Fashion and Design 4

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 4		
Prerequisite(s):	Fashion and Design 3		
Course Description: *Program of Studies*	This course focuses on the art and process of fashion design, guiding students as they bring their creative visions to life. Through hands-on experience, students will develop a strong foundation in apparel creation using draping techniques. Each student will design and construct two three-piece fashion collections to be showcased in the school's annual fashion show. Active participation in the annual fashion show presentation is a key component of this course, allowing students to demonstrate their craftsmanship, creativity, and personal style.		
Course Essential Questions:	• What construction techniques are necessary to create a well fitted lined jacket/coat? • How do advanced sewing skills enhance the professional/tailored look of a garment? • How are patterns made through the draping method of design? • How are the proper uses of grain line and darts important to an accurate drape? • What are the skills needed to execute your own designs? • What makes a collection and how is a collection presented? • How does the design process, from concept to creation, transform an idea into a wearable garment? • How does fabric choice, texture, and color influence the overall impact and functionality of a design? • How can designers use draping techniques to express creativity while ensuring proper fit and construction? • What cultural, social, and environmental factors shape trends and inspire innovation in the fashion industry?		

	● How does presenting a cohesive fashion collection in a show setting communicate a designer's unique vision and identity?	
Course Enduring Understandings:	● Precise tailoring and construction techniques establish the fit, structure, comfort, and professional finish of a lined jacket or coat. ● Advanced sewing skills and refined finishing techniques elevate a garment by creating precision, durability, consistency, and a tailored appearance. ● Draping develops patterns by shaping fabric directly on a dress form, allowing designers to explore proportion, silhouette, fit, and three-dimensional form. ● Accurate grain placement and dart manipulation establish balance, shaping, proportion, and fit when developing a draped pattern. ● Creative, technical, and problem-solving skills enable designers to transform original concepts into well-constructed and wearable garments. ● A fashion collection is a cohesive group of designs connected through a shared concept, aesthetic, color story, materials, or design elements and presented to communicate a unified vision. ● The design process transforms inspiration into a wearable product through research, ideation, experimentation, refinement, technical development, and construction. ● Fabric properties, texture, and color influence both the visual impact and performance of a garment, affecting its mood, movement, comfort, structure, and function. ● Draping encourages creative experimentation in three-dimensional design while requiring an understanding of proportion, fabric behavior, fit, and construction. ● Cultural, social, technological, economic, and environmental influences shape fashion trends, encouraging designers to respond to changing perspectives, needs, and opportunities for innovation. ● A cohesive fashion show communicates a designer's unique identity and vision by combining garments, styling, presentation, and storytelling into a unified experience.	
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**: Draping (~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 ● Sewing, cutting, draping, pattern making equipment, and supplies
Unit Overview:	Fitting of advanced garments is the emphasis of this unit.
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 lined jacket/coat ? ● How do advanced sewing skills enhance the professional/tailored look of a garment?

Enduring Understanding(s):	● Precise tailoring and construction techniques establish the fit, structure, comfort, and professional finish of a lined jacket or coat. ● Advanced sewing skills and refined finishing techniques elevate a garment by creating precision, durability, consistency, and a tailored appearance.
Learning Goal(s): *Students will know and will be able to use their learning to:* (Content/ Skills)	**Content:** (Students will know…) ● construction techniques necessary to get a well-fitted lined jacket/coat. **Skills:** (Students will be able to…) ● determine necessary steps to implement for a well-fitted lined jacket/coat. ● evaluate proper construction for a well-fitted garment. ● evaluate textile use in designs.

Unit Number and Title:	**Unit 2:** Draping
Duration:	~10 weeks
Resource(s):	● Industrial and computerized sewing machines, sergers, irons ● Sewing, cutting, draping mannequins, pattern making equipment, and supplies
Unit Overview:	Students will turn their fashion visions into reality. This unit further develops students' background knowledge in fashion designing and creating apparel by incorporating the draping method of design.
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. 16.3.3 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):	● How are patterns made through the draping method of design? ● How are the proper uses of grain line and darts important to an accurate drape? ● What are the skills needed to execute your own designs?
Enduring Understanding(s):	● Draping develops patterns by shaping fabric directly on a dress form, allowing designers to explore proportion, silhouette, fit, and three-dimensional form. ● Accurate grain placement and dart manipulation establish balance, shaping, proportion, and fit when developing a draped pattern. ● Creative, technical, and problem-solving skills enable designers to transform original concepts into well-constructed and wearable garments.

Learning Goal(s): *Students will know and will be able to use their learning to:* (Content/ Skills)	**Content:** (Students will know…) ● the use of mannequins to produce a pattern sloper or garment. ● properly use draping design equipment. ● identify and use key design parts of the mannequin. **Skills:** (Students will be able to…) ● drape a basic bodice sloper. ● drape a basic skirt sloper.

Unit Number and Title:	**Unit 3:** Designing a 3-piece Collection
Duration:	~20 weeks
Resource(s):	● Industrial and computerized sewing machines, sergers, irons ● Sewing, cutting, draping mannequins, pattern making equipment and supplies
Unit Overview:	Students will produce two three-piece collections using the draping method of design. They will be required to implement and participate in an annual project presentation.
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. 16.3.3 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 makes a collection and how is a collection presented? ● How does the design process, from concept to creation, transform an idea into a wearable garment? ● How does fabric choice, texture, and color influence the overall impact and functionality of a design? ● How can designers use draping techniques to express creativity while ensuring proper fit and construction? ● What cultural, social, and environmental factors shape trends and inspire innovation in the fashion industry?

	● How does presenting a cohesive fashion collection in a show setting communicate a designer's unique vision and identity?
Enduring Understanding(s):	● A fashion collection is a cohesive group of designs connected through a shared concept, aesthetic, color story, materials, or design elements and presented to communicate a unified vision. ● The design process transforms inspiration into a wearable product through research, ideation, experimentation, refinement, technical development, and construction. ● Fabric properties, texture, and color influence both the visual impact and performance of a garment, affecting its mood, movement, comfort, structure, and function. ● Draping encourages creative experimentation in three-dimensional design while requiring an understanding of proportion, fabric behavior, fit, and construction. ● Cultural, social, technological, economic, and environmental influences shape fashion trends, encouraging designers to respond to changing perspectives, needs, and opportunities for innovation. ● A cohesive fashion show communicates a designer's unique identity and vision by combining garments, styling, presentation, and storytelling into a unified experience.
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. ● how a collection is presented. ● how fashion sketching tells a collection story. **Skills:** (Students will be able to…) ● determine how to put together a collection. ● design clothing using the draping method for a collection. ● identify the elements of a fashion story board.