Fashion and Design 3

Grade(s):	☐ K ☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5	☐ 6 ☐ 7 ☐ 8	☐ 9 ☐ 10 ☑ 11 ☑ 12 ☐ Other _____
Discipline/Course:	**Discipline:** Family and Consumer Science **Course:** Fashion Business, Design, and Interior Design		
Course Title:	Fashion and Design 3		
Prerequisite(s):	Fashion and Design 2		
Course Description: *Program of Studies*	This course is designed to expand and refine students' existing apparel design and construction skills through the creation of a cohesive three-piece collection. Students will apply advanced sewing techniques and prior construction knowledge while incorporating pattern-drafting methods to develop original designs. Emphasis is placed on the complete design process, including concept development, pattern creation, fitting, and garment construction.		
Course Essential Questions:	• What construction techniques are necessary to get a well-fitted garment? • What advanced sewing and garment construction techniques are necessary to produce a well-fitted garment? • How are appropriate fabrics and notions selected to support design? • What is the difference between a sloper and a pattern? • How are patterns made through the pattern drafting method of design? • Why are the proper uses of grain line and darts important to an accurate sloper? • How is a pattern created in fashion design using specific body measurements? • How are industry standard measurements and markings used to create an accurate sloper? • What are the skills needed to execute your own designs? • How do you draft, modify, and fit original slopers for custom garment design?		

	● What makes a collection and how is a collection presented?	
Course Enduring Understandings:	● Effective garment construction requires precision, attention to detail, and an understanding of fabric, pattern, and body proportions to create garments that provide proper fit, comfort, movement, structure, and finished appearance. ● Advanced sewing and construction techniques improve the fit, function, durability, and professional quality of a garment. ● Fabric and notion selection should align with the garment's design, purpose, construction, and desired outcome. ● Slopers provide a foundational fit, while patterns incorporate design elements to create specific garments. ● Pattern drafting transforms measurements and design concepts into accurate garment patterns. ● Grain lines and darts establish proper garment balance, shape, and fit within a sloper. ● Accurate body measurements provide the foundation for developing patterns that achieve a customized fit. ● Industry-standard measurements and markings promote accuracy, consistency, and proper garment construction. ● Executing original designs requires creative, technical, and problem-solving skills to transform concepts into finished garments. ● Drafting, modifying, and fitting slopers enables designers to develop original garments tailored to individual measurements and design concepts. ● A fashion collection is a cohesive group of designs connected by a common concept, aesthetic, or theme and presented to communicate the designer's vision.	
Duration: **Credit:**	☐ Semester ☑ Full-Year	☐ 0.5 Credit(s) ☑ 1.0 Credit(s) ☐ 1.5 Credit(s) ☐ N/A
Course Materials/Resources:	● Industrial and computerized sewing machines, sergers, irons ● Sewing, cutting, draping, pattern making equipment and supplies	

FPS Course Academic Expectation(s):	☑ Exploring and Understanding (EU) ☐ Synthesizing and Evaluating (SE) ☑ Creating and Constructing (CC) ☑ Conveying Ideas (CI) ☐ Collaborating Strategically (CS) ☐ Using Communication Tools (UCT)
Year at a Glance (Units):	**Unit 1**: Advanced Sewing Skills (~10 weeks) **Unit 2**: Pattern Drafting (~10 weeks) **Unit 3**: Designing a Three-piece Collection (~20 weeks)

Unit Number and Title:	**Unit 1:** Advanced Sewing Skills
Duration:	~10 weeks
Resource(s):	● Industrial and computerized sewing machines, sergers, irons. ● Machine and hand sewing, cutting, and supplies.
Unit Overview:	This unit implements previously taught skills and new skills to produce a garment that will properly fit the student's body.
Learning Goals	
Standard(s):	**Area of Study 16.0 Textiles, Fashion, and Apparel** 16.2 Evaluate fiber and textile products and materials. 16.2.1 Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers. 16.2.2 Evaluate performance characteristics of textile fiber and fabrics. 16.2.4 Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products. 16.2.5 Apply appropriate procedures for care of textile products. 16.3 Demonstrate fashion, apparel, and textile design skills. 16.3.1 Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance. 16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects. 16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products. 16.3.7 Demonstrate ability to use technology for fashion, apparel, and textile design. 16.4 Demonstrate skills needed to produce, alter, or repair. 16.4.1 Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.
Essential Question(s):	What construction techniques are necessary to get a well fitted garment?

Enduring Understanding(s):	Effective garment construction requires precision, attention to detail, and an understanding of fabric, pattern, and body proportions to create garments that provide proper fit, comfort, movement, structure, and finished appearance.
Learning Goal(s): *Students will know and will be able to use their learning to:* (Content/ Skills)	**Content:** (Students will know…) ● the necessary steps to implement for a well-fitted garment. **Skills:** (Students will be able to…) ● determine and use construction techniques necessary to evaluate and implement a well-fitted garment. ● evaluate proper construction for a well-fitted garment. ● evaluate textile use in designs.

