design and technology, whilst enjoying opportunities to put their learning in to practice by producing a prototype of their choice.

Students will gain a real understanding of what it means to be a designer, alongside the knowledge and skills sought by higher education and employers.

A key requirement of the course is the use of mathematical skills and these will be tested in the exams. An understanding of scientific theory is also expected.

The link below is to the AQA specification for this course:

http://www.aqa.org.uk/subjects/design-and-technology/as-and-a-level/design-and-technology-fashion-and-textiles-7562

Assessment Framework:
Pupils sit 2 written exams at the end of Year 13. Each exam consists of short answer and extended responses.

Paper 1 (30%) **Technical Principles**
Equivalent to 30% of the course assessment and 2.5 hours long. The paper includes Maths related questions in a Fashion and Textiles Context.

Paper 2 (20%) Designing and Making Principles
Equivalent to 20% of the course assessment and 1.5 hours long.

Non Examination Assessment NEA (50%)
The remaining 50% of the course is assessed in the form of a Non-Examined Assessment (NEA), which is a substantial design and make project. A written design portfolio supported by photographic evidence of a final prototype is required based upon a context and design brief developed by the student.

Course Entry Requirements:
Design and Technology (Textiles) GCSE 6

Why Study A-Level Textiles?
An understanding of textiles can lead to a large variety of career opportunities such as; fashion design, retail, buying, visual merchandising, publishing and manufacturing. Alternatively, this course can provide access to a wide range of other university and college courses.