COURSE	Creative Fashion III	GRADE:	9-12
STATE STANDARD:	16.0 Integrate knowledge, skills, and practices required for careers in textiles and apparel	TIME FRAME:	90 days (57 minutes per day)
UNIT:	Pattern Design		

	OBJECTIVES/ESSENTIAL CONTENT	ASSESSMENT	LEARNING ACTIVITIES			
	STANDARD STATEMENT	Authentic Assessment				
	16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES	1. Pattern	 Teacher Demonstration 			
	AND APPAREL	2. Skirt	2. Students will design and			
			create a skirt pattern			
	OBJECTIVE:		specifically designed for			
z	Demonstrate knowledge of pattern making and design.		their body measurements.			
			3. Students will take their			
			measurements and			
			calculate waist, hip and			
NS			length based on measurement and			
			calculation worksheet.			
UNIT OF INSTRUCTION			4. Students will draw out an			
Z			original pattern according			
			to calculations.			
			5. Students will create skirt.			
	1. Design a pattern for:					
	a. Skirt					
ENRI	CHMENT: b. Pants					
	c. Jacket d. Blouse/shirt					
	Develop the pattern in to an garment 1. Adjust a commercially designed pattern.					
REMEDIATION: 2. Create a pattern based on a commercially sold pattern.						
3. Create a skirt.						
	Sew What! Skirts: 16 Simple Styles You Can Make With Fabulous Fabrics; Francesca DenHartog					
RESC	DURCES: Text: Clothing: Fashion, Fabrics, and Construction					
	Successful Sewing; Mary Westfall					

	COURSE	Creative Fashion III	GRADE:	9-12
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STATE STANDARD:

16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES AND APPAREL

UNIT:

16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES AND FRAME:

90 DAYS (57 MINUTES PER DAY)

	OBJECTIVES/ESSENTIAL CONTENT	ASSESSMENT	LEARNING ACTIVITIES		
UNIT OF INSTRUCTION			1. Teacher Instruction 2. Vocabulary 3. Students will create a fabric and fiber binder: a. Fiber analysis packet b. Burn test c. Natural fibers vs. Manmade fibers d. Weaves e. Fiber tinting and analysis 4. Designs plus fabrics a. Illustrate specific designs b. Identify appropriate fabrics for designs c. Maintain binder		
ENRI	Provide a section of the portfolio with designs and fabric samples. IRICHMENT:				
REMI	1. Read chapter on fibers and fabrics. MEDIATION: 1. Read chapter on fibers and fabrics. 2. Complete review questions at the end of the chapter.				
RESC	Text: Clothing: Fashion, Fabrics, and Construction OURCES: Successful Sewing; Mary Westfall Fibers and Fabric Activity Packet				

COURSE	Creative Fashion III	GRADE:	9-12
STATE STANDARD:	16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR	TIME FRAME:	90 days (57 minutes per day)

С	CAREERS IN TEXTILES AND APPAREL	
UNIT:	Advanced Sewing Skills	

	OBJECTIVES/ESSENTIAL CONTENT	ASSESSMENT	LEARNING ACTIVITIES
	STANDARD STATEMENT		Teacher Instruction
	16.0 integrate knowledge, skills, and practices required	 Vocabulary log 	2. Vocabulary
	FOR CAREERS IN TEXTILES AND APPAREL	2. Skills binder and	3. Students will create a sewing binder and
	OBJECTIVE:	checklist	checklist:
	OBJECTIVE:	Sewing projects and	A. Beginner Level Skills
	Students will develop and demonstrate advanced	checklist (authentic	i. Fabric Preparation
	sewing skills.	assessment)	ii. Pattern Symbols
		4. Skills development	iii. Pattern Layout, pinning, and
		checklist and rubric	cutting
			iv. Transferring pattern symbols to the
			fabric
			v. Small equipment and notions
			vi. Operating the sewing machine
			vii. Pressing as you go
z			viii. Stay stitching
은			ix. Seams
S			x. Clipping, notching, trimming, and
STR			grading
Ž			xi. Seam finishes
Q.			xii. Hand stitching
UNIT OF INSTRUCTION			B. Intermediate Level Skills
5			i. Taking body measurement and
			selecting proper pattern size
			ii. The pattern envelope
			iii. Making fabric choices
			iv. Reading the instruction sheet
			v. Pattern adjustments
			vi. Operating the sewing machine
			vii. Clean finishing
			viii. Under stitching
			ix. Easing and gathering
			x. Interfacing
			xi. Topstitching
			xii. Hemming Methods
			xiii. Constructing seams, fasteners,
			darts, tucks, pleats, pockets, ties,
			facings, waistbands, elastic

	casings, hems and inserting zippers C. Advanced Level Skills i. Operating the serger sewing machine ii. Constructing waistline seams and stays, placket openings iii. Yokes iv. Collars, v. Lapels, sleeves, sleeve openings, cuffs, shoulder pads D. Serger construction techniques 5. Students will create clothing to incorporate the skills needed. Examples of appropriate choices include: a. Coat b. Suit (men or women) c. Robes d. Costumes e. Jacket f. Blazer g. Personal student design
ENRICHMENT:	Students will embellish the required clothing with surface designs. This would include: 1. Embellishment a. Paint b. Beads c. Buttons d. Appliqué e. Other 2. Couching 3. Fraying 4. Appliqué a. Fusing b. Hand stitching c. Machine stitching And/or Students will embellish their designs by including quilting or quilting techniques. These technique should include:

