

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 - Redesign 20

Fashion and Design - Redesign 20

In this semester course, the basics of sewing and design are practiced, evaluated, and implemented in the redesign and construction of new clothing made from ready-made garments. Students will be implementing techniques through the construction of two recycled garments. The upcycling of garments will be made through fabric selection, altering, and creative designing. Students will have the opportunity to use technically advanced design and construction equipment. Students will participate in the annual fashion show.

In Redesign 20 the learner will:

- use proper tools for construction and design
- build on the implementation of appropriate skills
- use some commercial patterning and applying previously acquired skills for construction of an upcycled garment.

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	
16.2	Evaluate fiber and textile products and materials.	16.2.4	Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products.
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.
		16.4.3	Use appropriate industry products and materials for cleaning, pressing, and finishing 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

A. Family and Consumer Sciences Skills: Develop a core of skills related to areas of family and consumer resource management.

1. Apply consumer skills to providing and maintaining clothing.

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

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-Redesign 20

Assessments

Assessments are based on skill objectives.

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

Common assessments will be used and correlated for each course.

Teacher Resources

- Internet, tablets, books, texts, 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.

Units	Essential Questions	Central Understandings	Skill Objectives
		Students will understand:	Students will be able to:
The Advantage of Redesign	How does redesigning a new garment from an existing garment benefit the wearer and the environment?	<ul style="list-style-type: none"> • the impact of disposable clothing on the environment. 	<ul style="list-style-type: none"> • identify the practical benefits of recycling as it relates to textiles and apparel. • implement a variety of creative ways to recycle or redesign clothing and/or fabric.
Planning to Redesign	<p>How does fashion sketching help the designer visualize and attain the end product?</p> <p>What resources can the designer use to implement the design of a wearable garment?</p>	<ul style="list-style-type: none"> • how different kinds of fabrics or sewing techniques can redesign a new garment. • how fashion sketching can help the creative process of redesigning a garment. • how commercial patterns can aid the redesign of an existing garment. 	<ul style="list-style-type: none"> • produce fashion sketches of designed garments. • explore design avenues to produce the desired outcome for redesigned garments.
Redesign a Garment	How does redesigning a garment change the appearance and aesthetics of a garment?	<ul style="list-style-type: none"> • the procedure of redesigning a garment from an existing garment. 	<ul style="list-style-type: none"> • incorporate commercial patterns and own designs in a finished product. • use previously used skills and techniques to implement a redesigned garment. • recycle and redesign existing garments.