

Fashion and Design Curriculum Fairfield Public Schools

Fashion and Design 6-12

Students in the Fashion and Design area of Family and Consumer Sciences participate in hands-on learning experiences and work towards creating wearable or usable products. Beginning in Grade Six, reading and following directions and sewing construction skills are used to produce an apparel item and/or a textile product. Curriculum progression through Grade 12 gives students hands on exploration of new technologies in the design, construction, and merchandising of apparel and textile products. Students learn to plan and manage their own projects, incorporating advanced construction techniques and progressively challenging designs and fabrics. Students will also develop career and technical skills in the areas of fashion merchandising, design, and the production of apparel and goods. Units include basic machine and hand sewing skills, construction techniques, fashion theory, elements and principles of design, merchandising, pattern alterations, pattern design, apparel production, and interior design. Authentic experiences and assessments are provided through labs and projects.

Fashion and Design - Fitting 20

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This semester course is designed for students who are interested in refining sewing construction skills. Students will be introduced to a variety of advanced clothing techniques using woven and knit fabrics. Proper fitting methods of garments using commercial patterns and muslins will be used. Students will plan and participate in the annual fashion show.

In level 20 Fitting the learner will:

- use advanced tools for construction and design.
- build on the implementation of appropriate skills and techniques.
- plan and produce an end of year showcase.

National Standards for Family and Consumer Sciences Education

Developed by the National Association of State Administrators of FCS

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Area of Study 16.0

Textiles, Fashion, and Apparel

Comprehensive Standard

Integrate knowledge, skills, and practices required for careers in textiles and apparels.

Content Standards

Competencies

16.1	Analyze career paths within textile apparel and design industries.	16.1.2	Analyze opportunities for employment and entrepreneurial endeavors.
16.2	Evaluate fiber and textile products and materials.	16.2.1	Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers.
		16.2.2	Evaluate performance characteristics of textile fiber and fabrics.
16.3	Demonstrate fashion, apparel, and textile design skills.	16.3.1	Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.
		16.3.2	Apply basic and complex color schemes and color theory to develop and enhance visual effects.
		16.3.3	Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.
		16.3.7	Demonstrate ability to use technology for fashion, apparel, and textile design.
16.4	Demonstrate skills needed to produce, alter, or repair fashion, apparel, and textile products.	16.4.1	Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.
		16.4.2	Explain production processes for creating fibers, yarn, woven, and knit fabrics, and non-woven textile products.
		16.4.3	Use appropriate industry products and materials for cleaning, pressing, and finishing textile, apparel, and fashion products.
		16.4.4	Analyze current technology and trends that facilitate design and production of textile, apparel, and fashion products.
		16.4.5	Demonstrate basic skills for producing and altering textile products and apparel.

Family and Consumer Sciences Connecticut Technical Education Standards

B. Fibers and Textiles: Evaluate fibers and textiles.

4. Identify, compare, and analyze the most common natural and manufactured textile fibers.
5. Evaluate performance characteristics of commonly used textile fibers and fabrics.
6. Describe and assess effects of textile characteristics on design, construction, care, use, and maintenance of products.

C. Apparel and Textile Design: Demonstrate apparel and textile design skills.

10. Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.

D. Textile and Apparel Products: Demonstrate skills needed to produce, alter, or repair textile and apparel products.

12. Explain the purposes and uses of a variety of common equipment, tools, and supplies for apparel and textile construction, alteration, and repair.
13. Describe and demonstrate basic skills for producing and altering textile products and apparel.
14. Implement the use of commercial pattern layouts, markings, and symbols.
15. Implement the use of commercial pattern envelope information to complete a project.
16. Implement the use of commercial pattern guide sheet instructions to construct a project.
17. Demonstrate the correct and safe operation of a consumer sewing machine.

Fashion and Design – Fitting 20

Assessments

Assessments are based on skill objectives.

Student's progress in Fashion and Design Fitting Level 20 will be measured with both formative and summative performance based assessments.

Common assessments will be used and analyzed for each course.

Teacher Resources

- Internet, tablets, books, teacher texts, current and relevant magazines, online resources.
- Computerized sewing machines, sergers, irons
- Basic sewing and cutting equipment and supplies
- Document camera
- Field trips fabric store in New York for proper project implementation.

Fashion and Design-Fitting – 20

Assessments

Assessments are based on student's ability to accomplish skill objectives.

Student's progress in the Fashion Design 20 will be measured with both formative and summative performance based assessments.

Common assessments will be used and correlated within each unit.

Teacher Resources

Internet, tablets, books, teacher texts, current and relevant magazines, online resources.

Cooking equipment, small appliances, hand tools, and other relevant supplies and materials.

- Internet, tablets, books, texts, magazines, online resources.
- Computerized sewing machines, sergers, irons
- Basic sewing, cutting equipment and supplies
- Document camera
- Field trips to a local fabric store for proper project implementation.

Units	Essential Questions:	Central Understandings:	Skill Objectives:
		Students will understand:	Students will be able to:
Advanced Sewing Construction Methods	<p>How can the use of advanced construction techniques produce a professional looking garment?</p> <p>How does fabric and design determine the correct choice of seam finish?</p>	<ul style="list-style-type: none"> • how to identify advanced sewing terms. • how to implement advanced sewing techniques. • proper construction methods for: <ul style="list-style-type: none"> ○ bound edge ○ flat felled ○ French seam ○ corded seam ○ slot seam ○ invisible zipper ○ pleats. 	<ul style="list-style-type: none"> • construct advanced seam finishes and techniques. • apply advanced seam finishes and sewing techniques to a finished garment.
Pattern Adjustment For Fit	<p>How does a muslin mock up aid in the fit of a garment?</p> <p>How does proper fabric selection produce desired results in the outcome of a garment?</p>	<ul style="list-style-type: none"> • how to compare individual body measurements to commercial pattern standards. • which methods are needed to adjust body measurements to a commercial pattern. 	<ul style="list-style-type: none"> • adjust a commercial pattern according to personal measurements. • make and adjust a muslin mock-up for proper garment fit. • construct a garment according to changes in a muslin mock-up.
Fabric Selection	<p>How does the fit of knit garments differ from woven garments?</p> <p>How is the construction of knit garments differ from woven garments?</p>	<ul style="list-style-type: none"> • proper sewing techniques for knit fabrics. • the use of the elements and principles of design in designing, constructing, and/or altering textiles products. 	<ul style="list-style-type: none"> • apply the element and principles of design during designing, construction and/or altering textile products. • compare and contrast stitching techniques on wovens and knits. • construct a knit garment.

<p>Fashion Drawing for Communication</p>	<p>How does fashion sketching visually affect the design process?</p>	<ul style="list-style-type: none"> • the use of fashion sketching in design. • the difference between a croqui and a flat. 	<ul style="list-style-type: none"> • produce a fashion sketch of their design.
<p>Fashion and Design Showcase</p>	<p>What are the elements of a successful fashion showcase?</p> <p>How does the history of fashion influence current fashion?</p>	<ul style="list-style-type: none"> • important segments of a fashion showcase. • fashion styles throughout the decades. 	<ul style="list-style-type: none"> • plan, produce, and implement a fashion showcase. • research and give a fashion history presentation.