

Fairfield Public Schools Family Consumer Sciences Curriculum

Fashion and Design – Fitting 20



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This course is designed for students who are interested in refining sewing construction skills. Students will be introduced to a variety of advanced clothing techniques using woven and knit fabrics. Proper fitting methods of garments using commercial patterns and muslins will be used. Students will plan and participate in the annual fashion show.

In level 20 Fitting the learner will:

- use advanced tools for construction and design.
- build on the implementation of appropriate skills and techniques.
- plan and produce an end of year showcase.

National Standards for Family and Consumer Sciences Education

Developed by the National Association of State Administrators of FCS

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Area of Study 16.0

Textiles, Fashion, and Apparel

Comprehensive Standard

Integrate knowledge, skills, and practices required for careers in textiles and apparels.

Content Standards		Competencies	
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.
16.3	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 fashion, apparel, and textile products.	16.4.1	Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.
		16.4.2	Explain production processes for creating fibers, yarn, woven, and knit fabrics, and non-woven 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.

Family and Consumer Sciences Connecticut Technical Education Standards

B. Fibers and Textiles: Evaluate fibers and textiles.

4. Identify, compare, and analyze the most common natural and manufactured textile fibers.
5. Evaluate performance characteristics of commonly used textile fibers and fabrics.
6. Describe and assess effects of textile characteristics on design, construction, care, use, and maintenance of products.

C. Apparel and Textile Design: Demonstrate apparel and textile design skills.

10. Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.

D. Textile and Apparel Products: Demonstrate skills needed to produce, alter, or repair textile and apparel products.

12. Explain the purposes and uses of a variety of common equipment, tools, and supplies for apparel and textile construction, alteration, and repair.
13. Describe and demonstrate basic skills for producing and altering textile products and apparel.
14. Implement the use of commercial pattern layouts, markings, and symbols.
15. Implement the use of commercial pattern envelope information to complete a project.
16. Implement the use of commercial pattern guide sheet instructions to construct a project.
17. Demonstrate the correct and safe operation of a consumer sewing machine.

Fashion and Design – Fitting 20

Assessments

Assessments are based on student's ability to accomplish skill objectives.

Student's progress in Fashion and Design Fitting Level 20 will be measured with both formative and summative performance based assessments.

Common assessments will be used and analyzed for each course.

Teacher Resources

- Internet, tablets, books, teacher texts, current and relevant magazines, online resources.
- Computerized sewing machines, sergers, irons
- Basic sewing and cutting equipment and supplies
- Document camera
- Field trips fabric store in New York for proper project implementation.

Fashion and Design-Fitting – 20

Assessments

Assessments are based on student's ability to accomplish skill objectives.

Student's progress in the Fashion Design Fitting-20 will be measured with both formative and summative performance based assessments.

Common assessments will be used and correlated within each unit.

Teacher Resources

Internet, tablets, books, teacher texts, current and relevant magazines, online resources.

Cooking equipment, small appliances, hand tools, and other relevant supplies and materials.

- Internet, tablets, books, texts, magazines, online resources.
- Computerized sewing machines, sergers, irons
- Basic sewing, cutting equipment and supplies
- Document camera
- Field trips to a local fabric store for proper project implementation.

Units	Essential Questions:	Central Understandings:	Skill Objectives:
		Students will understand:	Students will be able to:
Advanced Sewing Construction Methods	<p>How can the use of advanced construction techniques produce a professional looking garment?</p> <p>How does fabric and design determine the correct choice of seam finish?</p>	<ul style="list-style-type: none"> • how to identify advanced sewing terms. • how to implement advanced sewing techniques. • proper construction methods for: <ul style="list-style-type: none"> ○ bound edge ○ flat felled ○ French seam ○ corded seam ○ slot seam ○ invisible zipper ○ pleats. 	<ul style="list-style-type: none"> • construct advanced seam finishes and techniques. • apply advanced seam finishes and sewing techniques to a finished garment.
Pattern Adjustment For Fit	<p>How does a muslin mock up aid in the fit of a garment?</p> <p>How does proper fabric selection produce desired results in the outcome of a garment?</p>	<ul style="list-style-type: none"> • how to compare individual body measurements to commercial pattern standards. • which methods are needed to adjust body measurements to a commercial pattern. 	<ul style="list-style-type: none"> • adjust a commercial pattern according to personal measurements. • make and adjust a muslin mock-up for proper garment fit. • construct a garment according to changes in a muslin mock-up.
Fabric Selection	<p>How does the fit of knit garments differ from woven garments?</p> <p>How is the construction of knit garments differ from woven garments?</p>	<ul style="list-style-type: none"> • proper sewing techniques for knit fabrics. • the use of the elements and principles of design in designing, constructing, and/or altering textiles products. 	<ul style="list-style-type: none"> • apply the element and principles of design during designing, construction and/or altering textile products. • compare and contrast stitching techniques on wovens and knits. • construct a knit garment.

