

Fashion Design and Construction
Apparel, Textiles and Interior Design Pathway, Level 2

Student Learning Objectives

Linked to the
National Standards for Family and Consumer Sciences Education

Program Type: 0704

Course Code: 096907

CIP Code: 50.0407

Course Rationale:

The Apparel, Textiles, Fashion and Interior Design Programs of Study were created to reintroduce these two curricular areas with current industry practices. The four courses included in these career pathways include AAFCS assessments leading to students acquiring technical skill attainment (TSA) or industry recognized credentials (IRC). A complete description of these Programs of Study is provided in the 2017 Program Revision Documents section of the Family Consumer Sciences and Human Services webpage.

Course Description:

This course develops a more advanced knowledge and application of sewing skills. It is designed for the student interested in a career in fashion apparel, accessory design, costume design, interior design and more. This course utilizes more advanced garment construction techniques, basic patternmaking/draping and an expansion of applied textiles knowledge. Several garments and skills examples will be constructed during the semester. Successful completion of this class provides students with an understanding of textile application and construction with an emphasis on quality. Self-initiative, motivation, time management, planning, independent work, following directions and evaluating are crucial skills in this course which art, communication, mathematics, science and technology are applied.

The Fashion, Textiles and Apparel assessment is recommended as a TSA/IRC for students who complete Fashion and Interior Design Fundamentals – Level 1, Fashion, Design and Construction – Level 2 and Fashion/Interior Design and Merchandising – Level 3 in succession.

(Pre-PAC information and links used with permission from AAFCS.)

Objectives/Categories:

- A. Analyze career paths within textiles apparel and design industries
- B. Evaluate textiles, fashion, and apparel products and materials
- C. Demonstrate fashion, apparel, and textile design skills
- D. Demonstrate skills needed to produce, alter, or repair textiles, fashion, and apparel
- E. Evaluate elements of textiles, apparel, and fashion merchandising

Student Learning Objectives	NASAFACS (National Standards)
A. Analyze career paths within textiles apparel and design industries	
Explain the roles and functions of individuals engaged in textiles, fashion and apparel careers	16.1.1
Analyze opportunities for employment and entrepreneurial endeavors	16.1.2
Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries	16.1.3
Analyze the effects of textiles, fashion and apparel industries on local, state, national, and global economies	16.1.4
Analyze the role of professional organizations in textiles, fashion, and apparel industries	16.1.6
B. Evaluate textiles, fashion, and apparel products and materials	
Evaluate performance characteristics of textile fiber and fabrics	16.2.2
Summarize textile legislation, standards, and labeling in the global economy	16.2.3

Analyze characteristics of textile components in the design, construction, care, use, maintenance, and disposal or recycling of products	16.2.4
Demonstrate appropriate procedures for care and disposal or recycling of textile products	16.2.5
C. Demonstrate fashion, apparel, and textile design skills	
Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance	16.3.1
Apply basic and complex color schemes and color theory to develop and enhance visual effects	16.3.2
Utilize elements and principles of design in designing, constructing, and/or altering textiles, apparel, and fashion	16.3.3
Demonstrate design concepts using fiber, fabric or digital means, employing draping and/or flat pattern making technique	16.3.4
Generate design that demonstrates consideration ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues	16.3.5
Demonstrate ability to use technology for fashion, apparel, and textile design	16.3.7

D. Demonstrate skills needed to produce, alter, or repair textiles, fashion, and apparel	
Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair and recycling	16.4.1
Explain production processes for creating fibers, yarn, woven and knit fabrics, and non-woven textile products	16.4.2
Use appropriate industry products and materials for cleaning, pressing, and finishing textiles, fashion and apparel	16.4.3
Analyze current technology, trends and innovations that facilitate design and production of textiles, fashion, and apparel	16.4.4
Demonstrate basic skills for production, alteration, repair and recycling of textiles, fashion, and apparel	16.4.5

E. Evaluate elements of textiles, apparel, and fashion merchandising	
Analyze the cost of constructing, manufacturing, distributing, altering, repairing or recycling textiles, fashion and apparel	16.5.2
Apply research methods, including forecasting techniques, for marketing textiles, fashion and apparel	16.5.6