



An tSeirbhís Oideachais Leanúnaigh agus Scileanna
Further Education and Training Authority

Module Descriptor
Textiles

Award Type: Minor
Award Level: 4
Award Code: 4N2048
Validation Date: 30th April 2014
Revision 1.0

Module Descriptor

Purpose: The purpose of this module is to equip the learner with the knowledge, skill and competence to respond creatively to the tactile nature of materials. It is designed to develop design skills using fabrics.

Module Duration: The learning effort required from a typical learner to successfully achieve the stated learning outcomes for the module is 100 **hours**.

Learning Outcomes: By the end of this module, the learner will be able to:

1. Explain the processes involved in working creatively with a range of materials and fabrics
2. Discuss the qualities of a variety of fabrics and their appropriateness for a range of creative processes and techniques
3. Describe a range of design options and preferred solutions to an idea or theme of interest for a specific textile craft
4. Experiment with a range of processes, techniques, tools, equipment, fabrics and materials for expressive design and development
5. Draw designs suitable for a specific textile craft
6. Use tools and equipment for a specific textile correctly
7. Use colour, balance, shape, form and texture in design work
8. Record collected visual information and source material
9. Communicate a range of ideas visually on fabric using the preferred textile craft including source material
10. Present completed pieces appropriately with supporting research and design work
11. Evaluate pieces critically from design proposals to completion



12. Apply appropriate health and safety procedures when working with fabrics, materials, tools and machines

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Key Learning Points

Learning Outcome 1: Explain the processes involved in working creatively with a range of materials and fabrics

Key Learning Points

- Identification of fabrics from natural plant and animal sources to include wool, linen and silk
- Identification of fabrics from manmade and chemical sources to include viscose, acrylic, nylon, polyester
- Identification of fabrics made from a blend of natural and manmade to include polyester/cotton blend, cotton/lycra blend and acrylic/wool blend
- Uses of textiles in creation of clothing, bags, furnishings, carpets, lampshades and decorative pieces
- Defining the processes of knitting, crochet, sewing, and embroidery, batik, printing and weaving.
- Identify the materials used in knitting, crochet, sewing, embroidery, batik, printing and weaving

Learning Outcome 2: Discuss the qualities of a variety of fabrics and their appropriateness for a range of creative processes and techniques

Key Learning Points

- Identification of a variety of fabrics used in knitting, crochet, sewing, embroidery, batik, printing, weaving
- Selecting the fabrics that are most suited to various creative processes
- Outlining the physical qualities of individual fabrics in relation to absorbency, durability, texture, finish, cost
- Comparison of the textures, patterns, colours and weights of fabrics
- Exploration of examples of decorative techniques, repeat patterns and embellishments
- Explaining the interaction between fabric and the chosen technique used during the creative process

Learning Outcome 3: Describe a range of design options and preferred solutions to an idea or theme of interest for a specific textile craft.

Key Learning Points

- Identification of individual ideas or themes of interest for a specific textile craft



- Identification of design as a plan or sketch or drawing which is visualised and then represented for the creation of a textile craft
- Selection of a range of design options relevant to chosen idea or theme suitable for the specific textile craft
- Description of research on design options using sources such as books, magazines, suitable websites, visits to fabric and retail outlets
- Identification of issues or problems during the design process and solutions for these

Learning Outcome 4: Experiment with a range of processes, techniques, tools, equipment, fabrics and materials for expressive design and development

Key Learning Points

- Selection of a range processes and the corresponding techniques tools equipment fabrics and materials for experimenting with these
- Practise and experimentation with 3 different textile processes and techniques from the following:
 - Knitting
 - Crochet
 - Embroidery
 - Sewing
 - Batik
 - Dyeing
 - Printing
- Safe use of tools, machines and equipment
- Development of samples of each of the processes and techniques on suitable materials and fabrics

