

IAA Curriculum

Content Area	Fashion Design	Grade	9-12
Course Name	Fashion Design Major Level I		

Unit	Unit 1 - History of Sewing and Intro to Hand Sewing					
Concepts	<p>Sewing is the craft of fastening or attaching objects using stitches made with a needle and thread or machine. Sewing helps you develop fine motor skills, improves your focus and concentration and teaches the importance of patience and self-control. Knowing personal boundaries, increasing skill, achieving tangible goals while working outside your comfort zone all support the development of confidence and self-esteem. Hand sewing aims to teach students garment mending skills which they can use in real life situations. Hand stitching is an easy method of stitching hems, small sewing projects and mending clothing and other items. Couture fashion is almost synonymous with hand stitching as it gives more precision and sometimes you can only achieve a particular result by hand. Hand sewing is deeply ingrained in cultures worldwide and aided in the development of cultural dress and advancement of indigenous peoples.</p>					
Big Ideas & Competencies	Students will understand the historical and cultural significance of hand sewing and how it was utilized in the daily life of peoples worldwide. Students will design and construct a culture based pillow by applying their hand sewing skills developed during this unit.					
Essential Understandings	<p>What is the history of sewing and its historical/ cultural significance? What is the purpose of hand sewing? What tools did people first use to sew? What ancient cultures created the first sewing tools and what did they create? Why is it important to understand how to hand sew? How can hand sewing be utilized in real life? How is hand sewing different from machine sewing, and how to choose which is best? How do you sew a running stitch, backstitch and overcast stitch? What are some of the safety measures needed to be taken while hand sewing?</p>					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible Content	Vocabulary
12-15 Days	<p>Students will record notes on the history of sewing, tools and related vocabulary utilizing a guided notes template.</p> <p>Students will learn needle/ sewing safety.</p> <p>Students will Learn how create a template(pattern) for their pillow using measurements & ratios.\</p>	<p>Guided notes Critical vocabulary Guided discussions Sewing tool safety Kahoot review game (history of sewing & tools) History of sewing & tools exam Refresh on rulers and ratios Draw, measure & cut pillow template Iron illustration onto pillows Students will learn how to sew 3 hand stitches:</p>	<p>9.1.8.A 9.1.8.B 9.1.8.C</p>			<p>Sewing Muslin Backstitch Running stitch Embroidery Catch Stitch Overcast stitch Blanket stitch Shears Thread Seam Ripper Tracing Wheel</p>

	Students will create a custom pillow using 3 hand stitches learned. (running stitch, back stitch, overcast)	Running Stitch Back Stitch Overcast Stitch					Pins Needle Tailors Chalk Seam Hem Fold Pressing Pattern Seam allowance ratio
Resources	Materials, texts, videos, internet sites, software, human to support instruction						
Formative Assessments	Class participation, observation checklist, teacher observation, quizzes, exit tickets						
Summative Assessments	Tests, various assessments of projects (individual, group, partner), rubrics performance tasks, teacher designed assessments						
Strategies for ELL and IEP Support	Small groups, peer assistance, additional individualized assistance, variation of activities/assignments, modifications and accommodations.						
Acceleration Strategies	Journal writing, related reading activities, peer assisted activities, independent projects, research using the library, internet, etc.						

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Unit	Unit 2 - Capitals, Designers, and Common Fashion Terms					
Concepts	<p>Technical Aspects of Fashion Design: General history How to draw a human figure for fashion How to communicate design ideas through drawing Critical Thinking: Evaluate success in achieving the objectives of the fashion design assignment. Analyze fashion designs for technical and aesthetic purposes.</p>					
Big Ideas & Competencies	<p>Students will understand that: There is a connection between the fashion industry and popular culture Fashion is an evolving art that is constantly responding and contributing to society. Fashion has many roles in society, a practical and functional role but also an experimental and impractical role. Technology can be effectively utilized to create and/or enhance their creative ideas. Proper file organization will allow a more productive and efficient working environment. Research is essential in the design process. It is necessary for designers to have knowledge of the human figure when clothing. Technology can be effectively utilized to create and/or enhance their creative ideas. Proper file organization will allow a more productive and efficient working environment.</p>					
Essential Understandings	<p>What role does fashion design have in society? Is it vital? Does fashion need to be practical? What would the world be like without fashion? Does fashion impact popular culture or does popular culture impact fashion? Would you consider fashion to be art? Why? Why not? How does technology help or hinder your creativity? Can project management skills translate to any other part of your life? Do designers consider body type when designing? Is there one ideal body type? Does the fashion industry have a moral/ethical responsibility to show the human body in a realistic way? How does technology help or hinder your creativity? Can project management skills translate to any other part of your life?</p>					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible Content	Vocabulary
	Students will be able to...	Guided notes	16.3.1			Proportion

