

Post-16 Curriculum - Fashion & Textiles

Subject Curriculum Overview

Subject	Fashion & Textiles
Qualification / Specification	OCR Cambridge Technical Level 3 Art & Design (2012 Suite)
Awarding Body	OCR
Level	3
Curriculum Lead	Sarah Cox
Teaching Staff	Sarah Cox
Guided Learning Hours	360
Year(s) Delivered	12 & 13
Last Review Date	June 2026
Next Review Date	June 2027

1. Curriculum Intent

The Fashion & Textiles curriculum provides learners with a broad and ambitious vocational education that develops creative, technical and professional skills required within the fashion, textiles and wider creative industries. Through the study of historical and contemporary designers, textile practitioners and artists, learners develop critical understanding alongside practical making skills.

The programme is structured around the OCR Cambridge Technical Art & Design units, enabling learners to progress from research and contextual understanding to the development, production and presentation of professional outcomes. Students investigate fashion design, textile design, garment construction, illustration, surface decoration, printmaking and sustainable design practices.

The curriculum supports progression into higher education courses in Fashion Design, Fashion Communication, Textile Design, Costume, Surface Pattern, Fashion Marketing and related creative disciplines. It also prepares learners for apprenticeships and employment within the fashion and creative sectors.

Industry relevance is embedded through briefs, sustainability projects, current trends, client-led work and exhibition opportunities. Learners develop transferable skills including communication, project management, problem solving, independent research and presentation.

Success looks like:

- Producing high quality portfolios and outcomes.
- Applying creative processes independently.
- Demonstrating technical proficiency in textiles and fashion production.
- Ability to analyse and evaluate artists, designers and their own work critically.
- Progression to higher education, apprenticeships or employment within the creative industries.
- Developing confidence, resilience and deadlines

2. Foundational Knowledge

Area	Essential Knowledge / Skills	Why It Matters
Visual research	How to research fashion designers, textile artists, historical and contemporary movements, trends and cultural influences	Enables learners to generate informed and original ideas.
Elements and Principles of Design	Colour theory, line, shape, form, texture, pattern, proportion, balance and composition.	Forms the basis of successful fashion and textile design.
Fashion History	Key fashion periods, influential designers and the social, cultural and economic influences on fashion.	Helps learners understand how fashion evolves and informs contemporary practice.
Textile Materials	Natural, synthetic and blended fibres; fabric properties; fabric construction (woven, knitted and non-woven).	Supports informed material selection for different purposes.
Textile Techniques	Printing, dyeing, embroidery, appliqué, fabric manipulation, embellishment and surface decoration.	Develops technical competence and experimentation.
Garment Construction	Pattern cutting, sewing techniques, finishing methods, fitting and garment assembly.	Essential for producing wearable fashion products.
Drawing and Visual Communication	Observational drawing, fashion illustration, technical drawing and annotation.	Allows learners to communicate ideas effectively.
Sustainability and Ethical Fashion	Sustainable materials, circular fashion, ethical manufacturing and environmental impacts.	Prepares learners for contemporary industry expectations.

3. Powerful Knowledge

Powerful Knowledge Area	Why It Matters	Evidence of Understanding
Fashion reflects society and culture	Learners understand how fashion communicates identity, politics, gender, culture and historical change.	Research and analysis informs design decisions and written evaluations.
Material selection influences function and aesthetics	Different fibres and fabrics have unique properties that determine how garments perform, drape and are manufactured.	Learners justify fabric choices and apply appropriate construction techniques.
Sustainability	Designers have a responsibility to consider environmental, ethical and social impacts throughout the design process.	Learners incorporate sustainable materials, upcycling and ethical design solutions.
Design process	Professional designers continually research, experiment, test and refine ideas before producing final outcomes.	Sketchbooks demonstrate experimentation, refinement and justified design decisions.

4. Curriculum Implementation

Over the 2 years you will study from the following units.

Title	Key Content	Foundational Knowledge	Powerful Knowledge	Assessment Opportunities
Unit 1 – Art & Design in Context:	Investigating historical and contemporary fashion designers, textile artists and creative movements. Developing research, analysis and contextual understanding.	Understanding the elements and principles of design, research methods, visual analysis and annotation.	Fashion and textiles are shaped by social, cultural and historical influences, and designers respond to these in different ways.	Research portfolio, annotated sketchbooks, presentations and written analysis.
Unit 10 – How artists and designers use 2D materials, techniques and processes	Observational drawing, fashion illustration, technical drawing and recording ideas from primary and secondary sources.	Line, tone, proportion, composition, observational drawing and mark-making techniques.	Drawing is a thinking process that communicates ideas, explores solutions and supports creative development.	Sketchbook studies, drawing workshops, observational tasks and teacher feedback.

