

## 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 10

### Fashion and Design 10

This full year course is designed to acquaint the student with the selection and use of sewing equipment, fabric and patterns, interpretation and use of commercial patterns, minor pattern adjustments, and professional construction techniques. Students learn industry sewing techniques and implement them in the construction of garments throughout the year.

In level 10 the learner will:

- use proper tools for construction and design
- build on the implementation of appropriate skills
- use a commercial pattern applying sequential reading skills
- construct wearable garments

# 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.	16.2.1	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.
		16.2.4	Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products.
		16.2.5	Apply appropriate procedures for care of textile 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.
		16.3.7	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.
		16.4.4	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

### **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.**

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 Design 10

### Assessments

Assessments are based on skill objectives.

Student's progress in the Fashion Design 10 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, 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:
Sewing Machine and Equipment	How can proper use of equipment result in successful sewing projects?	<ul style="list-style-type: none"> <li>the features and uses of the sewing machine and serger.</li> </ul>	<ul style="list-style-type: none"> <li>demonstrate threading of the sewing machine.</li> <li>demonstrate basic and intermediate sewing procedures on the sewing machine.</li> <li>demonstrate use of the serger.</li> </ul>
Basic Construction, Fabrics, and Notions.	<p>How are correct sewing methods selected and implemented?</p> <p>How do different notions and fabrics effect professional design results?</p>	<ul style="list-style-type: none"> <li>characteristics of both natural and man-made fibers and fabrics.</li> <li>fabric features (woven vs. knit, one-way designs, etc.) and their terms.</li> <li>the effects of textile characteristics on design, construction, care, use, and maintenance of products.</li> </ul>	<ul style="list-style-type: none"> <li>demonstrate various methods for transferring pattern markings to fabric.</li> <li>use proper construction methods for: <ul style="list-style-type: none"> <li>standard 5/8" seam.</li> <li>staystitching.</li> <li>seam finishes: zig-zag, serged, pinked, pinked and stitched.</li> <li>darts: single-pointed, double-pointed.</li> <li>centered and lapped zippers.</li> <li>hem finishes: hand and machine.</li> <li>button application.</li> <li>machine buttonholes.</li> <li>closures: snaps, hook and eye, hook and loop tape.</li> <li>gathering and easing.</li> <li>elastic casings.</li> <li>understitching.</li> <li>trimming, grading, and clipping.</li> <li>edgestitching and topstitching.</li> </ul> </li> </ul>
Commercial Pattern Use	How do proper body measurements determine	<ul style="list-style-type: none"> <li>the effects of textile characteristics on design,</li> </ul>	<ul style="list-style-type: none"> <li>demonstrate basic skills for producing and altering apparel.</li> </ul>

	<p>sizing in commercially produced patterns?</p> <p>How are calculations used to determine fabric yardage and pattern layout for projects?</p> <p>What tools are used to properly cut and mark fabric?</p>	<p>construction, care, use, and maintenance of products.</p> <ul style="list-style-type: none"> <li>• how patterns are laid out for individual projects.</li> <li>• pattern markings and symbols and how are they used.</li> <li>• how to follow pattern instruction sheets.</li> <li>• what basic construction and sewing skills are used to produce a finished garment.</li> <li>• What the difference is between fabrics with nap and without nap.</li> </ul>	<ul style="list-style-type: none"> <li>• demonstrate an understanding of commercial pattern instructions, proper layout techniques, pattern markings, and symbols.</li> <li>• demonstrate various commercial pattern layouts.</li> </ul>
Computerized Technology	<p>How do computer aided designs enhance the finished product?</p> <p>What are the principles of design that effect textiles and apparel decisions?</p>	<ul style="list-style-type: none"> <li>• how to use appropriate computer generated designs in finished projects.</li> </ul>	<ul style="list-style-type: none"> <li>• apply appropriate computer generated designs on finished products.</li> </ul>