

Course Title

Fashion Design Rotation 6



INNOVATIVE
ARTS ACADEMY

Course Objectives

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

100 Years of Fashion- Overview of trends through time

Time Frame

2 weeks



Unit Title

Concept to Creation- The Fashion Design Process

Time Frame

2 weeks



Unit Title

3D Textural Garment Illustration

Time Frame

1 week



Unit Title

Intro to Embroidery and Hand Sewing

Time Frame

4 weeks



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

- 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

- 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.

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.

Board Approved 8/2026

Unit Title

100 Years of Fashion- Overview of trends through time

Time Frame

2 weeks

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

How has fashion changed throughout the years? How can we pull from the past to design for the future?

**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: 9.2.12.C, 9.2.12.D, National Core: VA:Re7.1.1a, VA:Cn11.1.1a, FCS: 16.2.3

Learning Targets

I can identify key fashion trends from different decades.

Learning Targets

I can create a visual timeline of fashion history.

Learning Targets

I can explain how culture and events influence fashion

Learning Targets

I can understand brand identity and their muses

Resources

Decade-specific videos, Museum archives, Fashion history books

Unit Title

Concept to Creation: The Fashion Design Process

Time Frame**2 weeks****INNOVATIVE**
ARTS ACADEMY**Essential Question(s)**

How can we build inspiration from things around us? How can we visually capture our ideas and designs on a board?

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.

Standards

PA Arts: 9.1.12.A, 9.1.12.B, National Core: VA:Cr1.2.1a, FCS: 16.2.1, 16.4.2

Learning Targets

I can collect and organize images to reflect a theme.

Learning Targets

I can create a cohesive mood board based on a concept.

Learning Targets

I can explain how mood boards inform design decisions.

Learning Targets

I can find inspiration in everyday life and creatively

Resources

Pinterest, Magazines, Fabric swatches, Google Slides, Canva

Unit Title

3D Textural Garment Design

Time Frame

1 Week

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

How can we use unconventional materials to create fashion in 3D form?

**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: 9.1.12.A, 9.1.12.B, National Core: VA:Cr1.2.1a, FCS: 16.2.1, 16.4.2

Learning Targets

I can collect and organize items to create a texture.

Learning Targets

I can be creative and utilize multiple materials.

Learning Targets

I can explain my material choice and decision making.

Learning Targets

I can translate 2D fashion into 3D art.

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

Unit Title

Intro to Embroidery and Hand Sewing

Time Frame

4 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 design and stitch a simple image or initial.

Learning Targets

I can do 3 basic stitches (running, back, and blanket).

Learning Targets

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

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