STRANDS AND STANDARDS FASHION MERCHANDISING, ADVANCED



Course Description

The Fashion Merchandising, Advanced course is designed to provide fashion students knowledge of the various business functions in the fashion industry. The following list of skill Strands prepares the student in fashion merchandising with a working knowledge of promotion, textiles, merchandising math, selling, visual merchandising and career opportunities. Student leadership and competitive events (FCCLA and/or DECA) may be an integral part of the course. FCCLA and\ DECA related activities and curriculum can be used as

Intended Grade Level	11-12		
Units of Credit	0.5		
Core Code	34.01.00.00.147		
Concurrent Enrollment Core Code	00.00.00.13.000		
Prerequisite	Fashion Design Studio, Fashion		
	Merchandising		
Skill Certification Test Number	406		
Test Weight	0.0		
License Type	CTE and/or Secondary Education 6-12		
Required Endorsement(s)			
Endorsement 1	Family Consumer Science		
Endorsement 2	Fashion/Design/Merchandising		

an approved part of all Family and Consumer Sciences classes.

STRAND 1

Students will differentiate between fashions in historical periods.

Standard 1

Recognize valid methods for identifying historic fashions.

- Actual Garments
- Old Paintings
- Fashion Publications
- Photographs
- Written Publications

Standard 2

Identify fashions from early time periods of clothing.

- Egyptian 3100 BCE to 30 BCE (before common era) draped clothing made of linen.
- Greek-1000 BCE to 1 ACE (after common era) Homemade loose and flowing; chiton, himation.
- Roman- 700 BCE to 410 ACE Mimicked the Greeks a lighter weight fabric; toga, tunic.
- Medieval 449 to 1500 Layers, head coverings; corsets, kirtles.
- Renaissance -1459 to 1500 Long gowns and doublets of velvets, brocades and linen tunics, hose for men.
- Elizabethian/Tudor style 1509 to 1603 Corset gowns, ruffled collars, slashing, cod pieces.
- Broque style- 1604 to 1682 Softer collars, floppy brimmed hats, high waist and hose replaced with breeches.
- Georgian Style 1714 to1830 Powdered wigs, panniers, long tight breeches and high heels for men.
- Regency 1811to 1837 Light weight dresses, empire waist, Men's clothing became practical for riding.
- Victorian- 1837-1901 Women dresses were pale and simple. Men wore bold and bright colors.

Standard 3

Influential people in fashion history.

- Elizabeth I: Queen of England 1558-1603
- Ruffs (large, round collar)
- Epaulets (Shoulder ornaments)
- Jeweled wigs
- Plucked forehead and brows
- Corsets

- Hoop Skirt (Farthingale)
- Louis XIV: King of France 1643-1715
 - High heels for men, En suite entire matching outfit
 - He sent dolls to every European court, so they would know about Paris fashions.
- Marie Antoinette: Queen of France 1775-1793
 - Used paste to whiten and stiffen her hair to extreme heights.
 - Excessive fashion
 - Panniers side hoops
- George Bryan "Beau" Brummel
 - Led trends for men in the early 1800's
 - His style is known as "Dandyism" (a style of dress and a lifestyle that celebrated elegance and refinement in the 1800's)
 - Included: Straight posture, well-fitting clothes, top hat, tailcoat, and white gloves.
- Jacqueline Kennedy Onassis
 - America's First Lady in the early 1960's
 - Famous for: Pillbox hats and ¾ length sleeve suits
- The Beatles
 - Trendsetting British rock band
 - Early '60s "Mop-top" hairstyles, skinny suits, Cuban heels.
 - Later'60s "Sargent Pepper" jackets in psychedelic colors.

Standard 4

Review specific styles in the 20th century.

- 1890's Victorian Era.
 - Women Gibson Girl (ideal American woman), corset, bustle, *hourglass silhouette*.
 - Men matching coat and vest with contrasting trousers. *Rectangle silhouette*.
- 1900's Industrial Revolution Era. Duster coat
 - Women pigeon breast shirtwaist, Leg O' Mutton sleeves, *s- curve silhouette*.
 - Men formal morning dress with top hats, or 3-piece 'lounge' suits with bowler hats. *Rectangle silhouette*
- 1910's WWI Era.
 - Women Hobble skirt, bathing suit, bloomers, *inverted triangle silhouette*.
 - Men military influence/trench coats. *Rectangle silhouette*
- 1920's "Roaring '20's" Era.

