




YR 8 Bag Project	Road Map				
	Assessment Grades				
Themes	Learning Goals/Outcomes/Content				
<p>L1. What is the <b>Design Brief?</b></p> <p>What will I be making?</p> <p>What are my targets?</p> <p>What home learning must I complete?</p>	<p>Students to know what the project theme is and learn what the intended practical outcome is. Students to understand the logo analysis homework</p> <p>Students to learn about different bag design options when making &amp; later apply this knowledge.</p> <p>Students to develop learning targets for designing and making</p> <p>Students to develop understanding of how to complete a logo analysis exercise for hwk.</p>				
<p>L2. What are the key features of the <b>design movement De Stijl</b></p>	<p>Students to learn how to produce an inspirational purposeful fact file/mood board on design movement De Stijl</p> <p>Students to apply knowledge to compile a fact file mood board</p>				
<p>L3 .How do I use <b>2D design</b> software to produce a suitable logo?</p> <p>What do I do if I complete my 2D practise?</p>	<p>Students to observe demonstration on the appropriate and effective use of 2D design.</p> <p>Students to apply skills to explore the variety of techniques for manipulating image to create an effective logo on 2D design.</p> <p>Students to apply new knowledge learnt to start producing initial ideas for logo designs.</p>				
<p>L4 How can I ensure that my <b>logo designs</b> are appropriate to be developed on 2D design</p> <p>How do I make sure my logos reflect the theme?</p>	<p>Students to reaffirm &amp; apply knowledge acquired from previous 2D demo and use visual resources to support designs.</p> <p>Students to use new skills and understanding of what makes an effective logo to produce 6 logos reflecting the theme.</p>				
<p>L5.How do I use <b>2D design software to produce a logo</b> suitable for</p>	<p>Students to utilise knowledge acquired from previous 2D lesson as well as logo designs produced to support in development of 2D design Logos.</p> <p>Students to apply this knowledge to the development of effective logo designs using 2D design.</p>				

<p>manufacture from vinyl?</p> <p>What does <b>CAFÉ QUE</b> stand for?</p>	<p>Students to develop skills on 2d Design to ensure that their logo design is eye catching and effective.</p> <p>Students to learn how CAFÉ QUE can be used to analyse a product</p>			
<p>L6. How do I complete a <b>Product Analysis</b> Bag comparison task successfully compare a range of bags and how will this help support me in producing a final design?</p>	<p>Students to understand how to complete a Product Analysis Task (Datum) – designer /standard.</p> <p>Students to complete a mental disassembly of DJ, Shopping and drawstring bag.</p> <p>Students are to develop and produce an overall opinion to support them in of own bag designs.</p>			
<p>L7. How do I successfully produce <b>four bag designs</b> which reflect the theme and use appropriate material choices?</p> <p>How do I ensure these designs are presented appropriately?</p>	<p>Students are to learn how to produce 4 successful bag designs.</p> <p>Students are to understand which Fabrics, components and storage (including pockets) must be considered.</p> <p>Students are to produce four designs in colour and with detailed written annotation, referring to materials, components, and theme.</p>			
<p>L8. How do I produce a successful <b>final design</b> which reflects the theme and uses appropriate material choices?</p> <p>How do I ensure this design is presented in an appropriate format?</p>	<p>Students are to produce a Final Design page which includes - final design drawing, pattern pieces, detailed logo</p> <p>Students are to complete detailed supporting annotation regarding materials and components and bag suitability.</p>			
<p>L9. Why should I ensure my fabric cutting is accurate?</p> <p>What is an <b>economical layplan</b>?</p> <p>How do I use sewing machine, shears, and pins safely?</p>	<p>Students are to understand what an economical lay plan and right and wrong sides of fabrics are.</p> <p>Students are to learn how to pin, tack and sew their bags,</p> <p>Students to learn through observation of teacher demo. how to use a sewing machine, shears and pins and needle accurately &amp; safely.</p>			