Learning Outcome 5:
Draw designs suitable for a specific textile craft

Key Learning Points

- Recognition that design refers to a plan or a sketch or a drawing which is visualised and then represented for the creation of a textile craft.
- Visualising and drawing or sketching individual designs for selected textile craft
- Use of freehand drawings, templates or commercial patterns to create designs for craft item
- Working out measurements and applying same to design ideas where relevant



Learning Outcome 6:

Use tools and equipment for a specific textile correctly

Key Learning Points

- Selection and identification of relevant tools and equipment for a specific textile process and its techniques
- Use of correct language and terminology to describe tools and equipment
- Practise in the use of tools and equipment
- Reading and following manufacturers' instructions
- Correct storage and maintenance of tools and equipment

Learning Outcome 7:

Use colour, balance, shape, form and texture in design work

Key Learning Points

- Knowledge of the colour wheel and the mixing of primary, secondary and tertiary colours
- Recognition of the role of balance in design work
- Use of balance and composition in design work
- Knowledge and use of the role of colour and texture in achieving balance in a design
- Understanding and use of shape as any area enclosed by line either geometric abstract or organic
- Representation and use of form i.e. a shape that either looks 3D or which is 3D
- Understanding of the role of texture as surface quality in textile design
- Use of variety of textures including smooth, rough, soft, cool, warm, matt, shiny

Learning Outcome 8:

Record collected visual information and source material

Key Learning Points

- Recording of visual information collected for an idea or theme of interest for a specific textile craft
- Recording of source material collected for an idea or theme of interest for a specific textile craft
- Collection of photographs and other images of various stages of the design process
- Descriptions of work carried out including personal observations



Learning Outcome 9:

Communicate a range of ideas visually on fabric using the preferred textile craft including source material

Key Learning Points

- Identification of a range of ideas or themes
- Process of gathering primary and secondary source materials for ideas and themes
- Development of designs for ideas and themes
- Interpretation of ideas through chosen textile craft
- Production of sample pieces

Learning Outcome 10: Present completed pieces appropriately with supporting research and design work

Key Learning Points

- Considered organisation and collection of work
- Planning and exhibition of work
- Use of display techniques that suit the completed pieces
- Presentation of selected work with supporting research and evidence of design

Learning Outcome 11: Evaluate pieces critically from design proposals to completion

Key Learning Points

- Samples of work for critical evaluation
- Practice of comparison of commercial work and own work
- Critical evaluation of work with reference to appropriate indicators



Learning Outcome 12:

Apply appropriate health and safety procedures when working with fabrics, materials, tools and machines

Key Learning Points

- Good work practice when working with textiles and machinery
- Appropriate health and safety rules adhered to
- Identification of any hazardous material
- Using appropriate PPE
- Health and safety considerations within the workshop
- Health and safety considerations with tools and equipment
- Health and safety considerations when working with materials
- Understanding of manufacturers' warning labels on any products used



Assessment Specification

Award Title:	Textiles
Award Type:	Minor
Framework Level:	4
Award Code:	4N2048
Credit Value:	10

Assessment	Duration	Assessment Details	Weighting	Stage at which assessment takes place
PO	1 week	PO1 Craft processess and fabric	15%	When relevant learning outcomes have been completed
	2 weeks	PO2 Research and design studies	30%	
	3 weeks	PO3 Creativity and development of work	40%	
	1-2 days	PO4 Evaluation and display of work	15%	

PO = Portfolio

Award Classifications

Grades	Standards
Pass	50 - 64%
Merit	65 - 79%
Distinction	80 -100%



Suggested Learning Methodologies

- Visual research
- Creative thinking
- Problem solving and decision-making
- Practical work training

Suggested Learning Resources

This is a generic textiles module descriptor which should be adapted to suit the relevant textile craft.

Suggested reading material:

Textbooks, trade magazines, websites and/or other relevant resources

Recommended by: _____

Manager Training Policy Development and Support

Approved by: _____

Director Training Policy Development and Support

