



Course Overview

This 9-week course introduces 6th grade students to fashion design through hands-on, project-based learning. Students explore illustration, construction, fashion history, and embroidery while developing creativity, craftsmanship, and visual communication skills.

Unit Title

**Concept to Creation -
The Fashion Design Process**

Time Frame

2 WEEKS

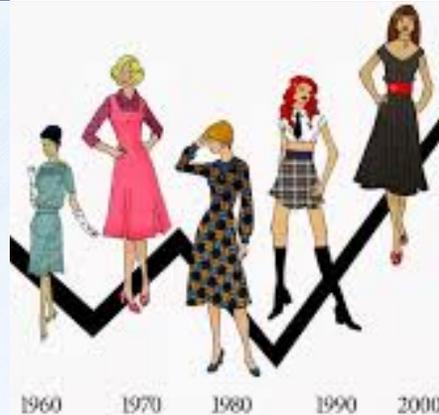


Unit Title

**100 Years of Fashion -
Overview of Trends through Time**

Time Frame

2 WEEKS



Unit Title

3D Textural Garment Illustration

Time Frame

2 WEEKS



Unit Title

**Intro to Embroidery -
Textile Embellishment Basics**

Time Frame

3 WEEKS



Focus of the Unit

- Creative ideation influences the development of original fashion concepts.
- Mood boards serve as tools for organizing visual inspiration and guiding design themes.
- Sketching is a critical communication tool in transforming ideas into visual representations.
- The design thinking process provides a structured pathway from concept to creation.

Focus of the Unit

- Historical, cultural, social, and economic changes affect fashion trends and styles.
- Fashion serves as a mirror to political movements, cultural shifts, and technological advancements.
- Designers reference past fashion movements to inform and inspire future innovation.

Focus of the Unit

- The main goal is to master technical jazz skills.
- We'll focus on being able to perform complex choreography with lots of layers.
- You'll work on developing the confidence to improvise (dance spontaneously).
- We'll explore applying different jazz styles (like Fosse, Lyrical Jazz, or Street Jazz) with clear intention

Focus of the Unit

- This level is themed around combining Athleticism, Artistry, and finding your Authentic Voice.
- We aim for you to perform and choreograph with clear meaning, feeling, and nuance.
- We'll work on expanding your performance range through improvisation, complex floorwork, partnering, and inversions.
- You'll learn how to create complex dance pieces using various compositional tools.

Unit Title	Concept to Creation - The Fashion Design Process
Time Frame	2 Weeks



INNOVATIVE
ARTS ACADEMY

	Essential Question(s)
	<ul style="list-style-type: none"> ● How do designers turn ideas into reality? ● What steps help guide the fashion design process from concept to creation? ● How can visual research and inspiration help develop a unique style? ● What tools and techniques are essential to the design process?

	Focus of the Unit
	<ul style="list-style-type: none"> ● Creative ideation influences the development of original fashion concepts. ● Mood boards serve as tools for organizing visual inspiration and guiding design themes. ● Sketching is a critical communication tool in transforming ideas into visual representations. ● The design thinking process provides a structured pathway from concept to creation.

Standards	PA Arts & Humanities: 9.1.6.C, 9.1.6.E, National Core Arts Standards: VA:Cr1.1.6a, VA:Cr2.1.6a, Family & Consumer Sciences: 16.2.1, 16.2.5
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Learning Targets
I can identify the steps in the fashion design process.

Learning Targets
I can create a mood board that shows my design inspiration using images and color palettes.

Learning Targets
I can sketch an original fashion idea and explain my creative choices.

Learning Targets
I can discuss how designers develop ideas into finished products.



Resources	Fashion design videos, handouts, and templates
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Unit Title

**100 Years of Fashion -
Overview of Trends through Time**

Time Frame

2 Weeks



INNOVATIVE
ARTS ACADEMY

Essential Question(s)



- How does fashion reflect what is happening in the world?
- Why is it important for designers to study history?
- What can we learn about a decade by examining its fashion?
- How do fashion trends from the past influence today's designs?

Focus of the Unit



- Historical, cultural, social, and economic changes affect fashion trends and styles.
- Fashion serves as a mirror to political movements, cultural shifts, and technological advancements.
- Designers reference past fashion movements to inform and inspire future innovation.

Standards

PA Arts & Humanities: 9.2.6.A, 9.4.6.B, National Core Arts Standards: VA:Re7.2.6a, VA:Cn11.1.6a, Family & Consumer Sciences: 16.2.3, 16.4.1

Learning Targets

I can describe how fashion changed over the past 100 years.

Learning Targets

I can connect styles from a decade to cultural or historical events.

Learning Targets

I can create an outfit inspired by a specific decade.

Learning Targets

I can identify elements that make a fashion era unique.



Resources

Online archives, video documentaries, historical photo collections

Unit Title	3D Textural Garment Illustration
Time Frame	2 Weeks



INNOVATIVE
ARTS ACADEMY

Essential Question(s)

- How can mixed media and found objects be creatively transformed to represent garment textures and silhouettes?
- What are the design considerations when selecting and combining diverse materials in 3D illustrations?
- How can tactile and visual qualities of garments be expressed through embroidery and collage?

Focus of the Unit

- Fashion design involves a structured process that transforms initial ideas into cohesive collections.
- Fashion illustration is a crucial tool for visually translating design concepts into garment previews.
- Mixed media art allows for creative exploration by integrating materials such as fabric, paint, thread, and found objects.

Standards	PA Arts & Humanities: 9.1.6.A, 9.1.6.C, 9.1.6.E, 9.1.6.I, 9.1.6.K, National Core Arts Standards: VA:Cr2.1.6a, VA:Cr2.3.6a, VA:Cr3.1.6a, Family & Consumer Sciences: 16.2.5, 16.5.4
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Learning Targets

I can translate a 2D fashion design into a 3D textural garment illustration using mixed media.

Learning Targets

I can experiment with at least five unconventional materials to represent garment textures and silhouettes.

Learning Targets

I can use gluing, layering, and stitching techniques to construct my 3D fashion illustration.

Learning Targets

I can explain my material choices and design decisions in an artist statement.



Resources	Mixed media and fashion illustration videos, Embroidery handbooks and beginner stitch guides, Fashion design inspiration from Pinterest, Instagram, Websites like FashionIllustrationTribe and Format Magazine, Teacher-selected reference materials and guides
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Unit Title**Intro to Embroidery -
Textile Embellishment Basics****Time Frame**

3 Weeks

**INNOVATIVE**
ARTS ACADEMY**Essential Question(s)**

- How is embroidery used to tell personal or cultural stories?
- What does it take to master a craft technique?
- In what ways is embroidery both art and function?
- How has embroidery evolved across cultures and time periods?

Focus of the Unit

- Textile embellishment through embroidery adds artistic and cultural value to garments.
- Hand sewing techniques are foundational skills for creative and practical garment construction.
- Embroidery reflects cultural identity, storytelling, and historical tradition in fashion and craft.

Standards

PA Arts & Humanities: 9.1.6.B, 9.1.6.C, National Core Arts Standards: VA:Cr2.1.6a, VA:Cr3.1.6a, Family & Consumer Sciences: 16.4.3, 16.5.4

Learning Targets

I can thread a needle, tie a knot, and begin a stitch.

Learning Targets

I can complete three basic embroidery stitches (running, back, satin).

Learning Targets

I can design and stitch a simple image or initial.

Learning Targets

I can reflect on how embroidery is used in fashion and tradition.

**Resources**

Needles, embroidery floss, hoops, felt, and stitch guides