Blackhawk School District

CURRICULUM

Course Title:	**Fashion Design**
Grade Level(s):	**10-12**
Length of Course:	**90 days**
Faculty Author(s):	**Megan Bailey, Betty Krestel, Shannon Parish**
Date:	**May 2008; Revised May '09**

COURSE DESCRIPTION:

The following outline provides a general overview of the course content, not a chronological timetable. The weeks denoted for each area provide an idea for the overall time spent working with a given topic throughout the school year.

COURSE OUTLINE	OBJECTIVES (PA standard)	PROPOSED TIME	RESOURCES	LESSON REFLECTION (for future revisions)

I. Clothing and Society
  A. Functions of Clothing
  B. Other clothing influences
  C. Clothing as Symbols
    1. Acceptable casual business attire
    2. Other types of dress codes
	Financial and Resource Management
	11.1.12.F – Compare and contrast the selection of goods and services by applying effective consumer strategies.
	• Justify the decision to use or not use resources based on scarcity.
			Clothing: Fashion, Fabrics, and Construction
			Chapter 1	

II. Fashion History
    A. History of Dress
        1. Early Civilizations
        2. Middle Ages – 19th Century
        3. 20th Century Fashion
    B. History of Dress Project
        1. Research period of dress
        2. Present research
		Chapter 5	

			Chapter 6	

III. Fashion Styles
   A. Fashion Terms and the
     Fashion Cycle
   B. Garment Styles and Features
     (p.102-112)
     1. Define various garment
       styles
     2. Identify styles in current
       fashion trends				

IV. Fashion Designers
  A. Types of Designers
    1. Couture
    2. Ready-to-Wear
    3. Licensing
  B. Design Process
  C. Famous Designers
    1. Explore briefly designers
      (p.126-131)
    2. Research and present
      information on a current
      designer
	Financial and Resource Management
	11.1.9.F – Evaluate different strategies to
	obtain consumer goods and services.
			Chapter 7	

V. Garment Design
   A. Elements of Design
     1. Color
     2. Shape/Size
     3. Line
     4. Space
     5. Texture
     6. Pattern
   B. Principles of Design
     1. Balance
     2. Proportion
     3. Rhythm/Harmony
		Chapter 9
		Chapter 10	

VI. Designing a Line of Clothing
  A. Sketching Body Forms
    1. Body parts
    2. Full body forms
  B. Sketching Clothing
    1. Flat clothing
    2. Clothing on form (with movement)
  C. Clothing Sketch Project
    1. Design line of clothing shown flat
    2. Design line of clothing on body forms
  D. Product Line Development
    1. Basics/Reasons of product line design
    2. CAD Program for PLD
  E. CAD Project
	Balancing Family, Work, and Community Responsibility
	11.2.12.A – Justify solutions developed by using practical reasoning skills.
	
	• Contrast the solutions reached through the use of a simple decision making process that includes analyzing consequences of alternative solutions.
			CAD program for Product Line Development	

VII.Fashion Careers
 A. Explore career sections
   1. Fashion promotion
      (p.72-75)
   2. Apparel Production
      (p.150-153)
   3. Design
      (p.190-193)
   4. Textile Productions
      (p. 244-247)
   5. Fashion Services
      (p. 296-299)
   6. Fashion Merchandising
      (p.372-375)
   7. Communication and
      Education
      (p.432-435)
 B. Preparing for a Fashion
    Career
 C. Career Research Project
	Financial and Resource Management
	11.1.9.E – Compare the influences of income and fringe benefits to make decisions about work.
			Sections outlined in left hand column from book
			
			Chapters 22-23	