

Fashion Runway Curriculum: FCS213 2017-2018

Topic	2	3	4	Success Criteria	Learning Tasks
Creativity National Standard 16.3.0 Demonstrate fashion apparel, and textile design skills.	<u>Students will describe the following vocabulary words...</u> <ul style="list-style-type: none"> Inspiration, Avant Garde, Ready to Wear, Couture, Target Audience, apparel Students will: <ul style="list-style-type: none"> Describe how to use inspiration in a fashion design. Identify if a garment is ready to wear or couture. 	<u>Students will...</u> <ul style="list-style-type: none"> Apply a source of inspiration to create a fashion design. Evaluate ready to wear and couture designs based on production details. (quality, cost, made to fit, details, original vs mass production) 	Create a non-traditional garment with supply samples. Use a source of inspiration to create both a ready to wear and couture design.	Use inspiration Creative thinking Ready to Wear Couture	Intro Task <ul style="list-style-type: none"> My Style Board Teaching Task #1 <ul style="list-style-type: none"> Sources of Inspiration PPT Learning Task #1 <ul style="list-style-type: none"> Inspiration Board Teaching Task #2 <ul style="list-style-type: none"> Stations-RTW and Couture (Compare & Contrast via garment parts) Learning Task #2 <ul style="list-style-type: none"> Art Inspiration- Avant Garde Resources: <ul style="list-style-type: none"> Project Runway: The Art Challenge, Party Supply
Design Evaluate elements of textile, apparel, and fashion merchandising	<u>Students will describe the following vocabulary words...</u> <ul style="list-style-type: none"> Garment Styles (Collar, Neckline, Sleeves, Pockets, 	<u>Students will...</u> <ul style="list-style-type: none"> Manipulate garment parts. Evaluate the effects of each element of design. Apply and evaluate the 	Create a three piece clothing collection using elements and principles of design which includes an original garment part.	Piece a garment together using various garment styles. Understand how different elements and principles can change the visual appearance of a design.	Teaching Task #1 <ul style="list-style-type: none"> Technical Portfolio PPT Learning Task #1 <ul style="list-style-type: none"> Technical Portfolio Teaching Task #2 <ul style="list-style-type: none"> Elements of Design

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	<p>Plackets (Closure)</p> <ul style="list-style-type: none"> • Elements of Design (Color, Silhouette, Pattern, Texture, and Line) • Principles (Balance, Rhythm, Proportion, Emphasis and Harmony). <p>Students will:</p> <ul style="list-style-type: none"> • Demonstrate understanding of different garment parts. • Describe the elements of design. • Describe the principles of design. 	<p>principles of design.</p>			<p>Learning Task #2</p> <ul style="list-style-type: none"> • Color Assignment-groups children's clothing line. • Line, Silhouette, Pattern, Texture, and Line- one sketch <p>Teaching Task #3</p> <ul style="list-style-type: none"> • Principles of Design <p>Learning Task #3</p> <ul style="list-style-type: none"> • Polyvore Assignment
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<p>Careers</p> <p>16.1.1 Explain the roles and functions of individuals engaged in textiles and apparel careers.</p>	<p><u>Students will describe the following vocabulary words...</u></p> <ul style="list-style-type: none"> • Fashion Genres (Romantic, Punk, Hipster/Urban, Athletic, Formal, Classic Chic, Bohemian, Western) • Print and Pattern • Wrinkle Resistance, Elasticity, Drapability, Strength, Air Permeability, Cover, Wicking, Absorbency <p>Students will:</p> <ul style="list-style-type: none"> • describe fashion genres • create a print or pattern 	<p><u>Students will...</u></p> <ul style="list-style-type: none"> • Experiment with a fashion genre to promote a textile product. • Research coordinating print and patterns to match fashion genres. • Justify textile selection appropriate for garment and function 	<p>Develop and market their own fashion genre.</p> <p>Propose and justify a dual purpose textile</p>	<p>Style a garment to fit a fashion genre</p> <p>Create a clothing wardrobe to meet the needs of a client.</p> <p>Design a pattern to fit a fashion genre</p> <p>Choose textile for a garment design based on function of garment and textile characteristics.</p>	<p>Teaching Task #1</p> <p>Learning Task #1 Fashion Stylist</p> <p>Teaching Task #2</p> <p>Learning Task #2 Print and Pattern</p> <p>Teaching Task #3</p> <p>Learning Task #3 Fabric Sourcer</p>
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	<ul style="list-style-type: none">• identify textile characteristics				
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