

Course Title

Fashion Major – Advanced Level I: Sustainable Design & Ethics



INNOVATIVE ARTS ACADEMY

Course Overview

Course overview: In this course students will begin to develop fashion illustration and fabric rendering skills using a variety of mediums and techniques. Students will explore design ideas, inspirations and concepts through the creation of mood boards and trend research. Students will dive deeper into Fashion history from the 1900s-Present time. Students will create a “stitch Library,” Which will house samples of their hand stitches and machine stitches/ seams. This will serve as proof of their growing skillset and function as a mini portfolio of their sewing competencies. Students will learn how to interpret and use basic sewing patterns as well as how to construct simple garments and bags.

Unit Title

Unit 1: Introduction to Fashion Design & the Design Process

Time Frame

3 Weeks

Unit Title

Unit 2: Fashion History — 1900s to Present

Time Frame

4 Weeks

Unit Title

Unit 3: Mood Boards & Inspiration

Time Frame

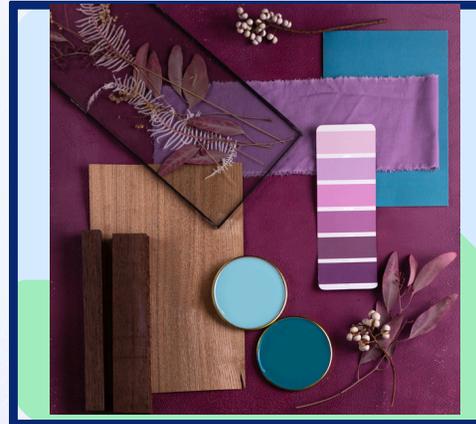
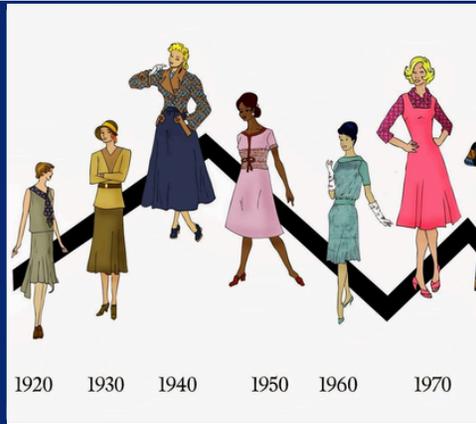
3 Weeks

Unit Title

Unit 4: Fashion Illustration Basics

Time Frame

5 Weeks



Focus of the Unit

Students explore what fashion design entails, the roles within the industry, and engage in the design process from concept to completion.

Focus of the Unit

Students investigate major fashion trends from the 1900s to today, examining the cultural, political, and social influences on fashion.

Focus of the Unit

Students explore sources of inspiration and create mood boards that reflect visual storytelling, texture, and emotional tone.

Focus of the Unit

Students learn to draw fashion figures using proportions, stylization, and rendering techniques.

Course Title

Fashion Major – Beginner Level I: Sustainable Design & Ethics



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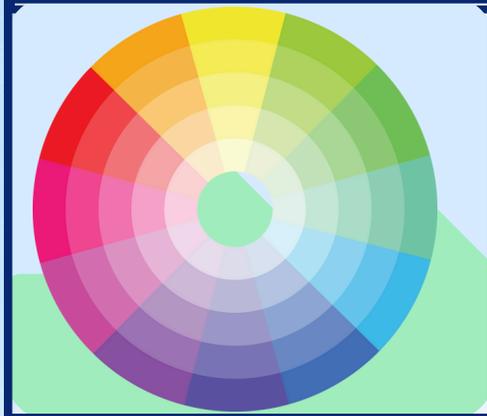
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Unit Title

Unit 5: Color Theory & Fabric Rendering

Time Frame



Unit Title

Unit 6: Stitching & Sewing Basics

Time Frame

5 Weeks

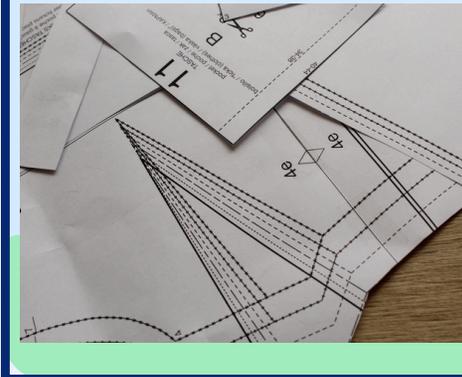


Unit Title

Unit 7: Pattern Reading & Garment Planning

Time Frame

3 Weeks



Unit Title

Unit 8: Final Project – Constructing a Garment or Bag

Time Frame

6 Weeks



Focus of the Unit

Students apply color theory and fabric rendering techniques to create realistic illustrations that show texture, weight, and shine.

Focus of the Unit

Students build foundational hand and machine sewing skills and assemble their Stitch Library.

