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Year 8:

SOL Baseline

A development of textiles skills, looking at developing the core skill of measuring, accuracy and being able to safely use machinery. This will be delivered under the **Design Brief**: All about Día de los Muertos (Day of the Dead.) Day of the Dead is the English name for the Mexican festival Día de los Muertos. It is a celebration during which the dead are honoured. Surprisingly, it is not a sombre and miserable time, but a time of happiness and memories. You have been asked to design and make a The Day of the Dead cushion which could be sold to teenagers. You will need to investigate and research what Day of the Dead is and how it will influence your work. It will need to be made from more than one fabric and will need to use a range of techniques such as embroidery and applique. You will need to explore what the techniques are and which techniques are suitable for your design.

In this project pupils will be assessed on how well they can:

- Research Day of the dead and produce a research board,
- Produce a range of Skull ideas,
- Develop skills by producing Applique and Machine embroidery sample,
- Refine and develop a final idea based on skills development,

• Use textile equipment accurately and safely to produce a Skull cushion,

Number of lessons in sequence	14	14 I marking I 1 I I I			(nowledg Organise	e	Homeworl			Assessment fit for purpose				х		
Lesson Number	Objectives / Outcomes						Fully resourced	Unlocking Vocab	Homework	Formative	Summ	native	Feed forward	Edge Links	Challenging Texts	Extended Writing
1	Design Brief: To gain knowledge and understanding of the project and explore what Day of the Dead presenting that on your research sheets					t Day								Big Picture	Х	
2	Research Sheet: To demonstrate understanding of what day of the dead is by presenting a research board. By identifying 5 facts about Day of the Dead and starting to design skulls inspired by the mood boards. Adding tonal colour to Skulls to demonstrate understanding of the celebration and of rendering							incorporate								
3																
4	H&S: To develop understanding of H&S of a sewing machine and recap of threading up/ driving.					ecap										
5	Samples & Time to write: To demonstrate understanding of how to use the machine to produce an Applique sample. To evaluate the samples and summarise the stages of each sample.							improve								Х
6	Finalising the design: Demonstrate understanding of the brief by developing and improving your final idea.				your				х				Career: Fashion Designer			
7	Pattern: To demonstrate understanding of a pattern and use it to cut out the shape of the skull.					hape								Big Picture		

Lesson Number	Objectives / Outcomes	Fully resourced	Unlocking Vocab	Homework	Formative	Summative	Feed forward	Edge Links	Challenging Texts	Extended Writing
8										
9	Manufacturing - Cutting out Felt Shapes & Backing fabric. To demonstrate understanding of how to use a sewing machine and techniques.									
10										
11	Manufacturing - Sewing on the mouth using a running stitch. To demonstrate understanding of how to use a sewing machine and techniques.									
12	Manufacturing - Sewing on the forehead design using a zig zag stitch. To demonstrate understanding of how to use a sewing machine and techniques.									
13	Manufacturing - Sewing on the nose design using a zig zag stitch. To demonstrate understanding of how to use a sewing machine and techniques.									
14	Manufacturing - Sewing together the front and back. To demonstrate understanding of how to use a sewing machine and techniques.					Х	Х			