

Fashion Design

Fashion Design is a one-credit course designed for students interested in fashion, fashion design, and apparel and textile design technology. Content provides opportunities for students to explore historic costumes, research current fashion styles and trends, analyze fibers and textiles, design clothing and accessories, utilize technology in fashion design, and explore career options in apparel and textiles industries.

Career and technical student organizations are integral, cocurricular components of each career and technical education course. These organizations serve as a means to enhance classroom instruction while helping students develop leadership abilities, expand workplace-readiness skills, and broaden opportunities for personal and professional growth.

Apparel and Textile Industries

Students will:

1. Define terminology used in the apparel and textile industries, including haute couture, avant garde, composite garments, tailored garments, and draped garments.
2. Analyze the impact of national and international regulations and legislation for fashion.
3. Describe the impact of the apparel and textile industries on the United States and world economies.
4. Analyze roles of trade associations and publications to determine influence on the apparel and textile industries.
5. Define types of products in the apparel and textile industries.
6. Evaluate the influence of history on fashion, including the impact of historical costumes and the achievements of famous fashion designers.
 - Interpreting the impact of fashion cycles on fashion
7. Compare theories of various fashion movements.
Examples: trickle-down, trickle-up, trickle-across

Apparel Production

8. Explain how fabric selection affects the cut and style of garments.
9. Evaluate the impact of design labels, manufacturers, and types of stores on the marketing and sales of the apparel and textile industries.
10. Distinguish between classifications of apparel used in the fashion industry.
Examples: children, sportswear, young men
11. Analyze styles of garments for their effect on various body types.

12. Critique the construction, care, and maintenance of apparel in relation to textile characteristics.

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13. Analyze space, tools, equipment, and furnishing requirements for a design studio.
14. Explain the process that leads to fashion design.
Examples: inspiration, research, idea, sketch, sample, revision
15. Demonstrate fashion illustration skills to design a fashion line, including sketching fashion figures and apparel, using varied media and techniques, and applying basic and complex color schemes.
16. Apply elements and principles of design to create fashion.
Examples: line, shape, space, texture, pattern, balance
17. Demonstrate draping and flat pattern-making techniques.
18. Demonstrate techniques used to create new designs from an original garment, accessory, or textile product.
19. Design fashions to meet special needs of clients.
20. Utilize technology to design and create fashion.