

Orange Unified School District
CLOTHING III
(Formerly Advanced Clothing II)
Year Course

GRADE LEVEL: 11-12

PREREQUISITES: Clothing I and II

INTRODUCTION TO THE SUBJECT:

Clothing III is the most advanced fashion, textiles, and apparel course at the high school level. Topics include apparel and behavior, elements and principles of design, color theory, wardrobe planning and budgeting, history of fashion, apparel analysis, apparel for individuals with special needs, textiles, creating custom apparel, remodeling and recycling clothing, garment alteration, and careers related to fashion design, manufacturing, and merchandising. Clothing III is based on the Home Economics Careers and Technology consumer and family studies standards. This course provides standards driven instruction and assessment, integrates academic and career technical concepts, and contributes to students' academic achievement.

COURSE OBJECTIVES:

BY THE END OF THE COURSE THE STUDENT WILL BE ABLE TO:

(The Content Area Standards for Fashion, Textiles, and Apparel and Academic Core Content Standards have been incorporated in the Course Objectives.)

1.0 APPAREL AND BEHAVIOR: Understand how fashion, textiles, and apparel meet social, physical, and psychological needs of individuals and family members. They will demonstrate proficiency by:

1.4 Explaining how cultural values and ideals are expressed through fashion, textiles and apparel.

2.0 ELEMENTS AND PRINCIPLES OF DESIGN: Understand the elements and principles of design as they apply to apparel. They will demonstrate proficiency by:

2.5 Combining complementary apparel and accessory items to achieve a desired image.

2.6 Relating the elements and principles of design to costumes and textiles designs.

3.0 COLOR THEORY: Understand the theory and use of color in fashion, textiles, and apparel. They will demonstrate proficiency by:

3.5 Selecting colors for apparel and accessories to complement the individual.

4.0 WARDROBE PLANNING AND BUDGETING: Understand the principles of wardrobe planning and the factors influencing apparel budgets for individuals and families. They will demonstrate proficiency by:

4.7 Developing a plan for extending and expanding a wardrobe.

4.8 Illustrating methods for extending an apparel budget through effective planning and shopping techniques.

4.9 Investigating ways to expand the apparel budget by recycling or resale of wardrobe and household items.

4.10 Evaluating the influence of workplace requirements for wardrobes.

4.11 Developing an apparel budget appropriate for the needs of an individual or family.

5.0 HISTORY OF FASHION: Understand the historical development of modern dress. They will demonstrate content proficiency by:

5.4 Designing a garment or textile product that reflects a specific cultural group or time period.

5.5 Describing the changes in fashion brought about by technological advances.

6.0 APPAREL ANALYSIS: Understand the quality and sources of manufactured and custom apparel. They will demonstrate content proficiency by:

6.5 Comparing services offered by different sources of apparel.

7.0 APPAREL FOR INDIVIDUALS WITH SPECIAL NEEDS: Understand the factors influencing apparel for individuals with special needs. They will demonstrate content proficiency by:

7.4 Modifying and designing garments for individuals with special needs.

7.5 Identifying notions, such as closures and accessories, appropriate for constructing apparel for individuals with special needs.

8.0 TEXTILES: Understand the characteristics of different textile fibers, fabrics, and finishes. They will demonstrate proficiency by:

- 8.7 Selecting textiles with appropriate finishes for the intended textile use.
- 8.8 Describing the effects of various methods of caring for apparel and household textiles and the impact on energy and conservation of resources.
- 8.9 Evaluating and selecting a variety of procedures and products designed to care for apparel and textiles.

9.0 CREATING CUSTOM APPAREL: Understand basic apparel construction. They will demonstrate proficiency by:

- 9.9 Analyzing the use of appropriate finishing techniques for garments constructed either by custom or manufactured methods.
- 9.10 Using advanced-level apparel construction skills, such as altering, redesigning, and reweaving.

10.0 REMODELING AND RECYCLING CLOTHING: Understand how to remodel and recycle clothing. They will demonstrate content proficiency by:

- 10.3 Determining ways in which old clothing or household textiles or both can be repaired, recycled, or restored.

11.0 GARMENT ALTERATION: Understand how to alter a garment. They will demonstrate content proficiency by:

- 11.4 Recommending necessary alterations.
- 11.5 Performing quality alterations.
- 11.6 Evaluating the fit of an altered apparel item.

12.0 CAREERS RELATED TO FASHION DESIGN, MANUFACTURING, AND MERCHANDISING: Understand careers related to fashion design, manufacturing, and merchandising. They will demonstrate content proficiency by:

- 12.1 Identifying characteristics of effective fashion design, manufacturing, and merchandising techniques.
- 12.2 Comparing personal interest, aptitudes, and abilities with those required in fashion design, manufacturing, and merchandising careers.

