

Fashion and Interior Design Fundamentals
 Apparel, Textiles and Interior Design Pathway, Level 1
Student Learning Objectives

Linked to the
 National Standards for Family and Consumer Sciences Education

Program Type: 0704

Course Code: 096906

CIP Code: 19.0901

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 is designed for the student interested in a career in fashion apparel, textiles or interior design. In this course students will obtain a foundation in the knowledge needed for more advanced studies of fashion apparel, textiles or interior design. Students will cover the basics of the physical, psychological, social and cultural reasons for how we dress and where we live, the elements and principles of design, textiles, fabric construction and selection for apparel and home use, introductory sewing skills that are applied in a variety of samples and apparel or home goods projects. Self-initiative, motivation, time management, planning, independent work, following directions and evaluating are crucial skills in this course where 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 textiles, fashion, and apparel design skills
- D. Demonstrate skills needed to produce, alter, or repair textiles, fashion, and apparel
- E. Evaluate elements of textiles, fashion, and apparel merchandising
- F. Analyze career paths within the housing, interior design, and furnishings industries
- G. Evaluate housing and design concepts and theories, including sustainability and universal design, in relation to available resources and options
- H. Apply residential and commercial interior design knowledge, skills and processes to meet specific design needs
- I. Analyze design and development of architecture, interiors, and furnishings through the ages

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	
Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers and fabrics	16.2.1
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
Analyze the role of professional organizations in textiles, fashion, and apparel industries	16.2.5

C. Demonstrate textiles, fashion, and apparel 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, fashion, and apparel	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 for ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues	16.3.5
Apply elements and principles of design to assist consumers and businesses in making decisions	16.3.6
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, fashion, and apparel merchandising.	
Analyze the cost of constructing, manufacturing, distributing, altering, or repairing or recycling textiles, fashion and apparel	16.5.2

F. Analyze career paths within the housing, interior design, and furnishings industries	
Explain the roles and functions of individuals engaged in housing and interior design careers	11.1.1
Analyze career paths and opportunities for employment and entrepreneurial endeavors	11.1.2
Summarize education, training, and credentialing requirements and opportunities for career paths in housing and interior design	11.1.3
Analyze the value of interior design to individuals, families, and society including the financial benefits and the impact of housing and interior design careers on individual/family, local, state, national, and global economies	11.1.4

Create an employment portfolio to communicate housing and interior design careers knowledge and skills	11.1.5
Analyze the role of professional organizations in housing and interior design professions	11.1.6
Analyze the attitudes, traits, and values of professional responsibility, accountability and effectiveness required for careers in housing and interior design	11.1.7

G. Evaluate housing and design concepts and theories, including sustainability and universal design, in relation to available resources and options

Evaluate the use of elements and principles of design in housing and commercial and residential interiors	11.2.1
Analyze the psychological impact that the principles and elements of design have on the individual	11.2.2
Analyze the effects that the principles and elements of design have on aesthetics and function	11.2.3
Apply principles of human behavior, ergonomics and anthropometrics to design of housing, interiors, and furnishings	11.2.4

H. Apply residential and commercial interior design knowledge, skills and processes to meet specific design needs

Examine the impact of housing, interiors, and furnishings on the health, safety, and welfare of the public	11.3.5
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I. Analyze design and development of architecture, interiors, and furnishings through the ages

Explain societal and technological trends on periods of architecture and interior design through the ages	11.5.2
Illustrate the development of architectural styles throughout history	11.5.3
Compare and contrast historical architectural details to current housing and interior design trends	11.5.4
Predict future design and development trends in architecture, interiors, and furnishings	11.5.5

Advisory Committee

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