- Women Flapper, costume jewelry, cloche' hat, dropped waistline, *rectangle silhouette*.
- Men trousers creased with wider hemlines, introduction of the modern two-piece suit, zoot suit, wingtips. *Hourglass silhouette*.
- 1930's Depression Era.
 - Women bias cut dresses, waistline restored, hemlines dropped, hand-me-downs, flour sack clothing, Hollywood glamour, *slight hourglass silhouette*.
 - Men introduction of the double-breasted suit, padded shoulders, glen plaid fabric. *Inverted triangle silhouette.*
- 1940s WWII Era.
 - Women Convertible suit (mix and match pieces), slacks, no silk or nylon stockings, *inverted triangle silhouette*.
 - Men Military influence/bomber jacket, austere "Victory' suits with no vest, cuff or pocket flaps. *Rectangle silhouette.*
- 1950s Rock n' Roll era. Teenagers become their own class and have money to spend.
 - Women Poodle skirts, saddle shoes, Capri pants, the "New Look "(Christian Dior), *hourglass silhouette*.
 - Men dark flannel suits, the 'Ivy League' look khaki slacks, button down shirt, sweater. *Rectangle silhouette*.
- 1960s Civil rights Era. The 'Mod' look.
 - Women Miniskirts, pantsuits, Chanel suit, pillbox hat, rectangle silhouette.
 - Men tailored suits, turtlenecks, bold. *Rectangle silhouette*
- 1970s Hippy to Disco Era. Unisex.
 - Men and Women both wore bold flower prints, platform shoes, bell bottoms, wide ties and collars. *triangle silhouette*.
- 1980s Yuppie Era. Logo wear, designer jeans.
 - Women exercise wear as everyday clothes, bold bright colors, *inverted triangle silhouette*.
 - Men business suits with narrow detailing, suspenders, pastels. *rectangle silhouette*.
- 1990s The Dot Com Era. rejection of fashion, grunge.
 - Women Bare midriff, *rectangle silhouette*.
 - Men baggy pants, big sneakers. *rectangle silhouette*
- 2000s Wired generation.
 - Both men and women wore Skinny jeans, embellishments, hip-hop style.
- 2010s Social media Rise of androgyny.
 - Both men and women wear Leggings, jeggings, cutouts, hipster-style. (look at what you're wearing today, what will people remember?)

STRAND 2

Students will define Fashion Products and Research terms.

*Performance Skills for this strand included below

Standard 1

Define fashion products and research terms.

- rag trade the slang term for the garment industry.
- **product mix** the total selection of goods and services that a company makes or sells.
- **product assortment** the range of items or merchandise within categories that a company sells. Ex of category: Dresses
- merchandise information system a system that produces, stores, and analyzes information that enables fashion marketers to make decisions about merchandise for sale.
- **market research** the systematic gathering, recording, analyzing, and presentation of information related to marketing goods and services.
- **survey method** a research method that involves gathering information from people through surveys or questionnaires.
- observation method a research method that involves watching people and recording consumer behavior by cameras, individuals, or internet tracking for example through cookies.
- **experimental method** a research method whereby a researcher observes the results of changing one or more marketing variables while keeping other variables constant.
- **focus group** a panel of six to ten consumers who discuss opinions about a topic under the guidance of a moderator.
- **Market segmentation** dividing the total market into smaller groups and analyzing each group by specific characteristics.
- **Target Marketing** the specialized niche of the market to whom the company wishes to make the greatest appeal.
- **Target-Market Research** ongoing process used to gather and analyze information that relates to specific groups of customers or target market.

STRAND 3

Students will explore entrepreneurial options in the fashion industry.

*Performance Skills for this strand included below

Standard 1

Students will explore the sequence of steps in establishing a business plan.

- 1. Introduction:
 - Description of the business and its goals.

- Ownership of the business and its legal structure.
- List the skills and experience you bring to the business.
- Advantages you and your business have over competitors.
- 2. Marketing
 - Products and services your company will offer.
 - Customer demand for your products and services.
 - Identify your market, its size and locations.
 - Explain how your products and services will be advertised and marketed.
 - Pricing strategy.
- 3. Finance & Management
 - Expected return on investment and monthly cash flow for the first year.
 - Projected income statements.
 - Discuss your break-even point.
- 4. Operations
 - Day-to-day operations.
 - Hiring and personnel procedures.
 - Insurance, lease or rent agreements.
 - Equipment necessary to produce your goods or services.
 - Production and delivery of products and services.
- 5. Concluding Statement
 - Summarize your business goals and objectives and express your commitment to the success of your business. Once you have completed your business plan, review it with a friend or business associate and professional business counselor.
 - Remember, the business plan is a flexible document that should change as your business grows.