Unit 12 – Planning, researching and developing ideas for a specialist art or design brief.	Responding to a design brief through research, experimentation, idea generation and planning.	Mood boards, research techniques, material exploration and planning creative projects.	Effective design develops through investigation, experimentation and informed decision-making.	Design proposals, sketchbooks, material samples and project reviews.
Unit 13 – Realising an outcome for a specialist art or design brief.	Producing a final fashion or textile outcome using appropriate materials, techniques and processes.	Technical making skills, workshop safety, organisation and time management.	Successful designers combine creativity, technical skill and evaluation to produce resolved outcomes.	Final garments or textile outcomes, portfolio assessment and evaluation.
Unit 14 - Presenting, displaying, promoting and selling artwork.	Preparing professional portfolios, exhibitions, marketing and presenting work to an audience.	Portfolio presentation, communication skills, audience awareness and organisation.	Professional presentation helps creative work reach clients, employers and wider audiences.	Portfolio assessment, exhibition, artist statement and presentation.
Unit 41 - Creating 3D art or design work	Creating sculptural textiles, wearable art and three-dimensional fashion pieces using a range of materials.	Structural construction, mixed media techniques, material manipulation and safe workshop practice.	Three-dimensional design encourages innovation by exploring form, structure and function beyond traditional garments.	Practical outcomes, development work, exhibition pieces and evaluation.
Unit 50 - Fashion Design	Designing garments and collections through trend research, client briefs and design development.	Fashion design principles, silhouette, colour theory, fabric selection and garment planning.	Fashion design balances creativity with functionality, audience needs and commercial awareness.	Design portfolio, collection boards, presentations and critiques.
Unit 51 – Fashion Production	Garment construction, pattern adaptation, fitting, finishing techniques and quality control.	Sewing techniques, pattern interpretation, fabric properties and construction methods.	High-quality production techniques influence garment fit, durability and professional standards.	Constructed garments, technical samples, practical observations and portfolio evidence.

Unit 52 – Textile Design	Surface pattern, printing, dyeing, embroidery, embellishment and fabric manipulation.	Textile materials, colour application, decorative techniques and experimentation.	Material selection and surface decoration can transform both the appearance and function of textiles.	Textile samples, design boards, sketchbooks and final textile collection.
Unit 53 – Upcycling Fashion Products	Reworking garments and materials into new fashion products using sustainable design approaches.	Garment construction, textile knowledge, recycling techniques and creative problem solving.	Sustainable fashion challenges designers to reduce waste while creating innovative and commercially viable products.	Upcycled fashion project, sketchbook, final outcome and evaluation.
Unit 54 – Fashion Illustration	Producing fashion illustrations using traditional and digital media to communicate design ideas and collections.	Figure proportions, drawing techniques, colour rendering, media handling and visual communication.	Fashion illustration communicates the style, mood and purpose of a design and adapts to different audiences and markets.	Fashion illustration portfolio, sketchbooks, presentations and peer critique.
Unit 65 – Fine Art Printmaking	Exploring screen printing, lino printing and experimental printmaking techniques.	Printmaking methods, repeat pattern design, registration, colour layering and health and safety.	Printmaking enables designers to create unique surface patterns that enhance textile and fashion design.	Printed textile samples, sketchbooks, practical outcomes and evaluation.
Unit 66 – Fine Art Textiles	Exploring mixed media textiles through stitch, fabric manipulation, embellishment and experimental construction.	Hand and machine embroidery, textile manipulation, mixed media processes and material properties.	Textiles communicate ideas through texture, material, process and craftsmanship, allowing designers to create expressive outcomes.	Textile portfolio, practical outcomes, exhibition work and reflective evaluation.

5. Assessment Strategy

Assessment Type	Purpose	Frequency
Diagnostic	To identify existing knowledge, practical skills, creative abilities and support needs through the technical sketchbook.	Start of course
Formative	Monitoring progress with feedback. Through group crits and tutorials against the Assessment Criteria and inform interventions.	Weekly

Summative	Evaluation against the individual learning objectives within the unit assessment criteria.	Termly
Synoptic	Assessment against whole unit criteria	End of unit.