12-15 Days	<p>Demonstrate their knowledge of the impact of fashion on society and critique the value of a fashion designer utilizing appropriate fashion terminology.</p> <p>Research historical and contemporary fashion illustrations in order to identify fashion figure proportions and accurately draw figures in various poses.</p> <p>Use pen tool and other shapes tools to recreate their drawing.</p> <p>Use swatches/patterns to create texture.</p> <p>Draw the human figure in proportion.</p> <p>Draw their designs and label all the parts of their designs with correct vocabulary.</p>	<p>Critical vocabulary Guided discussions Sewing tool safety Fashion Journal Proportion Drawings Fashion Illustration Presentation</p>	<p>16.3.2 16.3.3 16.4.1 16.4.5 16.3.7</p>			<p>Illustration Composition Textile Gesture Figure Pattern</p>
Resources	<p>Materials, texts, videos, internet sites, software, human to support instruction</p>					
Formative Assessments	<p>Class participation, observation checklist, teacher observation, quizzes, exit tickets</p>					
Summative Assessments	<p>Tests, various assessments of projects (individual, group, partner), rubrics performance tasks, teacher designed assessments</p>					
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Unit	Unit 3 - Application of Fashion Design in Today's Society					
Concepts	<p>Technical Aspects of the Fashion Industry: General history of Costume Design Career options Production Technology: Adobe Illustrator and Adobe Photoshop to create mood boards and enhance their fashion drawings Sewing basics Critical Thinking: Evaluate success in achieving the objectives of the fashion design assignment. Analyze fashion designs for technical and aesthetic purposes.</p>					
Big Ideas & Competencies	<p>Students will understand that: Costumes need to accurately reflect the time and place of a play/movie/TV show/etc. while also communicating the individual personality and complexity of a character. Costume design and designers have a vital role in entertainment and theater. Theatrical costuming problems are solved through script analysis and theatrical costume design processes and techniques Costume design is planned out and intentional. Cultural and world issues influence fashion trends and design. The fashion market is driven by many factors – manufacturing, economy, etc. Couture and mainstream fashion have different price points and target audiences. Increase their awareness and understanding of jobs in the Fashion Industry. College education and/or experience is necessary to have a career in the fashion industry.</p>					
Essential Understandings	<p>What is the most important thing a costume designer must consider? What makes a movie/play/TV show realistic? Entertaining? Why is research and understanding of the script important for a costume designer? Do costumes help tell a story? How? What drives the fashion market? Why do people invest so much of their income on fashion? Does what you wear define you as a person? Where does inspiration come from? What is the allure of couture? Are first impressions important when presenting yourself and your work to a potential employer? What can we do to ensure success when presenting our self and our design work?</p>					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible	Vocabulary

					Content	
12-15 Days	<p>Students will be able to...</p> <p>Create polished professional fashion illustrations that carefully consider target audience and design goals.</p> <p>Research inspiration for their ideas and create a mood board that helps demonstrate their thought process and idea.</p> <p>Develop costume drawings and mood boards for characters that are appropriate for the place, time and personality by analyzing readings/scripts.</p>	<p>Guided notes</p> <p>Critical vocabulary</p> <p>Guided discussions</p> <p>Sewing tool safety</p> <p>Mood board</p> <p>Fashion Illustrations</p> <p>Costume drawings</p>	<p>16.3.1</p> <p>16.3.2</p> <p>16.3.3</p> <p>16.4.1</p> <p>16.4.5</p> <p>16.3.7</p>			<p>Proportion</p> <p>Illustration</p> <p>Composition</p> <p>Textile</p> <p>Pattern</p> <p>Costume</p> <p>Mood Board</p>
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Unit	Unit 4 - Creativity and Innovation					
Concepts	<p>Digital Pathways: Basic file formats Critical Thinking: Evaluate success in achieving the objectives of a fashion drawing. Analyze how clothing satisfies certain physical, psychological and social needs. Analyze materials for technical and aesthetic purposes.</p>					
Big Ideas & Competencies	<p>Students will understand that: Fashion is one of the fundamental ways in which we communicate self-image. Students create visual unity within a brand. We live in a visual society surrounded by Fashion/Styles. Equipment, techniques, and processes are needed and must be used properly when creating patterns/clothing. The importance of the fashion design industry and how the industry is changing.</p>					
Essential Understandings	<p>What is fashion and how does it relate to our culture? How does the creative process relate to the finished product? How do designers decide what to create? How does knowledge of fashion history and the world improve one's ability to create new fashion? What is the role of fashion in the world today?</p>					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible Content	Vocabulary
12-15 Days	<p>Students will be able to...</p> <p>Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.</p> <p>Create original works as a means of personal and group expression identify trends and forecast possibilities.</p> <p>Identify the importance of the fashion</p>	<p>Guided notes Critical vocabulary Guided discussions Sewing tool safety Fashion presentation Design studio project</p>	<p>16.3.1 16.3.2 16.3.3 16.4.1 16.4.5 16.3.7</p>			<p>Avant Garde Fashion Cycles Upcycle Aesthetic</p>

