



## LEVEL 2 TEXTILE TECHNOLOGY

"Fashion you can buy, but style you possess. The key to style is learning who you are, which takes years. There's no how-to road map to style. It's about self-expression and, above all, attitude." **Iris Apfel**

How can I make a positive difference in the world? A deepening exploration of self-identity and world view expressed through conscious choices is the goal of this course. Students will be encouraged to design and create garments using alternative fibers and materials, taking into account the life cycle of the garment and its impact on the world's climate as they continue to research global issues around sustainability in the fashion industry.

A growing sense of independence and the courage to take risks with design is also a focus in this course as students explore 3D structural applied design techniques that manipulate form and function as well as developing advanced skills in fashion illustration, pattern drafting and manipulation and advanced techniques using industrial machine equipment.

The end of the year will see students celebrate their achievements in a Fashion Show. Work will be shown in categories of each student's choice, across Levels 1-3.

Field trips will allow students to gain awareness and understanding of both the history of fashion design and future career pathways in the Fashion Industry. Field trips will include visits to the Canterbury Museum, The Art Gallery, The Spinners and Weavers Guild, and (covid permitting) Wellington to see the World of WearableArt Show.

This course offers approximately 18 credits at NCEA Level 2. The standards below are a selection that students may choose from, depending on their interests and direction.

Achievement Standard Number	Subject reference	Version number	Topic/Title	Mode of Assessment	Credits	Due Date
91356	2.3	3	Develop a conceptual design for an outcome	Internal	6	1 April
<p>This assessment activity requires you to use research and functional modelling to develop a conceptual design for an outcome from a teacher-approved brief. For your chosen garment you will draft and/or manipulate a pattern.</p> <p>Your conceptual design can be presented using a variety of techniques, including a full or half size toile, freehand or computerised sketches, photographs, video or audio recordings or assembly instructions.</p>						
91350	2.26	4	Make advanced adaptations to a pattern to change the structural and style features of a design	Internal	4	10 June
<p>This assessment activity requires you to make style and/or structural feature adaptations to a design – for example a puffed sleeve and collar with facing pattern adaptation to a tunic top design. You will also create a toile (a mock-up in calico or other suitable material) to show that the adaptations result in a successful interpretation of the design (to show that it looks like your conceptual design) and the garment has the correct fit.</p> <p>In making your pattern adaptations, you will need to adapt an existing pattern or adapt a pattern block in your size and create a toile that reflects the structural and/or style features of your concept.</p>						
91357	2.4	3	Undertake effective development to make and trial a prototype	Internal	6	23 September
<p>This assessment activity requires you to make and trial a prototype from a teacher approved brief. You will include evidence of how you selected suitable materials, components, tools, and equipment, evidence of how you used the results of ongoing testing and stakeholder feedback to make and refine your prototype, and evidence of trialling your garment to justify its fitness for purpose, including an explanation of any decisions you made to accept and/or modify your prototype.</p>						
91345	2.21	4	Implement advanced procedures using textile materials to make a specified product with special features	Internal	6	23 September
<p>This assessment activity requires you to implement advanced features using textile materials to make a garment with at least two special features.</p> <p>You will be assessed on how efficiently you implement advanced procedures using textile materials to make a garment with special features. You need to show that you can select and schedule techniques to achieve special features and apply techniques and testing procedures that comply with relevant safety regulations to make the garment, with independence, accuracy and efficiency.</p>						
91337	2.30	3	Use visual communication techniques to generate design ideas	External	3	24 October
<p>You will submit a portfolio (paper or digital) showing your design ideas generated through visual communication techniques that include, but are not limited to, sketching, rendering, 3D models, collage and overlays.</p>						