

Faculty: Art & Design
Subject Area: Textiles



A LEVEL – TEXTILES

Project 1 – Induction 'Shoes'

This project challenges students to design an original, high-end shoe concept for a chosen luxury brand, focusing on creativity, innovation, and consumer appeal. Students develop 3D concepts and retail display ideas, exploring form over function to create wearable art. Through research, designer studies, and material experimentation, they produce a final 3D model that synthesizes creativity, design development, and textile innovation.

Project 2 – Future Threads

Students investigate how trends in fashion are predicted, communicated and translated into collections. They research contemporary and historical influences, analyse consumer and cultural drivers and use forecasting tools to predict emerging trends. The outcome will be a trend board and fashion collection proposal.

Project 3 – Print & Dye

This project is designed to extend students' understanding and application of print and dye techniques. The project encourages students to explore a wide range of methods for altering and enhancing fabrics to create innovative designs. Students will experiment with various techniques to develop textile samples, with a focus on sustainability and natural techniques.

Project 4 – Structures

This project is designed to extend students' understanding and practical skills in print and dye techniques, with a special focus on environmental and natural techniques. Students are encouraged to explore a diverse range of methods to alter and enhance existing textiles, developing innovative and sustainable designs.

Project 5 – Mock Assignment

This project prepares students for the AQA Externally Set Assignment and 15-hour exam by developing their creative process. Students respond to an exam-style task through research, artist studies, concept development, and experimentation, producing Textiles outcomes. Regular reflection and feedback support idea refinement, fostering creativity, critical thinking, and mastery of the AQA Assessment Objectives.

Component 1 - Personal Investigation (60% of A Level)

The structure is designed to guide students through the process of developing a personal investigation, creating a 2D printed and 3D fabric outcome(s), and writing a 3,000-word essay. Each section incorporates the necessary steps for research, artist studies, and creative development, with clear links to AQA Assessment Objectives."

Component 1: Personal Investigation (60% of A Level)

In year 13 students continue develop one major body of work based on a self-chosen theme, spanning research, experimentation, and idea development.

Students explore relevant artists and movements, experiment with diverse techniques and media, and refine their personal creative style. Students also produce a written essay (1,000–3,000 words) that critically analyses their theme, research, and artistic process. Key skills developed include visual analysis, creative experimentation, technical proficiency, reflective practice, and critical writing. The unit culminates in a final piece demonstrating both conceptual understanding and artistic skill.

Externally Set Assignment (40% of Final Grade)

In this unit, students respond to a theme set by AQA, developing a focused project within a limited timeframe.

They research relevant artists, explore a range of techniques and media, and develop personal ideas leading to a final resolved piece. The unit develops skills in time management, independent research, experimentation, problem-solving, and critical reflection, while refining technical ability and personal artistic expression.

Students develop both 2D printed and 3D fabric outcomes that culminate in a 15-hour practical exam.

Review and refine coursework

Remaining time will be for review and revisit Supporting evidence and Sustained Project work ahead of final submission and moderation.