

High School Fine Arts Department: Theatre

Name of Course: Fashion & Costumes Through the Ages II

Fashion & Costumes II Course Description: Prerequisites: Passing grade in Fashion and Costumes Through the Ages Description: A continuation of Fashion and Costuming I, here students will further develop their knowledge of machine sewing and pattern reading. Students will also create one-of-a-kind designs and learn how to drape/pattern these designs for custom-made apparel. This course is intended for those students seriously interested in a career in fashion

Initial Creation Date (if applicable) and Revision Dates:

Revision Date: November 27th, 2023

Wallenpaupack Area School District Curriculum

COURSE: Fashion & Costumes II

GRADE/S: 9-12

UNIT 1: Review and Intermediate Level
Handsewing Safety/Tools/Stitches & Machine
Sewing

TIMEFRAME: 3 weeks

PA COMMON CORE/NATIONAL STANDARDS: 9.1.12. A, B, C, H

UNIT OBJECTIVES (SWBATS):

- Identify and define handsewing tools and safety rules
- Identify each of the handsewing stitches: running, backstitch, oversew, hem, 3 types of buttons
- Practice each stitch accurately
- Demonstrate proficiency with each handsewing stitch
- Learn and demonstrate more advanced stitches and closures (hook & eye, bar, zipper, button-hole, frog, snap)
- Identify the parts of a sewing machine
- Define the function of each sewing machine part
- Identify parts of a pattern and pattern envelope
- Define pattern markings and pieces
- Demonstrate how to take basic body measurements

- Demonstrate how to properly thread a sewing machine
- Operate a sewing machine competently
- Create a garment from a pattern using the sewing machine

INSTRUCTIONAL STRATEGIES/ACTIVITIES:

- Term Identification
- Demonstrations of each handsewing stitch
- Videos/written instructions for each handsewing stitch
- In-class work on each stitch
- In-class work on handsewing project
- Question/answer periods with teacher
- Teacher monitoring throughout in-class work
- Discussion/In-Class Diagram & Demonstration: Identify the parts of a sewing machine
- Discussion/In-Class Demonstration: Define the function of each sewing machine part
- Discussion/In-Class Demonstration: Identify parts of a pattern and pattern envelope
- Discussion: Define pattern markings and pieces
- Demonstration/Lab: Demonstrate how to take basic body measurements
- Demonstration/Lab: how to properly thread a sewing machine
- Demonstration/Lab: Operate a sewing machine competently
- Hands-on Project: Create a basic garment from a pattern using the sewing machine

ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative):

- In-Class Participation
- Handsewn swatches of each handsewing stitch
- In-class monitoring
- In-class participation: demonstrations/discussions--parts of the machine, threading a machine, reading a pattern, taking measurements
- Review: Written work: reading a pattern worksheet, taking measurements worksheet
- Review: Threading a Machine, Parts of a Machine
- Project: Creating a machine sewn garment using a pattern

DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment):

- Research on additional stitches—not learning in class

RESOURCES (Technology Based Resources, Text Resources, etc.):

- Handsewing demonstrations: Online (youtube)
- Worksheets: Diagram of Sewing Machine, Sewing Templates, Reading Patterns Worksheet, Taking Measurements Worksheet
- Online Videos: How to Thread a Singer Heavy Duty, How to Wind a Bobbin, How to thread the Bobbin portion, How to thread the needle
- Machine Sewing Project Rubric and Requirements
- Apparel Fashion Book

KEY VOCABULARY: fabric, material, shears, scissors, pinking shears, sewing gauge, seam ripper, handsewing needle, straight pins, thread, thimble, pin cushion, marking pencil, tailor’s chalk, tracing

wheel, tracing paper, sewing ham, seam roll, swatch, iron, ironing board, running stitch, backstitch, oversew stitch, hem stitch, 2-hole button, 4-hole button, shank button, hook, eye, bar, zipper, button-hole, frog, snap, Bobbin, Spool of Thread, foot pedal, power cord, power switch, stitch length dial, pattern selector dial, stitch width dial, bobbin winder thread guide, bobbin winder spindle, bobbin winder stopper, thread tension dial, needle position dial, thread take-up lever, spool pin/stopper, needle clamp screw, presser foot, feed dog, needle plate, bobbin housing, bobbin cover, machine sewing needle, seam allowance, selvage edge, interfacing, bolt width, grain, grain line, adjustment line, dart, dot, notch, bodice, lining

Wallenpaupack Area School District Curriculum	
COURSE: Fashion & Costumes II	GRADE/S: 9-12
UNIT 2: High-End to Commercial Design	TIMEFRAME: 2 weeks

