

## Colorado CTE Course – Scope and Sequence

Course Name Fashion Design & Merchandising 1		Course Details			
		Course = 0.50 Carnegie Unit Credit			
<b>Course Description</b>		The purpose of this course is to expose students to various aspects of the fashion design and merchandising industry. Students integrate knowledge, skills, and practices to evaluate potential career opportunities. Emphasis is placed on an introduction to fashion, fashion and textile selection, product construction and fashion merchandising.			
<b>Note:</b>		This is a suggested scope and sequence for the course content. The content will work with any textbook or instructional resource. If locally adapted, make sure all essential knowledge and skills are covered.			
SCED Identification #		Schedule calculation based on 60 calendar days of a 90-day semester. Scope and sequence allows for additional time for guest speakers, student presentations, field trips, remediation, or other content topics.			
All courses taught in an approved CTE program must include Essential Skills embedded into the course content. The Essential Skills Framework for this course can be found at <a href="https://www.cde.state.co.us/standardsandinstruction/essentialskills">https://www.cde.state.co.us/standardsandinstruction/essentialskills</a>					
Instructional Unit Topic	Suggested Length of Instruction	CTE or Academic Standard Alignment	Competency / Performance Indicator	Outcome / Measurement	CTSO Integration
Course Introduction	3 hours	<p><b>ARVD.04</b> Integrate knowledge, skills, and practices required for careers in textiles and apparels.</p> <p><b>ARVD.04.01</b> Analyze career paths within textile apparel and design industries.</p>	<u>ARVD.04.01.e</u> Create an employment portfolio for use with applying for internships, work-based learning opportunities and employment in textiles, fashion, and apparel.	<ul style="list-style-type: none"> <li>What Does Fashion Mean To Me? Makerspace Item</li> <li>Design Sketchbook Cover</li> </ul>	FCCLA Fashion Sketch

<p>Careers In Fashion</p>	<p>2-3 hours</p>	<p><b>ARVD.04.01</b> Analyze career paths within textile apparel and design industries.</p> <p><b>NASAFACS 16.1.1</b> Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.</p> <p><b>NASAFACS.16.1.3</b> Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries.</p> <p><b>NASAFACS.16.1.5</b> Create an employment portfolio to communicate textiles, fashion, and apparel knowledge and skills.</p> <p><b>NASAFACS 16.1.6</b> Analyze the role of professional organizations in textiles, fashion, and apparel industries.</p> <p>RWC10-GR10-S.4-GLE.1-EO.d RWC10-GR.11-S.4-GLE.1-EO.a RWC10-GR.12-S.3-GLE.3-EO.a VA09-GR.HS-S.4-GLE.3-EO.b VA09-GR.HS-S.4-GLE.3-EO.c RWC10-GR.9-S.3-GLE.3-EO.a RWC10-GR.11-S.4-GLE.1-EO.a</p>	<p><u>ARVD.04.01.a</u> Explain the roles and functions of individuals engaged in textiles and apparel careers.</p> <p><u>ARVD.04.01.b</u> Analyze opportunities for employment and entrepreneurial endeavors.</p> <p><u>ARVD.04.01.c</u> Summarize educational and training requirements and opportunities for career paths in textile and apparel services.</p> <p><u>ARVD.04.01.e</u> Create an employment portfolio for use when applying for internships, work-based learning opportunities and employment in textiles, fashion and apparel.</p> <p><u>ARVD.04.01.f</u> Analyze the role of professional organizations in textiles, fashion, and apparel industries.</p>	<ul style="list-style-type: none"> <li>● Career Scavenger Hunt</li> <li>● Career Panel Q and A (higher level questioning and notes)</li> <li>● Career Interview Assignment</li> <li>● Field Trip to Nancy Richardson Design Center, Avenir Museum, Department of Design and Merchandising at CSU</li> </ul>	<p>FCCLA Career Investigation</p> <p>FCCLA Job Interview</p>
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<p>Fundamentals of Fashion</p>	<p>5 hours</p>	<p><b>NASAFACS.16.3.5</b> Generate design that demonstrates consideration for ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues.</p> <p><b>NASAFACS.16.3.8</b> Evaluate the impact of history of design and designers, arts and culture, trend setters, and global influences on textiles, fashion, and apparel.</p> <p>RWC10-GR.9-S.3-GLE.3-EO.a  RWC10-GR.12-S.3-GLE.3-EO.a  RWC10-GR10-S.4-GLE.1-EO.d  RWC10-GR.12-S.2-GLE.2-EO.f</p> <p>ARVD.04.03 Demonstrate fashion, apparel, and textile design skills.</p>	<p><u>ARVD.05.14.b</u> Describe level of concerns: individual, family, workplace, community, cultural/societal, global/environment.</p> <p><u>ARVD.01.02</u> Apply historical and cultural contexts as related to visual communication.</p> <p><u>ARVD.01.03.b</u> Evaluate and analyze historical styles in relationship to contemporary trends.</p> <p><u>ARVD.04.03</u> Demonstrate fashion, apparel, and textile design skills.</p> <p><u>ARVD.04.05.f</u> Apply research methods, including forecasting techniques, for marketing apparel and textile products.</p>	<ul style="list-style-type: none"> <li>● Why We Wear Clothing Sketching and Reasoning Assignment</li> <li>● Body Shapes/Styles</li> <li>● Fashion Life Cycle with Examples Classics/Fads</li> <li>● Fashion Capitals Blog Assignment <ul style="list-style-type: none"> <li>○ Virtual share out/feedback using Zoom Conferences</li> </ul> </li> <li>● Designer Research Project</li> <li>● Analyzing Fashion Magazines Project</li> <li>● Decades Paper Fashion Show</li> <li>● Lookbook/ Windowswear for Trend Forecasting</li> </ul>	<p>FCCLA Fashion Design</p>
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<p>Elements and Principles</p>	<p>19 hours</p>	<p><b>NASAFACS.16.3.4</b> Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.</p> <p><b>NASAFACS.16.3.2</b> Apply basic and complex color schemes and color theory to develop and enhance visual effects.</p> <p><b>NASAFACS.16.3.3</b> Utilize elements and principles of design in designing, constructing, and/or altering textiles, fashion, and apparel.</p> <p><b>NASAFACS.16.3.6</b> Apply elements and principles of design to assist consumers and businesses in making decisions.</p> <p><b>ARVD.04.03</b> Demonstrate fashion, apparel, and textile design skills.</p> <p>RWC10-GR.12-S.2-GLE.2-EO.c RWC10-GR.12-S.3-GLE.3-EO.a RWC10-GR.12-S.2-GLE.2-EO.f RWC10-GR.12-S.3-GLE.3-EO.a MA10-GR.HS-S.4-GLE.4-EO.b</p>	<p><u>ARVD.04.03.a</u> Explain the ways in which fiber, fabric, texture, pattern and finish can affect visual appearance.</p> <p><u>ARVD.04.03.b</u> Apply basic and complex color schemes and color theory to develop and enhance visual effects.</p> <p><u>ARVD.04.03.c</u> Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.</p> <p><u>ARVD.04.03.f</u> Apply elements and principles of design to assist consumers and businesses in making decisions.</p>	<ul style="list-style-type: none"> <li>● Design For Your Category Challenge</li> <li>● Elements and Principles Portfolio</li> <li>● Textile Creation Assignment</li> </ul>	<p>FCCLA Fashion Sketch</p> <p>FCCLA Fashion Design</p> <p>FCCLA Fashion Construction</p> <p>FCCLA Repurpose and Redesign</p>
<p>Fibers, Fabrics, and Textiles</p>	<p>5 hours</p>	<p><b>ARVD.04.02</b> Evaluate fiber and textile products and materials.</p>	<p><b>ARVD.04.02.a</b> Apply appropriate terminology for identifying,</p>	<ul style="list-style-type: none"> <li>● How It's Made Fiber Youtube Videos and Graphic Organizer</li> </ul>	<p>FCCLA Fashion Construction</p>

