



A Level Textile Design

Key contacts: Mrs S Elston (Head of Department)
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Exam Board: AQA

Overview of the course:

You should enjoy working with a range of practical skills and materials, find your world visually stimulating, enjoy questioning, find experimenting, exploration of concepts and ideas attractive, and be able to put forward your own personal view of the world. In short, you should be almost obsessive about creative matters. For those who want to enter a career or further training in Art, Craft and Textile Design fields, it is essential, and for those thinking of Fashion Marketing, Merchandising and Pattern Cutting courses, it is highly recommended.

What will you study?

Component 1: Portfolio and Personal Investigation
60% of total A Level marks.

Students initially create a body of work that is designed to explore new and extend existing skills. They then undertake a thematic project which encourages independence followed by a personal investigation which is directed by the students' interests and capabilities in Art.

Within the personal investigation students develop work based on an idea, issue, concept or theme leading to a finished outcome or a series of related finished outcomes. Practical elements should make connections with some aspect of contemporary or past practice of artist(s), fashion designer(s), or craftspeople and include written work of no less than 1000 and no more than 3000 words which supports the practical work.

Component 2: Examination Project

40% of total A Level marks.

Students respond to a stimulus, provided by AQA, to produce work which provides evidence of their ability to work independently within specified time constraints, developing a personal and meaningful response which addresses all the assessment objectives and leads to a finished outcome or a series of related finished outcomes.

You will explore a full range of materials and approaches:

- Creative problem solving and experimentation
- Drawing skills
- Contextual research
- Textile techniques
- Pattern cutting
- Garment construction
- Manipulation of fabrics

Assessment

The course is assessed in four areas, as follows:

- A01 – Develop ideas through sustained and focused investigations informed by contextual and other sources, demonstrating analytical and critical understanding.
- A02 – Explore and select appropriate resources, media, materials, techniques and processes, reviewing and refining ideas as work develops.
- A03 – Record ideas, observations and insights relevant to intentions, reflecting critically on work and progress.
- A04 – Present a personal and meaningful response that realises intentions and, where appropriate, makes connections between visual and other elements.

Possible career path?

We have an excellent reputation for placing students into Art colleges and universities; we also have envied examination success statistics at A Level. The world uses the artist/designer as a provider for that which is designed – look about you, there is a lot of it and it keeps on growing! The individuality of the artist, the ability to solve problems laterally, the skills involved in planning, making, communicating visually, and expressing uniquely are all in demand, but – as with everything – you only get out what you put in. The Art and Design and Fashion 'industry' rivals the communications industry as the fastest growing sector, there are opportunities, but you do have to work for them! The creative industries include: advertising and graphic design, architecture, art, antiques and museums, craft and three dimensional design, designer fashion, film, video, interactive leisure software, the performing arts, publishing, software and computer games, television and radio. It is therefore not surprising that the creative industries form an important part of the economics and offer many job opportunities.

Entry requirements

Five GCSEs Grade 9-5, including English and Mathematics **and** GCSE Art, Photography or Textiles at Grade 6 or above.