

SUBJECT: Clothing and Design I		GRADE: 9-12	
Unit Title: Sewing Tools / Sewing Machine		Time Frame: 10 days	
UNIT OVERVIEW			
Students will examine and discuss the parts of the sewing machine and how they work together to create a garment or other product, how to thread the sewing machine and what sewing tools there are and their purposes.			
LRG SKILLS AND DISPOSITIONS		NATIONAL STANDARDS*	
Critical Thinking & Problem Solving Continual Learning & Growth Mindset		16.3: Demonstrate textiles, fashion, and apparel design skills. 16.4: Demonstrate basic skills for producing and altering textile products and apparel.	
COMPETENCIES		LEARNING TARGETS	
Safety		I can identify the parts of the sewing machine and their purpose and how they work together in sewing.	
		I can understand the specific use for a variety of sewing tools and how they are used to create a garment.	
		I can operate a sewing machine properly and safely.	

*PDE does not currently have standards for textiles in grades 9-12. These standards were developed by the National Association of State Administrators of Family and Consumer Sciences.

SUBJECT: Clothing and Design I		GRADE: 9-12	
Unit Title: Fashion Designers		Time Frame: 10 days	
UNIT OVERVIEW			
Students will examine and discuss national and international fashion designers who make an impact on today’s society as well as the creativity and vision of fashion designers.			
LRG SKILLS AND DISPOSITIONS		NATIONAL STANDARDS*	

Critical Thinking & Problem Solving Creativity & Innovation Continual Learning & Growth Mindset	16.1.1: Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers. 16.1.4: Analyze the effects of textiles, fashion, and apparel industries on local, state, national, and global economies. 16.3.8: Evaluate the impact of history of design and designers, arts and culture, trend setters, and global influences on textiles, fashion, and apparel. 16.4.4: Analyze current technology, trends, and innovations that facilitate design and production of textiles, fashion, and apparel.
COMPETENCIES	LEARNING TARGETS
Global and Cultural Design	I can understand the need to explore global and cultural differences.
	I can evaluate the impact of the history of design and global designers.

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SUBJECT: Clothing and Design I		GRADE: 9-12	
Unit Title: Color and Style		Time Frame: 10 days	
UNIT OVERVIEW			
Students will examine and discuss the culture of color and how color affects personality and the importance of color in design styles.			
LRG SKILLS AND DISPOSITIONS		NATIONAL STANDARDS*	
Creativity & Innovation Continual Learning & Growth Mindset		16.3: Demonstrate textiles, fashion, and apparel design skills. 16.4: Demonstrate basic skills for producing and altering textile products and apparel.	
COMPETENCIES		LEARNING TARGETS	
Global and Cultural Design		I can understand the need to explore global and cultural differences.	
		I can identify the importance of color in fashion design throughout the world.	
Aesthetic Effects		I can evaluate the effect of design concepts on aesthetics and function.	

	I can identify how color affects my personality and style.
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SUBJECT: Clothing and Design I		GRADE: 9-12	
Unit Title: Tote Bag / Pajama Pants		Time Frame: 12 weeks	
UNIT OVERVIEW			
Students will examine and discuss how to choose fabric for a specific sewing project and how to read a pattern and the sewing guide in the pattern envelope. They will also examine and discuss the importance of being responsible for a clean work area and in working collaboratively with others and how to use unit construction in the creation of the sewing project.			
LRG SKILLS AND DISPOSITIONS		NATIONAL STANDARDS*	
Critical Thinking & Problem Solving Creativity & Innovation Collaboration & Teamwork Adaptability & Flexibility		16.4.1: Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling. 16.4.5: Demonstrate basic skills for production, alteration, repair and recycling of textiles, fashion, and apparel. 16.4.3: Use appropriate industry products and materials for cleaning, pressing, and finishing textiles, fashion, and apparel.	
COMPETENCIES		LEARNING TARGETS	
Design Concepts		I can effectively use tools and techniques to create a product.	
		I can follow directions on a pattern guide.	
		I can create a pattern to a set of specifications.	
		I can accurately pin and cut fabric according to a set of directions.	
		I can demonstrate how to sew straight and zig-zag stitches.	
		I can demonstrate how to backstitch at the beginning and end of seams.	
		I can keep my workspace organized and clean.	

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