Fashion Drawing for Communication	How does fashion sketching visually affect the design process?	<ul style="list-style-type: none"> • the use of fashion sketching in design. • the difference between a croqui and a flat. 	<ul style="list-style-type: none"> • produce a fashion sketch of their design.
Fashion and Design Showcase	<p>What are the elements of a successful fashion showcase?</p> <p>How does the history of fashion influence current fashion?</p>	<ul style="list-style-type: none"> • important segments of a fashion showcase. • fashion styles throughout the decades. 	<ul style="list-style-type: none"> • plan, produce, and implement a fashion showcase. • research and give a fashion history presentation.

Fairfield Public Schools Family Consumer Sciences Curriculum

Fashion and Design – Redesign 20



Fashion and Design - Redesign 20

Fashion and Design - Redesign 20

The basics of sewing and design are practiced, evaluated, and implemented in the redesign and construction of new clothing made from ready-made garments. Students will be implementing techniques through the construction of two recycled garments. The upcycling of garments will be made through fabric selection, altering, and creative designing. Students will have the opportunity to use technically advanced design and construction equipment. Students will participate in the annual fashion show.

In Redesign 20 the learner will:

- use proper tools for construction and design
- build on the implementation of appropriate skills
- use some commercial patterning and applying previously acquired skills for construction of an upcycled garment.

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Textiles, Fashion, and Apparel

Comprehensive Standard

Integrate knowledge, skills, and practices required for careers in textiles and apparels.

Content Standards		Competencies	
16.2	Evaluate fiber and textile products and materials.	16.2.4	Analyze effects of textile characteristics on design, construction, care, use, and maintenance of 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 fashion, apparel, and textile products.	16.4.1	Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.
		16.4.3	Use appropriate industry products and materials for cleaning, pressing, and finishing textile, apparel, and fashion products.
		16.4.5	Demonstrate basic skills for producing and altering textile products and apparel.

Family and Consumer Sciences Connecticut Technical Education Standards

A. Family and Consumer Sciences Skills: Develop a core of skills related to areas of family and consumer resource management.

1. Apply consumer skills to providing and maintaining clothing.

B. Fibers and Textiles: Evaluate fibers and textiles.

4. Identify, compare, and analyze the most common natural and manufactured textile fibers.
5. Evaluate performance characteristics of commonly used textile fibers and fabrics.
6. Describe and assess effects of textile characteristics on design, construction, care, use, and maintenance of products

D. Textile and Apparel Products: Demonstrate skills needed to produce, alter, or repair textile and apparel products.

12. Explain the purposes and uses of a variety of common equipment, tools, and supplies for apparel and textile construction, alteration, and repair.
13. Describe and demonstrate basic skills for producing and altering textile products and apparel.
14. Implement the use of commercial pattern layouts, markings, and symbols.
15. Implement the use of commercial pattern envelope information to complete a project.
16. Implement the use of commercial pattern guide sheet instructions to construct a project.
17. Demonstrate the correct and safe operation of a consumer sewing machine.

Fashion and Design-Redesign 20

Assessments

Assessments are based on student's ability to accomplish skill objectives.

Student's progress in Fashion and Design –Redesign 20 will be measured with both formative and summative performance based assessments.

Common assessments will be used and correlated for each course.

Teacher Resources

- Internet, tablets, books, texts, magazines, online resources.
- Computerized sewing machines, sergers, irons
- Basic sewing and cutting equipment and supplies
- Document camera
- Field trips fabric store in New York for proper project implementation.

Units	Essential Questions	Central Understandings	Skill Objectives
		Students will understand:	Students will be able to:
The Advantage of Redesign	How does redesigning a new garment from an existing garment benefit the wearer and the environment?	<ul style="list-style-type: none"> the impact of disposable clothing on the environment. 	<ul style="list-style-type: none"> identify the practical benefits of recycling as it relates to textiles and apparel. implement a variety of creative ways to recycle or redesign clothing and/or fabric.
Planning to Redesign	<p>How does fashion sketching help the designer visualize and attain the end product?</p> <p>What resources can the designer use to implement the design of a wearable garment?</p>	<ul style="list-style-type: none"> how different kinds of fabrics or sewing techniques can redesign a new garment. how fashion sketching can help the creative process of redesigning a garment. how commercial patterns can aid the redesign of an existing garment. 	<ul style="list-style-type: none"> produce fashion sketches of designed garments. explore design avenues to produce the desired outcome for redesigned garments.
Redesign a Garment	How does redesigning a garment change the appearance and aesthetics of a garment?	<ul style="list-style-type: none"> the procedure of redesigning a garment from an existing garment. 	<ul style="list-style-type: none"> incorporate commercial patterns and own designs in a finished product. use previously used skills and techniques to implement a redesigned garment. recycle and redesign existing garments.