

Course Title:	Fashion Design
Grade(s):	9-12

Course Description
This project-based course introduces students to the dynamic world of fashion by exploring both the art and science of apparel design. Students study the history of fashion, influential designers who have shaped the industry, and the textiles and fabrics used in fashion today. Course content includes fibers and fabrics, basic sewing techniques, fashion trends, and the use of color and style to complement different body and skin types. Students also investigate a variety of careers within the Fashion Industry while developing creative and technical skills through hands-on projects. Using paper, fabric, and technology, students bring their design ideas to life and gain an understanding of the creative process behind fashion design.
Approved Curricular Materials/Textbook(s)

Unit Title	Unit Description (Include Unit Objectives)	Unit Pacing
Unit 1: Clothes and You	In this unit, students explore how art and cultural influences shape the textile, apparel, and fashion industries. Priority Standard: 16.7.6 Demonstrate knowledge of the arts, of various resources, and cultural impact upon the textile, apparel, and fashion industries.	2 weeks
Unit 2: History of Fashion	In this unit, students examine the cyclical nature of fashion and how styles evolve. Students learn to define and distinguish between fads, trends, and classics while analyzing how consumer preferences, culture, media, and history influence fashion cycles.	3 weeks
Unit 3: Elements and Principles of Design	In this unit, students apply the elements and principles of design to the creation, construction, and alteration of textile, apparel, and fashion products.	4 weeks

	Priority Standard: 16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.	
Unit 4: Designers and the Art of Apparel	In this unit, students explore a variety of career paths within the textile, apparel, and fashion industries while examining the skills, education, and responsibilities associated with each profession. Students also investigate current technologies and emerging trends that influence the design and production of fashion and textile products Priority Standards: 16.1 Analyze career paths within the textile, apparel, and design industries. 16.4.4 Analyze current technology and trends that facilitate the design and production of textile, apparel, and fashion products.	2 week
Unit 5: Dressing for Your Body and Coloring	In this unit, students explore color theory and its application in textile, apparel, and fashion design. Students learn to identify and apply basic and complex color schemes to create specific visual effects, communicate mood, and enhance design appeal. Priority Standard: 16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects.	3 weeks
Unit 6: Textiles and Fabrics	In this unit, students examine fibers, textiles, and fabric production processes used in the fashion and textile industries. Students evaluate a variety of fiber and textile materials while exploring how fabric characteristics such as texture, pattern, weave, knit, and finish influence visual appearance and product performance. The unit also introduces the processes used to create fibers, yarns, woven and knit fabrics, and non-woven textile products. Through analysis and hands-on exploration, students develop an understanding of how material selection impacts the design, function, and quality of apparel and textile products. Priority Standards: 16.2 Evaluate fiber and textile products and materials.	1 week

	16.3.1 Explain how fiber, fabric, texture, pattern, and finish can affect visual appearance. 16.4.2 Explain production processes for creating fibers, yarn, woven, and knit fabrics, and non-woven textile products.	
Unit 7: Design and Construction Techniques - Repair, Redesign, and Recycle	In this unit, students develop professional skills in the use of equipment, tools, and supplies commonly used in fashion, apparel, and textile construction, alteration, and repair. Students learn proper safety procedures, tool identification, and techniques. Priority Standard: 16.4.1 Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.	4 weeks
Unit 8: Final Design Project	In this unit, students explore the principles and practices of textile, apparel, and fashion merchandising. Students evaluate how visual presentation, branding, marketing, consumer behavior, and retail strategies influence the fashion industry. Priority Standard: 16.5 Evaluate elements of textile, apparel, and fashion merchandising.	1 week