- 12.3 Evaluating career options related to fashion, design, manufacturing, and merchandising, including labor market projections, educational requirements, job responsibilities, salary, benefits, employer expectations, and working environment.
- 12.4 Developing a career plan in fashion, textiles, and apparel that reflects upward career mobility and opportunities for entrepreneurship.

COURSE OVERVIEW AND APPROXIMATE UNIT TIME ALLOTMENTS:

FIRST SEMESTER

WEEKS

| | | |
|------|---|---|
| I. | Apparel and Behavior (Standard 1.0) | 1 |
| | A. Cultural values and ideals | |
| II. | Elements and Principles of Design (Standard 2.0) | 1 |
| | A. Combination of accessories and apparel for desired image | |
| | B. Costume and textile designs | |
| III. | Color Theory (Standard 3.0) | 2 |
| | A. Applications of color | |
| | 1. Apparel | |
| | 2. Accessories | |
| IV. | Wardrobe Planning and Budgeting (Standard 4.0) | 2 |
| | A. Creation of a wardrobe plan | |
| | 1. Process for conducting inventory | |
| | 2. Projection of future needs | |
| | a. Family life cycle needs | |
| | b. Individual and family needs and wants | |
| | c. Workplace dress requirements | |
| | d. Other variables | |
| | B. Budgeting | |
| | 1. Individual needs | |
| | 2. Family needs | |
| V. | History of Fashion (Standard 5.0) | 2 |
| | A. Garment and textile design | |
| | 1. Influence and contributions of specific cultures | |
| | 2. Influence of specific time periods | |
| | B. Impact of technological advances | |

| | <u>WEEKS</u> |
|--|--------------------------|
| VI. Apparel Analysis (Standard 6.0) | 1 |
| A. Apparel markets | |
| 1. Sources | |
| 2. Services | |
| VII. Apparel for Individuals with Special Needs (Standard 7.0) | 1 |
| A. Apparel for special needs individuals | |
| 1. Fibers and fabrics | |
| 2. Design | |
| 3. Construction | |
| 4. Modification | |
| 5. Notions | |
| VIII. Creating Custom Apparel (Standard 9.0) | 8 |
| A. Advanced construction skills | |
| 1. Unusual fabrics | |
| 2. Techniques for fit and alterations | |
| 3. Complex patterns | |
| 4. Altering | |
| 5. Redesigning | |
| 6. Reweaving | |
| 7. Constructing garments and household items | |
| a. Jacket | |
| 1. Muslin sample for proper fit | |
| 2. Interfaced | |
| 3. Lined | |
| b. Tailored projects | |
| B. Use of computers | |
| 1. Selection of projects | |
| 2. Planning | |
| 3. Project design | |
| C. Finishing techniques | |
| 1. Custom garments | |
| 2. Manufactured garments | |
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| | First Semester Weeks: 18 |

SECOND SEMESTER

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|----------------------------|---|
| I. Textiles (Standard 8.0) | 3 |
| A. Apparel decisions | |
| 1. Textile knowledge | |

WEEKS

- 2. Regulations for apparel
- B. Methods of care
 - 1. Impact on energy usage
 - 2. Effect on resource conservation
 - 3. Procedures
 - 4. Products

- II. Creating Custom Apparel (Standard 9.0) 8
 - A. Advanced construction skills
 - 1. Unusual fabrics
 - 2. Techniques for fit and alterations
 - 3. Complex patterns
 - 4. Altering
 - 5. Redesigning
 - 6. Reweaving
 - 7. Constructing garments and household items
 - a. Jacket
 - 1. Muslin sample for proper fit
 - 2. Interfaced
 - 3. Lined
 - b. Tailored projects
 - B. Use of computers
 - 1. Selection of projects
 - 2. Planning
 - 3. Project design
 - C. Finishing techniques
 - 1. Custom garments
 - 2. Manufactured garments

- III. Remodeling and Recycling Clothing (Standard 10.0) 2
 - A. Cost estimates for garments
 - B. Current fashions appropriate to remodel or recycle
 - C. Repair, recycle, or restore
 - 1. Clothing items
 - 2. Household items

- IV. Garment Alteration (Standard 11.0) 2
 - A. Techniques
 - 1. Recommendations
 - 2. Markings
 - 3. Quality work
 - B. Evaluation of altered item

WEEKS

- V. Careers Related to Fashion Design, Manufacturing, and Merchandising (Standard 12.0) 3
- A. Characteristics of effective fashion design, manufacturing, and merchandising professionals
 - B. Comparison of personal characteristics with career requirements
 - C. Career options related to fashion design, manufacturing and merchandising
 - 1. Current labor market needs
 - 2. Educational requirements
 - 3. Job responsibilities
 - 4. Salary and benefits
 - 5. Employer expectations
 - 6. Working environment
 - D. Career awareness and planning
 - 1. Upward mobility
 - 2. Entrepreneurship opportunities

Second Semester Weeks: 18

Total Weeks: 36

DATE OF CONTENT REVISION: November 2003

DATE OF BOARD APPROVAL: December 9, 2003