<p>L10.</p> <p>How do I start the <b>first stage of bag construction?</b></p> <p>What stitch should I use to sew my bag together?</p>	<p>Students to learn how to pin and sew side hem and top fold. Students to start construction. Class recap of Health &amp; Safety.</p> <p>To learn how to select and use the correct stitch on the sewing machine to accurately construct bag.</p>			
<p>L11.</p> <p>How do I ensure I am completing construction tasks quickly enough?</p> <p>What is a <b>Plan of Making?</b></p> <p>How do I ensure that my bag is going to be successful? (<b>What are Quality Control Checks?</b>)</p>	<p>Students to understand the importance of time management and are to work on completion of side hem and top fold.</p> <p>Teacher explanation of importance of a plan of making – explaining the appropriate symbols.</p> <p>To learn why Quality Control Checks are so important and how they will help ensure a Quality Assured product.</p> <p>Students to keep POM updated for homework.</p>			
<p>L12.</p> <p>How do I start the <b>second stage of bag construction?</b></p> <p>What stitch should I use to sew my bag together?</p>	<p>Students to learn how to produce a Tab and Pocket through observation of teacher demo.</p> <p>Class recap of Health &amp; Safety.</p> <p>To learn how to select and use the correct stitch on the sewing machine to accurately construct bag.</p>			
<p>L13</p> <p>How do I progress with the <b>construction of my bag?</b></p> <p>Can I complete my Logo design on 2d Design</p>	<p>Students to learn independent working skills and continue working on side hems, top folds, tab production and pocket production.</p> <p>Students to be able to complete any remaining STIKA/Logos.</p>			
<p>L14 How do I safely and successfully</p>	<p>Students are to understand how to apply the STIKA to the pocket using the Heat Press.</p> <p>Students are to learn the Health &amp; Safety issues.</p>			

<p><b>apply my Vinyl Stika onto my pocket?</b></p> <p>How do I <b>attach my finished pocket and tabs</b> to my bag?</p>	<p>Students are to learn from a Teacher demo. how to attach the Tab's and Pocket</p>			
<p>L15 How do I work independently on the <b>construction of my bag?</b></p> <p>How do I ensure my POM reflects my current stage of making?</p>	<p>Students to understand importance of and to develop independent working skills and continue stages of construction - Apply pocket to front bag piece, insert tabs once completed.</p> <p>Students are able to update POM with stages of making.</p>			
<p>L16 How do I <b>complete the construction</b> of my bag?</p>	<p>Students to understand how to complete the final stage of bag construction – applying the two sides together, right sides facing, and sewing the three edges.</p>			
<p>L17 How do I <b>complete my bag and prepare it for evaluation?</b></p>	<p>Students to learn how to complete their bag by turning bag the right way around and inserting the drawstring cord.</p> <p>Students to complete POM and complete a final Quality control check to guarantee a Quality Assured product.</p>			
<p>L18 How do I <b>evaluate</b> my hat successfully? How do I identify areas for improvement?</p>	<p>Students to use assessment criteria to evaluate the success of their final product against the design brief and specified criteria.</p> <p>Students to use information gained from the evaluation to suggest areas for improvement</p>			

Complete a sewing machine set up & test,

Complete a Fashion History timeline,

Task Analysis - environmental issues/up-cycling – fast fashion.

Investigate 60' Fashion & Produce a Moodboard

Trend Board - Upcycling

Investigate & produce a Customer Profile,

CAFÉ QUE – product analysis of upcycled fashion item.

CAD- Demonstration of how to use 2D Design for STIKA

Theory - Polymer Theory

Produce Samples and fact files on;

Thermo Setting, Tie-dye, applique & free hand embroidery.

Heat Transfer, Thermoplastics

Free hand Embroidery,

Modelling techniques - darts, pleats, tucks, gathers.

Practical sampling– exploration of fabric weight /fabric construction

Theory on Fabric construction. Woven/non woven/ stretch / non stretch

Initial design ideas- A3 sheet – sketched ideas for Upcycled T-shirts

Practical modelling on t-shirt

Complete Developed ideas in colour with detailed annotations

Manufacturing specification

Manufacture of an Up cycled T-shirt - dyeing or main shape manipulation cutting, pleats, tucks, gathers or darts, surface decoration.

Record Of Making –photograph & update stage by stage.

Evaluate and test your product.

Theory - Environmental impact.

Evaluation and Testing.

Changes and Modifications

**Links:**

Developing **knowledge** and **skills** through research, modelling ,designing and making skills.

**Applying** new **knowledge** and **skills** to create a well made end-product based on a set design brief and specification.

Evaluating end product against the criteria set.