Designer Sewing/Fashion Design  
(Textile Designer Entrepreneurship,  
Course Name Change Effective School Year 2015-16)

Levels: Grades 10-12  
Units of Credit: 0.50 - 1.0  
CIP Code: 20.0301  
Core Code: 34-01-00-00-080  
Prerequisite: Clothing I & II  
Recommended: Fashion Strategies  
Skill Test: #354 (Standards 1-4)

COURSE DESCRIPTION
This course is designed to focus on entrepreneurial opportunities and careers in design fields. Experiences may include pattern design, surface design, clothing construction and manufacturing, fitting and alteration, and interior fabrication. The study and application of textile sciences and technology in this course provides students with laboratory-based experiences that will strengthen their comprehension of concepts and standards outlined in Science, Technology, Engineering and Math (STEM) education. Skills Test #358 (Students can repeat the course for credit as they work towards certification)  
Student leadership (FCCLA) may be an integral part of the course.

Fashion Design Pathway (Apparel/Textiles/ Entrepreneurship) This pathway provides students the option to explore entrepreneurship, career opportunities and demonstrate advanced skills in apparel construction, textiles and technology. Standards 1-6

Interior Design Pathway (Interiors Fabrication/ Textiles/ Entrepreneurship) This pathway provides students the option to explore entrepreneurship, career opportunities and demonstrate advanced skills in interiors fabrication, textiles and technology. Standards 1-4, 7

CORE STANDARDS, OBJECTIVES, AND INDICATORS

STANDARD 1  
Analyze careers and explore the design industry.

Objective 1: Research employment and entrepreneurial opportunities and preparation for interior and/or fashion design careers. www.bls.gov and Utah Futures  
b. Fashion Design Careers: Fashion Designer, Purchasing, Buyers, Retail Sales, Theater, Entrepreneur.

Objective 2: Identify knowledge and skills for selected careers (indicated in Obj 1a & 1b) in the interior and fashion design industries. www.bls.gov

STANDARD 2  
Students will identify technology used in Fashion Design/Interior Design Fabrication.

Objective 1: Become acquainted with basic design software.  
a. Identify how CAD (Computer Aided Design) and Vector are used in the fashion and commercial design industry.  
b. Understand what output files, outsourcing and grading terms are in relationship to design software.  
c. Compare commercial and personal use design software programs used in the fashion and commercial design industry.  
a. Examples of Commercial design software programs used in industry are: Gerber Accumark, Gemini Pattern Editor, e-Telestia and Fashion Cad.  
b. Examples of Personal design software programs used are: Pattern Master (Wild Ginger),
Performance Documentation #1: Explore and analyze a current design software App related to the textile design industry in fashion and interior design.

STANDARD 3
Identify and choose appropriate fabrics as it relates to an end product.
(To be integrated throughout the course in various projects.)

Objective 1: Review and identify characteristics of natural fibers (e.g. cotton, wool, silk, linen, bamboo).
Objective 2: Review and identify characteristics of synthetic and/or manmade fibers. (polyester, nylon, rayon, acetate, spandex, acrylic, Olefin, fiberglass)
Objective 3: Review and identify various types of fabric finishes. (Stain resistant, fire resistant, wrinkle resistant, waterproof)
Objective 4: Explore and identify emerging fabric technologies. (Antimicrobial, wicking)
Objective 5: Examine the progression of ethical practices in the textile and apparel industry.
   a. Explore and identify sustainability (public health, welfare, environment)
   b. Environmental responsibility
   c. Human ethical impact of fibers used in the industry. (Labor, Labeling information)

Performance Documentation #2: Analyze the effects of textile characteristics on design, construction, care, use, and maintenance of products created in class.

STANDARD 4
Students will explore entrepreneurial options in the fashion and interior design industry.

Objective 1: Students will explore the steps of establishing a business plan. (1. Introduction, 2. Marketing, Finance & Management, Operations and a Concluding statement)

Objective 2: Analyze how to price a product for sell.
   a. Material Costs: the amount of money you spend on raw materials needed to create a product.
   b. Labor Costs: the number of hours required to make your product and the hourly rate associated with those hours.
   c. Overhead Costs: any further expenses required for the operation of your business.

Objective 3: Students will be able to explain the basics of the 4P’s of marketing.
   1. Product (package)  2. Place (where to sell)  3. Price (material, labor, & overhead costs)  4. Promotion (method of advertisement)

Objective 4: Understand the basics for using credit for business financing. (interest rate, personal guarantee, loan term, ability to repay)

Performance Documentation #3: Create a Textile Design Entrepreneurship portfolio containing a written small business plan. *May consult the FCCLA Entrepreneurship STAR Event as the project model for the entrepreneurship portfolio.

NOTE: For a more in-depth study and experience in entrepreneurship, refer to the standards and objectives for Entrepreneurship Opportunities in Family and Consumer Sciences.

Performance Documentation #4: Create a marketable Fashion Design or Interior Design product.
Fashion Design Pathway Standards

STANDARD 5
Special design projects to include any of the following: flat pattern drafting, pattern alterations, clothing alterations, repurposing, and advanced clothing design and construction.

Objective 1: Complete commercial pattern alterations or flat pattern design.
   a. Basic clothing and/or pattern fitting procedures.

Objective 2: Complete a variety of clothing alterations.

Objective 3: Complete creative ways to recycle or repurpose clothing and/or fabric.

Objective 4: Complete an advanced clothing design project using correct construction techniques.

STANDARD 6
Students will compare and contrast mass and small business clothing production.

Objective 1: Discuss construction and mass production of clothing.
   a. Identify sequential construction techniques
   b. Identify motion economy methods used in assembly line production with attention given to consideration of quality, quantity, ethics and profits.

Interior Design Pathway Standards

STANDARD 7
Students will design products using interior décor fabrication.

Objective 1: Explore and select specialized textiles for interior décor usage.

*Objective 2: Design and fabricate bedding and pillows. (e.g. quilts, comforters, pillow shams, bed skirts, throw pillows, etc.)
   a. Calculate yardage using industry standard measuring techniques.
   b. Incorporate principles and elements of design (http://www.clothingandtextiles.org/be-informed.html)
   c. Utilize special construction techniques through completion of any of the above.

*Objective 3: Design and fabricate various window treatments. (e.g. valances, draperies, curtains, fabric-covered shades, fabric-covered cornices, etc.)
   a. Calculate yardage using industry standard measuring techniques.
   b. Incorporate principles and elements of design (http://www.clothingandtextiles.org/be-informed.html)
   c. Utilize special construction techniques through completion of window project

*Objective 4: Design and fabricate upholstery/slipcovers.
   a. Identify the basic principles and sequence for reupholstering furniture
   b. Identify the equipment needed for the upholstery process
   c. Calculate yardage using industry standard measuring techniques.
   d. Upholster/reupholster a piece of furniture
   e. Identify the basic principles and sequence of constructing slipcovers
   f. Review the functions and purposes of slipcovers
   g. Slipcover a piece of furniture

*The amount of time allotted to these sections will vary according to the depth of study, class projects chosen, and specific circumstances. Therefore, all components of this unit may not be addressed.