



A Level Design and Technology: Fashion and Textiles

A Level Fashion and Textiles is an interesting and exciting subject which allows the student to build upon the skills learned at GCSE, developing theoretical and practical knowledge of the fashion industry in the 21st Century. There is a balance between the practical assignments and the theoretical content. The Fashion and Textiles theory has been updated and is taught where ever possible through practical application.

A Level examination board AQA

Design and Technology Fashion and Textiles A Level is an inspiring, rigorous and practical subject. The qualification enables students to identify market needs for new products for the fashion, clothing and textiles industries, to initiate and develop design solutions, and to make and test prototypes and products. Students are encouraged to use creativity and imagination to develop and modify designs and make products that solve real and relevant problems. Students are encouraged to integrate and apply their understanding and knowledge from other subject areas studied during Key Stage 4, with a particular focus on science and mathematics.

The qualification will consist of three units:

Unit 1 and Unit 2: The Technical Principles of Fashion and Textiles.

This is assessed by two written examination papers, which each constitute 25% of the qualification.

Unit 3: Non-Examined Assessment.

A substantial design, make and evaluate project that fully exemplifies their skills, knowledge and understanding of fashion and textiles. The project will allow students to demonstrate their abilities in the iterative processes of designing, making, testing, refining, improving and evaluating. This constitutes 50% of the qualification.

AREAS OF STUDY INCLUDE:

Technical knowledge and understanding.

The characteristics and working properties of materials relevant to fashion design; fabric, component and product construction methods and manufacture; the applications of smart materials, e-textiles and technical textiles; digital design and manufacture; how skills and knowledge from other subject areas, including mathematics and science, inform decisions in design and the application or development of technology; the role of marketing, enterprise, innovation and collaboration in the development of products.

Designing and making principles.

Industrial and commercial practice including manufacturing processes, the use of ICT, pattern cutting, product manufacture and repair, production scales and quality control in relation to textiles and the fashion industry; pattern drafting, toiles and testing systems; product analysis and evaluation of prototypes and products; the environmental factors affecting the fashion and textile industry.

CAREER OPPORTUNITIES

Fashion Design; Fashion Engineering; Textile Design; Fashion Journalism; Retail management; Textiles Technologist; Pattern Cutter; Costume Design; Garment Technologist; Marketing; Quality Control; Interior Design; Fashion Forecasting; Fashion Buyer; Fashion Consultant. Be part of the globally influential fashion industry worth £26 billion to the UK economy.

ENTRY REQUIREMENTS

The minimum entry requirement for Level 3 academic study apply. In addition, applicants will require a grade 6 in GCSE Design and Technology Textiles.

FOR FURTHER INFORMATION:

www.aqa.org.uk