		<p><b>NASAFACS.16.2.2</b> Evaluate performance characteristics of textile fiber and fabrics.</p> <p><b>NASAFACS.16.2.4</b> Analyze characteristics of textile components in the design, construction, care, use, maintenance, and disposal or recycling of products.</p> <p><b>NASAFACS.16.2.5</b>          Demonstrate appropriate procedures for care and disposal or recycling of textile products, considering diverse needs locally and globally.</p> <p><b>NASAFACS.16.2.6</b> Evaluate fibers and fabrics for sustainability factors.</p> <p><b>NASAFACS.16.2.7</b> Evaluate quality of textiles, fashion, and apparel construction and fit.</p> <p><b>ARVD.04.04</b> Demonstrate skills needed to produce, alter, or repair fashion, apparel, and textile products.</p>	<p>comparing, and analyzing the most common generic textile fibers.</p> <p><u>ARVD.04.02.b</u> Evaluate performance characteristics of textile fiber and fabrics.</p> <p><u>ARVD.04.02.c</u> Summarize textile legislation, standards, and labeling in the global economy.</p> <p><u>ARVD.04.02.d</u> Analyze effects of textile characteristics on design, construction, care, use and maintenance of products.</p> <p><u>ARVD.04.02.e</u> Apply appropriate procedures for care of textile products.</p> <p><u>ARVD.04.04.b</u> Explain production processes for creating fibers, yarn, woven, and knit fabrics, and non-woven textile products.</p> <p><u>ARVD.04.04.c</u> Use appropriate industry products and materials</p>	<ul style="list-style-type: none"> <li>● Own Textile Creation Using Google Drawings, Sublimation, CAD/Solidworks</li> <li>● Fabric Label Scavenger Hunt based on laws:             <ul style="list-style-type: none"> <li>○ Fiber Content</li> <li>○ Care</li> <li>○ Location of Manufacturer</li> <li>○ Non essential: Trademarks, Store Names, Logos, Designer Labels</li> </ul> </li> </ul>	<p>FCCLA Fashion Design</p> <p>FCCLA Fashion Sketch</p> <p>FCCLA Public Policy Advocate</p> <p>FCCLA Recycle Redesign</p>
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			for cleaning, pressing, and finishing textile, apparel, and fashion products.		
Design Process- Fashion Apparel and Textile Design Skills	14 hours	<p><b>NASAFACS.16.5.1</b> Apply marketing strategies for textiles, fashion, and apparel in the global marketplace.</p> <p><b>NASAFACS.16.5.2</b> Analyze the cost of constructing, manufacturing, distributing, altering, repairing or recycling textiles, fashion, and apparel.</p> <p><b>NASAFACS.16.5.5</b> Critique a variety of methods for promoting textiles, fashion and apparel to diverse populations.</p> <p><b>NASAFACS.16.5.6</b> Apply research methods, including forecasting techniques, for marketing textiles, fashion, and apparel.</p> <p><b>NASAFACS.16.7.5</b> Analyze wholesale and retail operational processes and other factors affecting profit.</p>	<p><u>ARVD.04.03.d</u> Demonstrate design concepts with fabric or technology/computer, using draping and/or flat pattern making technique.</p> <p><u>ARVD.04.03.e</u> Generate design that takes into consideration ecological, environmental, sociological, psychological, technical, and economic trends and issues.</p> <p><u>ARVD.04.03.g</u> Demonstrate ability to use technology for fashion, apparel, and textile design.</p> <p><u>ARVD.04.04.d</u> Analyze current technology and trends that facilitate design and production of textile, apparel, and fashion products.</p>	<ul style="list-style-type: none"> <li>● Design For Your Category Challenge</li> <li>● Croquis of Design</li> <li>● Introduction of Design A Line <ul style="list-style-type: none"> <li>○ Client Profile/Demog.</li> <li>○ 3D Logo, Vision</li> <li>○ Website Creation</li> <li>○ 3-5 croquis of Clothing</li> <li>○ Fabric Samples</li> <li>○ Trend Forecasting using Windowswear, WWD, Vogue, etc.</li> </ul> </li> </ul>	<p>FCCLA Fashion Construction</p> <p>FCCLA Fashion Design</p> <p>FCCLA Fashion Sketch</p> <p>FCCLA Public Policy Advocate</p> <p>FCCLA Repurpose and Redesign</p>