Focus of the Unit

Students learn to read commercial patterns and plan a simple sewn product such as a tote bag or garment.

Focus of the Unit

Students apply pattern-reading and sewing skills to complete a sewn piece, document their process, and present their work.

Unit Title	Unit: 1 Introduction to Fashion Design & the Design Process
Time Frame	3 Weeks



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	Essential Question(s)
	What is fashion design? Why is the design process important in creative industries?

	Focus of the Unit
	Students explore what fashion design entails, learn roles in the industry, and engage in the design process from concept to completion.

Standards	PA Arts: 9.1.12.C, 9.2.12.A National Core: VA:Cr1.1.1a, VA:Cr2.1.1a FCS: 16.2.1, 16.2.2
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Learning Targets
<ul style="list-style-type: none"> • I can develop fashion concepts based on personal identity and social themes.

Learning Targets
<ul style="list-style-type: none"> • I can revise design ideas through critique and self-reflection.

Learning Targets
<ul style="list-style-type: none"> • I can use design thinking to articulate innovative fashion ideas.

Learning Targets



Resources	Fashion textbooks, Videos of designers, Design Process worksheets
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Unit Title	Unit 2: Fashion History – 1900s to Present
Time Frame	4 Weeks



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	Essential Question(s)
	How does fashion reflect societal change? What events have shaped the way people dress?

	Focus of the Unit
	Students investigate major fashion trends from the 1900s to today, examining cultural, political, and social influences on fashion.

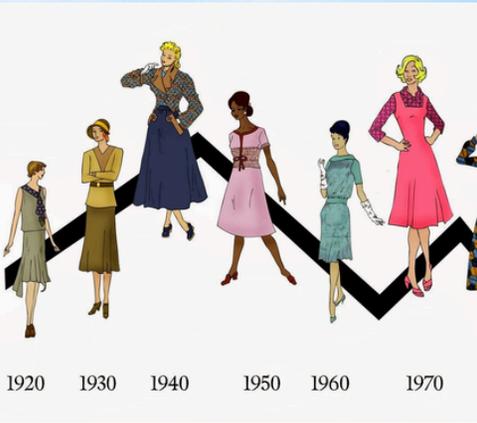
Standards	PA Arts: 9.2.12.C, 9.2.12.D, National Core: VA:Re7.1.1a, VA:Cn11.1.1a, FCS: 16.2.3
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Learning Targets
<ul style="list-style-type: none"> • I can analyze the influence of global events on fashion history.

Learning Targets
<ul style="list-style-type: none"> • I can research and present on fashion subcultures and their meaning.

Learning Targets
<ul style="list-style-type: none"> • I can reflect on how culture and identity are expressed through clothing.

Learning Targets



Resources	Decade-specific videos, Museum archives, Fashion history books
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Unit Title	Unit 3: Mood Boards & Inspiration
Time Frame	3 Weeks



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	Essential Question(s)
	<ul style="list-style-type: none"> • Where can designers find inspiration? • How does a mood board help a designer communicate ideas?

	Focus of the Unit
	Students explore sources of inspiration and create mood boards that reflect visual storytelling, texture, and emotional tone.

Standards	<ul style="list-style-type: none"> • PA Arts: 9.1.12.A, 9.1.12.B, National Core: VA:Cr1.2.1a, FCS: 16.2.1, 16.4.2
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Learning Targets
<ul style="list-style-type: none"> • I can use trend forecasting to support my mood board theme.

Learning Targets
<ul style="list-style-type: none"> • I can present my design vision through organized visual storytelling.

Learning Targets
<ul style="list-style-type: none"> • I can connect my creative ideas to a defined target audience.

Learning Targets



Resources	Pinterest, Magazines, Fabric swatches, Google Slides
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Unit Title	Unit 4: Fashion Illustration Basics
Time Frame	5 Weeks



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	Essential Question(s)
	<p>Why do fashion figures look different than real people? How can I communicate a design idea through drawing?</p>

	Focus of the Unit
	<p>Students learn to draw fashion figures using proportions, stylization, and rendering techniques.</p>

Standards	PA Arts: 9.1.12.F, 9.1.12.G, National Core: VA:Cr2.1.1a, FCS: 16.4.1
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Learning Targets
<ul style="list-style-type: none"> • I can use mixed media to illustrate fabric texture and motion.

Learning Targets
<ul style="list-style-type: none"> • I can render complex looks using layered materials and techniques.

Learning Targets
<ul style="list-style-type: none"> • I can revise and present an advanced illustrated fashion lineup.

Learning Targets



Resources	Croquis templates. Fashion illustration books, Figure drawing guides
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Unit Title	Unit 5: Color Theory & Fabric Rendering
Time Frame	4 Weeks



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	Essential Question(s)
	<ul style="list-style-type: none"> • How does color influence design? • How can I show texture and shine in my fashion drawings?

