

## Stage 5 Textiles Technology

### Year 10: Voyage of discovery

**Focus area:** Open

**Duration:** 15 weeks

**Due date:**



#### ***Design situation:***

Most people dream of taking a cruise on a luxury ship. Cruises can take you to exciting locations where you can experience new cultures and see people who have a very different life style. On board the ship you can participate in a wide range of activities. Often the ship's interior reflects the geographical locations or the culture of the places it visits.

#### ***Design brief:***

You are asked to design, construct and evaluate a textile item(s). The item(s) could be used by passengers and/or crew. The textile item could be worn, used or be part of the ship's environment or interior design.

You will need to complete supporting documentation documenting the project you undertake. This documentation must include at least one section that is in a digitised multimedia format.

#### ***Assessment***

Assessment will be based on completed textile project, supporting documentation, journal entries of production and oral presentation of inspiration mood board.

#### ***Journal***

Students will need to keep a journal of their project. This journal will include:

- Ideas and sources of inspiration.
- Thumbnail sketches of ideas.
- Time line for production.
- Flow chart for production.
- Costing of project.
- Evaluation of ideas, sketches and project. This evaluation must be on-going and should be seen in all areas of the project.



### ***Design project supporting documentation***

This documentation can be fully or partially digitised using a variety of media and can be presented as a *Powerpoint* presentation, or in a *Publisher* document. The folio will include the following sections:

#### ***Design inspiration***

- Develop a mood board. The visual material can include fabric swatches, textured and coloured paper, historical design sources, cultural design sources, photographs, sketches, computer and hand generated images and text. Together they should create the feel or ambience of your intended textile item. It should also help you see how the colours, line and textures work together.
- You will give a 5-minute oral presentation of your mood board and your final design ideas. You will need to present to class the end use properties your textile item must have.

### **Where to go for sources of inspiration**

#### ***Internet***

Helpful web sites include:

[www.pocruises.com.au/](http://www.pocruises.com.au/)  
[www.captcookcrus.com.au](http://www.captcookcrus.com.au)  
[www.cruiseweb.com/AUSTRALIA.HTM](http://www.cruiseweb.com/AUSTRALIA.HTM)  
[www.northstarcruises.com.au](http://www.northstarcruises.com.au)  
[www.princess.com](http://www.princess.com)

- Type in *cruises* on Google and you will get a large number of world cruises.
- Visit travel agencies and see if they have any old travel brochures, old magazines.
- Useful sources of information may include: weekend supplements in newspapers, travel shows, e.g. *Getaway*, *The Great Outdoors*, school and local libraries, magazines such as *National* or *Australian Geographic*, *The Lonely Planet* books and web site.

#### ***Generation and development of ideas***

- Present thumbnail sketches of ideas indicating on each sketch plus (P) minus (M) and interesting (I) points.
- Draw final design idea. Fully label the design indicating style features, fibre, fabric, colour. Designs should be in proportion and should show all appropriate views for each item to be constructed.
- List functional and aesthetic design features and show how they satisfy listed end use properties.



### ***Experimental work***

- Indicate any experiments you undertook to help you make decisions, which ensured you chose the best design, materials, equipment or techniques to produce an item of the highest quality.
- State the fibre, yarn and fabric you have chosen and justify your choice in terms of end use (functional and aesthetic needs).

### ***Final evaluation***

- Design a questionnaire and ask a variety of people to answer it in relation to your finished item. This will help you to assess if your design ideas have worked.

Questions that could be asked are:

- What activities or who are the people the design is targeted for?
- What words would you use to describe the colour, texture and design?
- What geographical area or cultural group does it reflect?
- What features make it suitable for its intended purpose?

You will need to think of some questions of your own that related specifically to your item.

You can present your results in a chart.

- In your own words discuss your thoughts on the quality of your finished item, including how it met your original ideas (refer back to your end use properties). Weigh up the strengths and weaknesses of your work and design.

If you had more time to develop your design further what would you do?

How could you change your design to make it simpler, quicker, cheaper and more efficient to make?