	1. Stencil
	2. Piecing
	3. Appliqué
	4. Border
	5. Batting
	6. Stitch-in-the-ditch
	7. Stipple
	8. Crosshatch (grid) quilting
	9. Binding
	Read chapter on fibers and fabrics.
REMEDIATION:	2. Complete review questions at the end of the chapter.
KEWESIA (II OK.	
	Text: Clothing: Fashion, Fabrics, and Construction
RESOURCES:	Successful Sewing; Mary Westfall

STATE STANDARD:

16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES AND APPAREL

UNIT:

16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES AND TIME FRAME:

90 DAYS (57 MINUTES PER DAY)

	OBJECTIVES/ESSENTIAL CONTENT	ASSESSMENT	LEARNING ACTIVITIES
	STANDARD STATEMENT	Authentic Assessment	Create a portfolio entry for
	16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES	1. Portfolio	meeting human needs
	AND APPAREL	2. Designs	through housing.
	OBJECTIVE:	3. Cost sheets	2. Create a portfolio entry to
	Demonstrate knowledge of principles of design.	4. Presentation (display	include:
	Demonstrate skills associated with the career of interior design.	board and oral	a. Historical
	Demonstrate similar acceptances minimum earlies of mineries accing in	presentation)	b. Cultural
			c. Societal
			d. Economical
			e. Technological
			Influences on interior design
			3. Compile illustrations of a
			variety of:
_			a. Housing styles
6			b. Floor plans
			c. Blueprints
l B			4. Compare and contrast
UNIT OF INSTRUCTION			5. Create a home-living
드			environment display board
			as part of a professional
			presentation. Include:
			a. Floor plans
			b. Scale drawings
			c. Furniture
			d. Accessories
			e. Window treatments
			f. Fabric swatches
			g. Floor samples
			h. Pricing
			i. Contractor pricing
			j. Subcontractor pricing
			k. Time/work schedule
			I. Etc.
			6. Cost factor for design.
			Current price list must be
			included.

ENRICHMENT:	Design your own living space. Include: • Floor plan • Furniture arrangement • Furniture choice + cost • Color coordination • Accessories • Final budgetary analysis
REMEDIATION:	Final budgetary analysis Teacher generated design packet. Students will still complete assignments but will have a skeleton assignment to fill in and complete.
RESOURCES:	Text: Homes Text: Clothing: Fashion, Fabrics, and Construction Successful Sewing; Mary Westfall Internet Television programming Magazines

COURSE	CREATIVE FASHION III	GRADE:	9-12
STATE STANDARD:	16.0 Integrate knowledge, skills, and practices required for careers in textiles and apparel	TIME FRAME:	90 days (57 minutes per day)
UNIT: Business Management/Marketing		_	

	OBJECTIVES/ESSENTIAL CONTENT		ASSESSMENT	LEARNING ACTIVITIES
F INSTRUCTION	STANDARD STATEMENT 16.0 INTEGRATE KNOWLEDGE, SKILLS, AND PRACTICES REQUIRED FOR CAREERS IN TEXTILES AND APPAREL OBJECTIVE: Demonstrate the skills necessary to develop a business plan.		Authentic Assessment 1. Business plan 2. Market Survey 3. Advertising plan 4. Portfolio entry	 Teacher Instruction Business plan Market survey Advertising Cost analysis Assessment of business
UNIT OF				plan 7. Portfolio entry
ENRICHMENT:		Implement business plan. Participate in a shadowing program.		
REMEDIATION: RESOURCES:		Read chapter 27 Answer questions at the end of the chapter Complete teacher generated business plan packet.		
		Text: Clothing: Fashion, Fabrics, and Construction Successful Sewing; Mary Westfall		

COURSE	CREATIVE FASHION III	GRADE:	9-12	
STATE STANDARD:	16.0 Integrate knowledge, skills, and practices required for careers in textiles an apparel	TIME FRAME:	90 days (57 minutes per day)	
UNIT:	DESIGN TO MARKET	DESIGN TO MARKET		

		OBJECTIVES/ESSENTIAL CONTENT	ASSESSMENT	LEARNING ACTIVITIES
UNIT OF INSTRUCTION	AND APPAREL OBJECTIVE:		1. Display board (visual) 2. Presentation (verbal) 3. Test	 Teacher instruction Vocabulary Create a display board to illustrate design to customer. Presentation Test
ENRICHMENT:		Create a section in your portfolio to include the process of d	lesign to market with a quick reference v	visual presentation.
REMEDIATION:		 Read chapter in text Outline information Complete activities one and two at the end of the 	ne chapter.	
RESC	OURCES:	Text: Clothing: Fashion, Fabrics, and Construction Successful Sewing; Mary Westfall		