

Course Title

Fashion Design Rotation 7



INNOVATIVE
ARTS ACADEMY

Course Objectives

This 9-week 7th grade rotation course introduces students to the world of fashion through four engaging units: Careers in Fashion, Fashion Terms and Concepts, Psychology of Color, and Hand Sewing. Through research, discussion, design projects, and hands-on sewing, students explore fashion's impact on culture, creativity, and personal expression while developing practical and artistic skills.

Unit Title

Careers in Fashion and Fashion Vocabulary

Time Frame

2 weeks

Unit Title

History of Fashion and Hand Sewing

Time Frame

1 week

Unit Title

Color Theory and Mood Boards

Time Frame

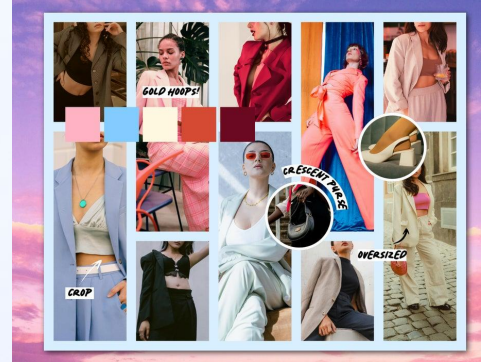
2 weeks

Unit Title

Intro to Embroidery and Hand Sewing

Time Frame

4 weeks



Focus of the Unit

Students discover and research skills, salary, and day to day life for the wide range of careers within the fashion industry, including design, marketing, merchandising, and entrepreneurship. Students examine how fashion careers integrate skills from visual arts, technology, performance, and communication. In addition, students learn important terminology used in the fashion world. Students will compare and contrast key ideas such as trend vs fad vs vintage

Focus of the Unit

Students explore the cultural impact of hand and machine sewing across civilizations. Students will research the origins of sewing tools and techniques, when they became popular, and core staples in technology advancement. Students will discover and research fashion's powerhouses and businesses. Perform a deep dive into their stories and journeys, how they acquired fame and what skills and connections they gained.

Focus of the Unit

Students explore how different colors influence emotions, perceptions, and behavior in everyday life and fashion. Students analyze how businesses and designers use color to impact consumer decisions and brand identity. Students learn to identify and create harmonious color combinations for effective design and visual appeal. Students apply their knowledge by designing fashion mood boards that reflect targeted emotions or client appeal using specific color schemes.

Focus of the Unit

- Textile embellishment through embroidery adds artistic and cultural value to garments.
- Develop safety and fundamental practice of fine motor skills through hand sewing and learn new use for sewing tools
- Embroidery reflects cultural identity, storytelling, and historical tradition in fashion and craft.

Students learn and practice fundamental hand stitches (running stitch, backstitch, and overcast stitch) for real-life application.

Board Approved 8/2026

Unit Title

Careers in Fashion and Fashion Vocabulary

Time Frame

2 weeks

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

What is Fashion? What careers are available within Fashion? What skills are needed in order to attain a career in fashion? (tech, graphic, design, sewing, marketing/merchandising, buying & Sales, Business/Entrepreneurship) How does "fashion" affect/relate to my daily life?

**Focus of the Unit**

Students discover and research skills, salary, and day to day life for the wide range of careers within the fashion industry, including design, marketing, merchandising, and entrepreneurship. Students examine how fashion careers integrate skills from visual arts, technology, performance, and communication. In addition, students learn important terminology used in the fashion world. Students will compare and contrast key ideas such as trend vs fad vs vintage

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 research specific fashion careers, including their skills, educational requirements, and salary.

Learning Targets

I can identify which fashion career path is most aligned with my interests by taking a career path quiz.

Learning Targets

I can compare fashion terminology and differentiate between terms.

Learning Targets

I can classify, collect, display, and label visual examples representing each fashion term.

Resources

Materials, texts, videos, internet sites, software, human to support instruction.

Unit Title

History of Fashion and Hand Sewing

Time Frame

1 Week

**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**

Students explore the cultural impact of hand and machine sewing across civilizations.
Students will research the origins of sewing tools and techniques, when they became popular, and core staples in technology advancement.
Students will discover and research fashion's powerhouses and businesses. Perform a deep dive into their stories and journeys, how they acquired fame and what skills and connections they gained.

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

Color Theory and Mood Boards

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

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