Standard 2

Analyze how to price a product for sell.

- Material Costs the amount of money you spend on raw materials needed to create a product.
- Labor Costs the number of hours required to make your product and the hourly rate associated with those hours.
- Overhead Costs any further expenses required for the operation of your business. (equipment, utilities, rent, insurance, taxes)

Standard 3

Students will be able to explain the basics of the 4P's of marketing.

- Product Any goods, services, or ideas that we wish to sell.
- Place Distributing the right product to the right place at the right time in the right amount and in the right condition.
- Price Determining a dollar amount at which we can sell the product.

• Promotion - Making potential customers aware of a product in a positive way so they will want to buy it.

Standard 4

Understand the basics for using credit for business financing.

- Interest rate The proportion of a loan that is charged as interest to the borrower, typically express as an annual percentage of the loan outstanding.
- Personal guarantee Individual agrees to be responsible for the financial obligations of a debtor or borrower to a lender, if the debtor or borrower fails to pay an amount owing under the loan agreement.
- Loan term Monetary loan that is repaid in regular payments over a set period of time. Term loans usually last between one and ten years but may last as long as 30 years in some cases. A term loan usually involves an unfixed interest rate that will add additional balance to be repaid.
- Ability to repay An economic principle stating that the amount of tax an individual's pay should be dependent on the level of burden the tax will create relative to the wealth of the individual.

STRAND 4

Students will apply knowledge of merchandising to market a fashion product.

*Performance Skills for this strand included below

Standard 1

Some examples could include:

- Fashion show
- Social media selling
- Etsy shop
- Direct sales

Workplace Skills

Students will develop professional and interpersonal skills needed for success in the fashion industry. Incorporated throughout the course.

*Performance Skills for this strand included below

Standard 1

Determine the difference between hard skills and soft skills.

- Hard Skills Hard skills are specific, teachable abilities that can be defined and measured.
- Soft Skills Personal attributes that enable someone to interact effectively and harmoniously with other people.

Standard 2

Identify soft skills needed in the workplace.

- Professionalism
 - Appropriate dress and hygiene
 - Respect
 - Legal requirements/expectations
- Good communication skills.
 - Effective speaking & listening
 - Writing
 - Appropriate language
- Demonstrating teamwork.
 - Acting as a team player
 - Learning from criticism

Standard 3

Contribute to the success of a group.

- Resourcefulness & creativity
 - Flexibility/adaptability
 - Contributing new ideas
- Critical thinking & problem solving
- Time task and resource skills
 - Time management abilities
 - Working well under pressure
- Work Ethic
 - Integrity
 - Loyalty
 - Learning from criticism
 - Initiative
 - Responsibility
 - Positive attitude

Performance Skills

Strand 2

Decide on a potential target market for a fictitious store and create a survey consisting of 10 questions to find potential interest in that store.

Strand 2

Create an actual display using fashion items **OR** create a miniature window display in a box.

Strand 3

Choose items (clothing, accessories etc.) for the store created from either a local mall or retail internet sites or catalogs.

Strand 3

Prepare a feature-benefit chart for a fashion item including, brand name, size, suggested retail price, style number, fabric content, style details, and guarantees and warranties. Demonstrate an effective sales presentation in a role-play situation using an effective approach and greeting, questioning, handling objections, suggestion selling, closing and follow-up techniques.

Strand 3

Calculate the price of merchandise using the retail and cost methods, common markup and markdown methods, and merchandise discounts.

Strand 4

Create a fictitious store to include a description of the target customer for the store, along with a description of products carried, and competitors. Also include depictions of the store exterior and furnishings used to create the right ambiance for the store.

Research a fashion career and then complete an application, resume and interview for that career.

Resources

http://www.sba.gov

http://www.venturebeat.com/2012/12/24/how-to-price-your-startups-product-right-the-first-time

http://www.sba.gov/category/navigation-structure/starting-managing-business/managing-business

Skill Certificate Test Points by Strand

Example table below. Refer to instructions for specifics.

Test Name	Test	Number of Test Points by Strand					Total
	#			Points	Questions		
Fashion Design	406	1	2	3	4	32	26
Merchandising		14	7	11			
Adv							