		<p><b>ARVD.04.03</b> Demonstrate fashion, apparel, and textile design skills.</p> <p><b>ARVD.04.04</b> Demonstrate skills needed to produce, alter, or repair fashion, apparel, and textile products.</p> <p>RWC10-GR.12-S.2-GLE.2-EO.c RWC10-GR.12-S.3-GLE.3-EO.a SC09-GR.HS-S.3-GLE.5-EO.a RWC10-GR.10-S.4-GLE.1-EO.d RWC10-GR.12-S.2-GLE.2-EO.e RWC10-GR.12-S.2-GLE.2-EO.f MA10-GR.HS-S.4-GLE.4-EO.b MA10-GR.HS-S.4-GLE.4-EO.b.i VA09-GR.HS-S.4-GLE.2-EO.a RWC10-GR.11-S.4-GLE.1-EO.a RWC10-GR.11-S.4-GLE.1-EO.d</p>			
Introduction To Apparel Construction	27 hours	<p><b>NASAFACS.16.4.1</b> Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling.</p> <p><b>NASAFACS.16.4.4</b> Analyze current technology, trends, and innovations that</p>	<p><u>ARVD.04.03.g</u> Demonstrate ability to use technology for fashion, apparel, and textile design.</p> <p><u>ARV.04.04.a</u> Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile</p>	<ul style="list-style-type: none"> <li>● Sewing Stations             <ul style="list-style-type: none"> <li>○ Machine Parts Identification, Sewing Tools, Safety Assessment, Sewing A Button Shank, Paper Sewing, Stitch Styles Assignment, Cutting, Pinning,</li> </ul> </li> </ul>	FCCLA Fashion Construction

		<p>facilitate design and production of textiles, fashion, and apparel.</p> <p><b>NASAFACS.16.4.5</b> Demonstrate basic skills for production, alteration, repair and recycling of textiles, fashion, and apparel.</p> <p><b>ARVD.04.03</b> Demonstrate fashion, apparel, and textile design skills.</p> <p><b>ARVD.04.04</b> Demonstrate skills needed to produce, alter, or repair fashion, apparel, and textile products.</p> <p>RWC10-GR.12-S.2-GLE.2-EO.f</p>	<p>construction, alteration, and repair.</p> <p><u>ARVD.04.04.e</u> Demonstrate basic skills for producing and altering textile products and apparel.</p>	<p>Measuring, Sizing</p> <ul style="list-style-type: none"> <li>● Reading A Pattern Envelope</li> <li>● Personal Measurements</li> <li>● Sew Hearts for J-Will Pink Village</li> <li>● How To Read A Pattern</li> <li>● Patterns on CAD</li> </ul> <p><b>** Certificates***?</b></p> <ul style="list-style-type: none"> <li>● Stitch Styles Assignment</li> <li>● Sewn Product using Muslin for practice, then final prototype             <ul style="list-style-type: none"> <li>○ May vary- such as a case, purse, skirt, etc.</li> </ul> </li> </ul>	
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