Year Group	5
Term	Summer 1
Subject	Art

Topic	Fashion Design
Curriculum Intent	To create a 3D model using fabrics that have been designed and manipulated

Key Vocabulary	Fashion, design, fabric, texture, knots, colour, shape, line, pattern, culture, background, dye, paint, manipulate

skills	To develop their techniques, including their control and their use of materials, review and revisit ideas in their sketchbooks To select and develop ideas, using suitable materials To investigate ways of changing fabrics – sewing, ironing, cutting, tearing, creasing, knotting, dyeing, weaving; add decoration to create effect To plan and design a sculpture To use materials other than clay to create a 3D sculpture To consider the work of a diverse range of artists and designers (cultures, nationalities, male/female, historical/modern) and give detailed observations about their work;

Knowledge	To understand the work of contemporary fashion designers and how their backgrounds feed into their designs To understand that we can use sketchbooks to focus this exploration and we do not always need to create an “end result” – sometimes the exploratory journey is more than enough. To understand that we can use colour, pattern, line, shape, form, material, texture to express our creativity. To understand that as artists we are able to experiment with materials, combining them to see what happens. We can feel free and safe to take creative risks, without fear of getting things “wrong”.

Week	Learning Objective	Activities	Outcome
1	LO: To research fashion designers and create an artistic brief.	Take 2 or 3 fashion designers and explore their work – Alice Fox. Look at their backgrounds and how this has impacted their designs – record in sketch book Children to then generate their own ideas in their sketchbooks	In sketchbooks have overviews of designers and initial design for own 3D model
2/3	LO: To manipulate fabric using a variety of methods.	Provide fabric for children to use. Look at techniques to alter this – knots, paint, print, cut, sew, rip, application of effects.	Stick outcomes of fabric design into sketchbook
4	LO: To create fabric designs.	Children to apply last week's techniques to create manipulated fabrics for their design.	Final fabrics to be created and stored ready for construction
5	LO: To construct a 3D design model.	Using cardboard models, children to apply their fabric designs onto their models into the shape of their fashion outfit.	3D models to be completed with created fabrics
6.	LO: To evaluate and analyse designs.	Fashion art gallery created. Children to evaluate the designs of their classmates thinking about the design process and outcome.	Self-evaluation and peer evaluation in their sketch books with photo of final piece.