	<p>industry and how the industry is changing.</p> <p>Apply vocabulary used in the industry to discuss clothing.</p> <p>Identify styles of dresses, necklines, sleeves, skirts, pants and jackets.</p> <p>Discuss the concept of fashion design cycles occurring over time.</p>					
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Unit	Unit 5 - Communication and Collaboration					
Concepts	Critical Thinking: Identify the elements of design and their effect on apparel Analyze fabrics for technical and aesthetic purposes.					
Big Ideas & Competencies	Students will understand that: Students use digital media to communicate and work collaboratively, and contribute to project teams to produce original works and solve problems.					
Essential Understandings	How is style determined? What are the elements of fashion design? (Shape, space, line and texture) What are the principles of fashion design? (balance, proportion, emphasis and harmony)					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible Content	Vocabulary
12-15 Days	<p>Students will be able to...</p> <p>Demonstrate creative thinking, construct knowledge and demonstrate an understanding of the principles of design as they pertain to fashion, and the elements of design (fabrics) as they pertain to fashion.</p> <p>Expand on their knowledge of fabrics.</p> <p>Critique the work of others in a manner that is appropriate, constructive, and critical.</p> <p>Apply color theories.</p> <p>Demonstrate how elements and principles are used in creating</p>	<p>Guided notes</p> <p>Critical vocabulary</p> <p>Guided discussions</p> <p>Sewing tool safety</p> <p>Sketchbook</p> <p>Moodboard</p> <p>Pantone color scheme</p> <p>Fashion illustration</p>	<p>16.3.1</p> <p>16.3.2</p> <p>16.3.3</p> <p>16.4.1</p> <p>16.4.5</p> <p>16.3.7</p>			<p>Shape</p> <p>Space</p> <p>Line</p> <p>Texture</p> <p>Balance</p> <p>Proportion</p> <p>Emphasis</p> <p>Harmony</p> <p>Textile</p> <p>Fabric</p> <p>Critique</p> <p>Color Theory</p> <p>Figure</p> <p>Illustration</p> <p>Perspective</p> <p>Charcoal</p> <p>Watercolor</p> <p>Pastel</p>

	<p>designs.</p> <p>Sketch a figure, illustrate perspective drawing.</p> <p>Develop skills using different media including charcoal, watercolors, pen and pastels.</p>					
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Unit	Unit 6 - Merchandising and Careers					
Concepts	Fabric type Rendering Digital Pathways: Basic file formats and color modes Critical Thinking: Analyze fashion shows for technical and aesthetic purposes.					
Big Ideas & Competencies	Fashion is a visual form of communication. Fashion evokes meaning. Equipment, techniques, and processes are needed and must be used properly when creating new fashion.					
Essential Understandings	How does the creative process relate to the finished garment? How do fashion designers decide what to design? What inspires a fashion designer? How does knowledge of fashion history and the world improve one's ability to create a line of clothing?					
Dates (estimates only)	Smart Objectives	Instructional Strategies and Activities	PA CC Standards	Keystone or PSSA Anchors	Keystone / PSSA Eligible Content	Vocabulary
12-15 Days	<p>Students will be able to...</p> <p>Design ideas that can be represented through visual presentation, apply knowledge of the design process to create a product, and explain the merchandising process in the fashion industry.</p> <p>Design with specific fabric types Create computer generated patterns of design.</p> <p>Determine the steps in the decision making process.</p> <p>Evaluate product info for materials Describe the production processes</p>	<p>Guided notes Critical vocabulary Guided discussions Sewing tool safety Sketchbook Moodboard Clothing analysis Retailers comparison Paper doll Clothing line design</p>	<p>16.3.1 16.3.2 16.3.3 16.4.1 16.4.5 16.3.7</p>			<p>Merchandising Garment Fabric Patterns Production Process Sales Process</p>

	Determine concepts of successful selling. Identify various career opportunities for fashion design.					
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