Year Six Knowledge Organiser: Portraits - What can we learn from designers to influence our own fashion designs?

National Curriculum Specification

Pupils should be taught:

- Develop design criteria to inform design of an innovative & appealing product.
- Generate, develop, model & communicate ideas through annotated sketches, prototypes and pattern pieces.
- Select & use range of textiles according to functional properties & aesthetic qualities.

Key Vocabulary	
Fashion Designer	A person who designs and creates different types of clothing
Fashion	A popular or the latest style of clothing
Textiles	A type of cloth of woven fabric
Design	<text></text>

Fashion design is the art of applying design, aesthetics and natural beauty to clothing and its accessories. It is influenced by cultural and social attitudes, and has varied over time and place. Fashion designers work in a number of ways in designing clothing and accessories such as bracelets and necklaces. Fashion designers attempt to design clothes which are functional as well as aesthetically pleasing. They consider who is likely to wear a garment and the situations in which it will be worn, and they work within a wide range of materials, colors, patterns and styles.

Key facts

People began wearing clothes around 500,000 years ago. These clothes would have been made from plants, animal skins and bones.

Clothing showed a person's status in society and their individuality. Fabrics such a silk and velvet could only be afforded by the rich thus, by wearing such, showed their wealth.

There are many subcultures within fashion that showcase a person's personality/beliefs that are different to mainstream society, such as hip-hop, gothic, metal-heads (fans of heavy metal music), skaters/grunge etc.

Famous designers, such as Gucci, YVS, Dolce and Gabbana, can charge large sums of money for their designs whereas 'fast fashion' now allows consumers to buy fashionable clothes at low prices







Gucci men's designs

Gothic fashion

Hip-hop fashion