PA COMMON CORE/NATIONAL STANDARDS: 9.1.12. A, B, C, H 9.3.12 A
<p>UNIT OBJECTIVES (SWBATS):</p> <ul style="list-style-type: none"> • Research high-end fashion • Research, Identify, and Explain Elements of high-end fashion and commercial fashion companies specific to selected design • Create a design and fashion template with all researched information • Present design and comparative information to class
<p>INSTRUCTIONAL STRATEGIES/ACTIVITIES:</p> <ul style="list-style-type: none"> • Research high-end fashion • Identify elements of high-end fashion • Identify elements of commercial fashion • Choose a high-end fashion and a comparable commercial clothing company to research • Create a design to compliment the high-end fashion that can be sold at the commercial clothing company • Research and answer specific questions relating to costs, materials, target audience, etc. • Create a Fashion Template showcasing all research and designs • Present the design and research to the class
<p>ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative):</p> <ul style="list-style-type: none"> • In-Class Participation (working on projects) • Ability to present to the class (talking, making eye contact, pronunciation) • Project: Creation of design and research/written portion (completed Fashion Template)
<p>DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment):</p> <ul style="list-style-type: none"> • Potential to read and research other high-end designs/designers • Potential to create other designs

<ul style="list-style-type: none"> • Watch runway shows from those designs/designers • Create garment from draping or patterning and then machine sew it
RESOURCES (Technology Based Resources, Text Resources, etc.): Internet for Research High-End to Commercial Rubric and Requirements
KEY VOCABULARY: High-end fashion, commercial clothing, fashion designers, runway, runway shows, fashion week, couture, merchandising, season, inspiration, cost of materials, mark-up, retail price, target audience

Wallenpaupack Area School District Curriculum	
COURSE: Fashion & Costumes II	GRADE/S: 9-12
UNIT 3: Draping	TIMEFRAME: 2 weeks

PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 A, B, C, H
UNIT OBJECTIVES (SWBATS): <ul style="list-style-type: none"> • Identify the basics of draping • Create a dress form to fit your measurements • Create a fashion design of 1 article of clothing • Use draping techniques, pins, fabric, and sewing machine to create draped garment
INSTRUCTIONAL STRATEGIES/ACTIVITIES: <ul style="list-style-type: none"> • Discussion/In-Class Demonstration/Video: Identify the basics of draping • Discussion/In-Class Demonstration: Creating a dress form to fit you • Discussion/In-Class Demonstration: Creating a design • Demonstration/Lab: Creation of draped garment • Hands-on Project: Create draped garment
ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative): <ul style="list-style-type: none"> • In-class participation: demonstrations/discussions--draping basics, creating/sizing a dress form • Written work: design of garment • Project: Creating a draped garment
DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment): <ul style="list-style-type: none"> • Potential to learn more difficult draping techniques • Potential to create a more challenging draped garment • Research famous designers who use draping
RESOURCES (Technology Based Resources, Text Resources, etc.): <ul style="list-style-type: none"> • Worksheets: Draping 101

- Online Videos: How to Drape a Bodice, How to Create a Dress Form Sized to Fit You
- Draping Project Rubric and Requirements
- Apparel Fashion Book

KEY VOCABULARY: Draping, Center Line, Fabric, Straight pins, T-Pins, Foam batting, muslin, stitching lines, darts, princess darts, ease, gather, pleat

Wallenpaupack Area School District Curriculum

COURSE: Fashion & Costumes II

GRADE/S: 9-12

UNIT 4: Final Project (Student Choice)

TIMEFRAME: 2 weeks

PA COMMON CORE/NATIONAL STANDARDS: 9.1.12 A, B, C, H 9.2.12 A, B, J

UNIT OBJECTIVES (SWBATS):

- Research a fairytale
- Research a time period
- Design/Create original garments
- Research materials, costs, needs for garment creation
- Redesign an article of clothing into something else
- Create a step-by-step plan for action
- Research and gather necessary supplies
- Recreate garment “upcycle”
- Research cuffs, sleeves, gathers, darts, alterations
- Choose 2 of each style to learn
- Research materials, gather materials
- Create each style
- Create a portfolio of all sewing work

INSTRUCTIONAL STRATEGIES/ACTIVITIES:

- In-Class Work: Researching fairytale, time period, materials/costs/needs, necessary supplies, cuffs, sleeves, gathers, darts, alterations
- In-Class Work: Designing original garments, an upcycled article of clothing
- In-Class Work/lab: Creation of original garment templates, step-by-step plan of action, upcycled garment, styles of cuffs, sleeves, gathers, darts, and alterations
- Presentation of Projects: Fairytale Design, Upcycled Garment, or Above & Beyond Machine Sewing

ASSESSMENTS (Diagnostic/Benchmark/Formative/Summative):

- In-class participation: overseeing research, designing, planning, creation
- Written work: essay portion required for each explaining choices and research
- Projects: Fairytale Design, Upcycled Garment, or Above & Beyond Machine Sewing

DIFFERENTIATED INSTRUCTION (Acceleration/Enrichment):

- Potential to research other fairytales, other time periods, create designs for other characters
- Potential to create another upcycled project
- Potential to learn more sewing techniques and add to your portfolio

RESOURCES (Technology Based Resources, Text Resources, etc.):

- Online Resources: Fairytales, search engines
- Final Project Rubric and Requirements
- Apparel Fashion Book

KEY VOCABULARY: cuffs, croquis, upcycle, template, swatches, gathers, standard dart, French dart, curved darts, double-ended darts, surged darts, dart tucks, alterations, cap sleeve, fitted long sleeve, raglan sleeve, batwing sleeve, puffed sleeve