TEXTILES TECHNOLOGY

Textiles Technology is a practical based subject where students develop confidence and proficiency in the design, production and evaluation of a range of textile items. Students will engage in learning about the properties and performance of textiles, design and the role of textiles in society.

COURSE CONTENT
There are 5 focus areas in this subject which each unit of work is based upon.
These include:
- Apparel (clothing & accessories such as hats & jewellery)
- Furnishings (cushions, curtains, bedspreads, linen & beanbags)
- Costume (theatre costumes, masks, traditional costumes & fancy dress costumes)
- Textile Arts (wall hangings, fabric-based artworks, wearable design & soft sculpture)
- Non-apparel (book covers, toys, bags, tents, backpacks & sleeping bags)

AREAS OF STUDY INCLUDE:
- Design
- Properties and Performance of Textiles
- Textiles and Society

Type of assessment involved in Textiles Technology
- Project work forms the basis of every unit of work.
- Various types of documentation support each of the projects and can include design development, practical technique resource folder, identification and justification of fibre, yarn & fabric, and research tasks.

What will students gain by studying Textiles Technology?
- Extensive knowledge and application of contemporary textile techniques
- Confidence and proficiency in designing and producing highly creative textile items
- Unique self-produced textile items
- Understanding of the Australian textile industry
- Knowledge to make informed and sustainable textile choices

Examples of past projects:

Sustainability Corset

Cultural Costume

Drawstring Tote Bag