Unit Number and Title:	**Unit 2:** Pattern Drafting
Duration:	~10 weeks
Resource(s):	● Industrial and computerized sewing machines, sergers, irons ● Sewing, cutting, draping, pattern making equipment and supplies
Unit Overview:	Students will begin to create their own slopers using their measurements to produce patterns which will be implemented into original designs. Students will look at style forecasting, focusing more narrowly on aesthetic direction (silhouettes, colors, details).
Learning Goals	
Standard(s):	**Area of Study 16.0 Textiles, Fashion, and Apparel** 16.1 Analyze career paths within textile apparel and design industries. 16.1.2 Analyze opportunities for employment and entrepreneurial endeavors. 16.2 Evaluate fiber and textile products and materials. 16.2.1 Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers. 16.2.2 Evaluate performance characteristics of textile fiber and fabrics. 16.2.4 Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products. 16.2.5 Apply appropriate procedures for care of textile products. 16.3 Demonstrate fashion, apparel, and textile design skills. 16.3.1 Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance. 16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects. 16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products. 16.3.4 Demonstrate design concepts with fabric or technology/computer, using draping and/or flat pattern making technique. 16.3.5 Generate design that takes into consideration ecological, environmental, sociological, psychological, technical, and economic trends and issues.

	16.3.7 Demonstrate ability to use technology for fashion, apparel, and textile design. 16.4 Demonstrate skills needed to produce, alter, or repair 16.4.1 Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair fashion, apparel, and textile products. 16.4.3 Use appropriate industry products and materials for cleaning, pressing, and finishing textile, apparel, and fashion products. 16.4.4 Analyze current technology and trends that facilitate design and production of textile, apparel, and fashion products. 16.4.5 Demonstrate basic skills for producing and altering textile products and apparel.
Essential Question(s):	● What advanced sewing and garment construction techniques are necessary to produce a well-fitted garment? ● How are appropriate fabrics and notions selected to support design? ● What is the difference between a sloper and a pattern? ● How are patterns made through the pattern drafting method of design? ● Why are the proper uses of grain line and darts important to an accurate sloper? ● How is a pattern created in fashion design using specific body measurements? ● How are industry standard measurements and markings used to create an accurate sloper?
Enduring Understanding(s):	● Advanced sewing and construction techniques improve the fit, function, durability, and professional quality of a garment. ● Fabric and notion selection should align with the garment's design, purpose, construction, and desired outcome. ● Slopers provide a foundational fit, while patterns incorporate design elements to create specific garments. ● Pattern drafting transforms measurements and design concepts into accurate garment patterns. ● Grain lines and darts establish proper garment balance, shape, and fit within a sloper. ● Accurate body measurements provide the foundation for developing patterns that achieve a customized fit. ● Industry-standard measurements and markings promote accuracy, consistency, and proper garment construction.

Learning Goal(s): *Students will know and will be able to use their learning to:* (Content/ Skills)	**Content:** (Students will know…) ● the construction of patterns made through the pattern drafting method of design. ● the use of industry standard measurement and markings to create an accurate sloper. **Skills:** (Students will be able to…) ● use measurements to produce a pattern sloper. ● properly use pattern drafting design equipment.

Unit Number and Title:	**Unit 3:** Designing a Three-piece Collection
Duration:	~20 weeks
Resource(s):	● Industrial and computerized sewing machines, sergers, irons ● Sewing, cutting, draping, pattern making equipment, and supplies
Unit Overview:	Students will implement their pattern drafting skills to design, construct, and present a three-piece cohesive collection using the flat pattern method of design. Students will look at style forecasting, focusing more narrowly on aesthetic direction (silhouettes, colors, details).
Learning Goals	
Standard(s):	**Area of Study 16.0 Textiles, Fashion, and Apparel** 16.3 Demonstrate fashion, apparel, and textile design skills. 16.3.1 Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance. 16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects. 16.4 Demonstrate skills needed to produce, alter, or repair 16.4.1 Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair fashion, apparel, and textile products. 16.4.3 Use appropriate industry products and materials for cleaning, pressing, and finishing textile, apparel, and fashion products. 16.4.4 Analyze current technology and trends that facilitate design and production of textile, apparel, and fashion products. 16.4.5 Demonstrate basic skills for producing and altering textile products and apparel.
Essential Question(s):	● What are the skills needed to execute your own designs? ● How do you draft, modify, and fit original slopers for custom garment design? ● What makes a collection and how is a collection presented?
Enduring Understanding(s):	● Executing original designs requires creative, technical, and problem-solving skills to transform concepts into finished garments.

	● Drafting, modifying, and fitting slopers enables designers to develop original garments tailored to individual measurements and design concepts. ● A fashion collection is a cohesive group of designs connected by a common concept, aesthetic, or theme and presented to communicate the designer's vision.
Learning Goal(s): *Students will know and will be able to use their learning to:* (Content/ Skills)	**Content:** (Students will know…) ● what makes a collection. ● how to create and execute design skills to construct collections. **Skills:** (Students will be able to…) ● determine how to put together a collection. ● present a fashion collection.