	Focus of the Unit
	Students apply color theory and fabric rendering techniques to create realistic illustrations that show texture, weight, and shine.

Standards	PA Arts: 9.1.12.B, 9.1.12.E, National Core: VA:Cr1.2.1a, VA:Cr2.1.1a, FCS: 16.4.2
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Learning Targets
<ul style="list-style-type: none"> • I can render a range of sustainable and synthetic textiles.

Learning Targets
<ul style="list-style-type: none"> • I can analyze textile production for environmental impact.

Learning Targets
<ul style="list-style-type: none"> • I can research ethical design practices in material sourcing.

Learning Targets



Resources	Fabric swatch books, Pantone guides, Rendering tutorials
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Unit Title	Unit 6: Stitching & Sewing Basics
Time Frame	5 Weeks



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	Essential Question(s)
	<p>Why do stitch types matter in fashion construction? How can I build sewing accuracy and control?</p>

	Focus of the Unit
	<p>Students build foundational hand and machine sewing skills and assemble their Stitch Library.</p>

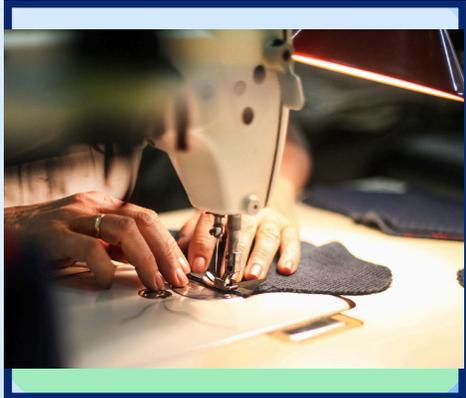
Standards	PA Arts: 9.1.12.C, 9.3.12.A, National Core: VA:Cr3.1.1a, FCS: 16.4.3, 16.4.4
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Learning Targets
<ul style="list-style-type: none"> • I can create decorative and functional stitch samples.

Learning Targets
<ul style="list-style-type: none"> • I can use advanced hand and machine stitches in design samples.

Learning Targets
<ul style="list-style-type: none"> • I can reflect craftsmanship through precision and technique.

Learning Targets



Resources	Sewing machine manuals, Safety videos, Stitch charts
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Unit Title	Unit 7: Pattern Reading & Garment Planning
Time Frame	3 Weeks



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	Essential Question(s)
	<ul style="list-style-type: none"> • How do I read a sewing pattern? • What makes a pattern successful or unsuccessful?

	Focus of the Unit
	Students learn to read commercial patterns and plan a simple sewn product such as a tote bag or garment.

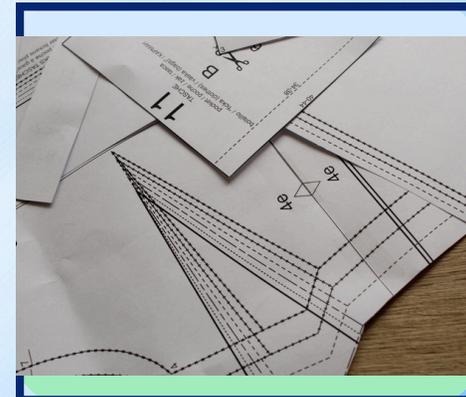
Standards	<ul style="list-style-type: none"> • PA Arts: 9.1.12.H • National Core: VA:Cr2.3.1a, FCS: 16.4.5
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Learning Targets
<ul style="list-style-type: none"> • I can draft simple patterns using body measurements.

Learning Targets
<ul style="list-style-type: none"> • I can drape muslin to develop an original design.

Learning Targets
<ul style="list-style-type: none"> • I can analyze fit and silhouette based on draped designs.

Learning Targets



Resources	<ul style="list-style-type: none"> • Simplicity or McCall's patterns, Demo videos, Fabric charts
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Unit Title	Unit 8: Final Project – Constructing a Garment or Bag
Time Frame	6 Weeks



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	Essential Question(s)
	<ul style="list-style-type: none"> • What challenges did I face in creating my final piece? • How do I evaluate my growth as a designer and maker?

	Focus of the Unit
	<ul style="list-style-type: none"> • Students apply pattern-reading and sewing skills to complete a sewn piece, document their process, and present their work.

Standards	<ul style="list-style-type: none"> • PA Arts: 9.1.12.I, 9.4.12.C, National Core: VA:Pr6.1.Ia, VA:Re9.1.Ia, FCS: 16.4.6
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Learning Targets
<ul style="list-style-type: none"> • I can create a cohesive mini collection with visual consistency.

Learning Targets
<ul style="list-style-type: none"> • I can document and present my process and inspirations.

Learning Targets
<ul style="list-style-type: none"> ◦ I can prepare a digital and physical portfolio of my fashion work.

Learning Targets



Resources	<ul style="list-style-type: none"> • Rubrics, Project logs, Demo samples
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