



LEVEL 3 Textile Technology

"As a woman gets older, it's more about style than fashion. A woman knowing herself more and more, and looking for new things, is getting into her own personal style, being more than just a fashion addict. I'm interested in that." **Nicolas Ghesquière**

How can I truly be the change through my conscious choices? Continuing to grow a world view that expresses their unique identity, fulfills their set of values and encourages a sense of confidence in their own independence, students will explore an authentic issue relating to the fashion industry in today's world in an attempt to find a workable and sustainable solution.

Students will further develop their skills in applied design through complex procedures involving digital print, laser cutting, 3D printing technologies and most importantly sustainable design strategies.

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 3. The standards below are a selection that students may choose from, depending on their interests and direction. An external Technology Achievement Standard will be necessary to gain merit or excellence endorsement certificate in Textiles Technology.

Achievement Standard Number	Subject reference	Version number	Topic/Title	Mode of Assessment	Credits	Due Date
91610	3.3	3	Develop a conceptual design considering fitness for purpose in the broadest sense	Internal	6	1 April
Through ongoing research and stakeholder feedback, including evaluation of existing products and consideration of your chosen contexts, generate and evaluate your own design ideas to inform the development of potential conceptual designs.						
91626	3.26	3	Draft a pattern to interpret a design for a garment	Internal	6	10 June
This activity requires you to draft a pattern that interprets a design for a garment, which includes special features (for example, a high waist and a fly front).						
91621	3.21	3	Implement complex procedures using textile materials to make a specified product	Internal	6	23 September
This assessment activity requires you to implement complex procedures to make a garment from textile materials. For example, you may want to make a formal wear garment such as a lined ball gown made from a sheer fabric or from a shiny fabric that includes boning; a lined jacket that includes interfacing and/or interlining; or a bias cut dress that includes interfacing or piping to stabilise armholes and/or necklines.						
91623	3.23	3	Implement complex procedures to create an applied design for a specified product	Internal	4	23 September
For this assessment you can apply a complex design to the garment you made for 3.21 or to your prototype for 3.4. An important component of this assessment is the trialing and testing of procedures, techniques and tools used in creating your applied design.						
91611	3.4	3	Develop a prototype considering fitness for purpose in the broadest sense	Internal	6	23 September
This assessment activity requires you to create a prototype garment within the context of <i>Form follows function</i> , and provide supporting evidence of prototyping undertaken to develop your prototype garment that demonstrates its fitness for purpose in the broadest sense.						
91627	3.30	3	Initiate design ideas through exploration	External	4	24 October
For this portfolio, you will use an experience to initiate your design ideas. You do not need to have obvious connections to a brief context or address functional and aesthetic qualities associated with design ideas. These can be quite symbolic or esoteric in expressing a narrative or perspective that expands design thinking in terms of meaning and semiotics.						