

TEXTILES TECHNOLOGY

FACULTY TAS

CONTRIBUTION \$60

Consumable supplies including fabric, dye, threads, haberdashery and notions used in class. Printing requirements including class workbooks and patterns.

HOURS 200

Board endorsed

Textiles technology enables students to develop knowledge, understanding and skills to be creative, explore functional and aesthetic aspects of textiles and produce textile items.

During an investigation of the work of textile designers, the historical, cultural and contemporary aspects of design are examined.

Students explore the properties and performance of a range of textile items to enable them to justify the selection of textiles materials for specific end uses.

During the textiles technology course, textile projects are designed, produced and evaluated in a variety of areas including Apparel, Furnishings, Costume, Textile art and Nonapparel.

Projects integrate the three core areas of study: design, properties and performance of textiles and textiles and society.

WHAT WILL WE MAKE?

Students will design, create and produce a range of textile items to demonstrate their creativity.

Year 9 focus areas include Non-apparel - Mini Clutch Purse, Apparel - Nightwear, Textile Art - Fabric Colouration.

Year 10 focus areas include Apparel- Upcycle Project, Furnishings- Dyeing to Sew, Costume - Swimwear.

STAGE 6 SUBJECT SELECTION

Textiles and Design
Design and Technology
Visual Design

HIGHER EDUCATION

Fashion Design
Interior Design
Textile Design
Fabric Design

CAREER OPPORTUNITIES

Fashion Designer
Textile Technologist
Costume Designer
Interior Designer