

STRANDS AND STANDARDS

TEXTILE DESIGN ENTREPRENEURSHIP



Course Description

This course is designed to focus on entrepreneurial opportunities and careers in design fields. Experiences may include pattern design, surface design, clothing construction and manufacturing, fitting and alteration, and interior fabrication. The study and application of textile sciences and technology in this course provides students with laboratory-based experiences that will strengthen their comprehension of concepts and standards outlined in Science, Technology, Engineering and Math (STEM) education. Skills Test #358 (Standards 1-4 Tested)

(Students can repeat the course for credit as they work towards certification)

Student leadership and competitive events (FCCLA) may be an integral part of the course.

TEXTILE DESIGN ENTREPRENEURSHIP

Intended Grade Level	10-12
Units of Credit	.5-1.0
Core Code	34.01.00.00.080
Concurrent Enrollment Core Code	NA
Prerequisite	Apparel Design and Production I-II/ Sports and Outdoor Product Design I-II
Skill Certification Test Number	354
Test Weight	0.5
License Type	CTE and/or Secondary Education 6-12
Required Endorsement(s)	
Endorsement 1	FACS General Composite
Endorsement 2	CTE License: Fashion/Design/Merchandising
Endorsement 3	NA

Fashion Design Pathway (Apparel/Textiles/ Entrepreneurship) This pathway provides students the option to explore entrepreneurship, career opportunities and demonstrate advanced skills in apparel construction, textiles and technology. *Standards 1-6*

Interior Design Pathway (Interiors Fabrication/ Textiles/ Entrepreneurship) This pathway provides students the option to explore entrepreneurship, career opportunities and demonstrate advanced skills in interiors fabrication, textiles and technology. *Standards 1-4, 7*

STRAND 1

Analyze careers and explore the design industry.

Standard 1

Research employment and entrepreneurial opportunities and preparation for interior and/or fashion design careers. <http://www.bls.gov> and Utah Futures.

- Interior Design Careers: Interior designer, Graphic Designer, Art Directors, Display designer, Fabricators, Entrepreneur.
- Fashion Design Careers: Fashion Designer, Purchasing, Buyers, Retail Sales, Theater, Entrepreneur.

Standard 2

Identify knowledge and skills for selected in the interior and fashion design industries. <http://www.bls.gov>.

STRAND 2

Students will identify technology used in Fashion Design/Interior Design Fabrication.

Standard 1

Become acquainted with basic design software.

- Identify how CAD (Computer Aided Design) and Vector are used in the fashion and commercial design industry.

- Understand what output files, outsourcing and grading terms are in relationship to design software.
- Compare commercial and personal use design software programs used in the fashion and commercial design industry.
 - Examples of Commercial design software programs used in industry are: Gerber Accumark, Gemini Pattern Editor, e-Telestia and Fashion Cad.
 - Examples of Personal design software programs used are: Pattern Master (Wild Ginger), Pattern Maker, Design Sew and Bernina's My Label.

Performance Objective 1

Explore and analyze a current design software App related to the textile design industry in fashion and interior design.

STRAND 3

Identify and choose appropriate fabrics as it relates to an end product. (To be integrated throughout the course in various projects.)

Standard 1

Review and identify characteristics of natural fibers (e.g. cotton, wool, silk, linen, bamboo).

Standard 2

Review and identify characteristics of synthetic and/or manmade fibers. (Polyester, nylon, rayon, acetate, spandex, acrylic, Olefin, fiberglass).

Standard 3

Review and identify various types of fabric finishes. (Stain resistant, fire resistant, wrinkle resistant, waterproof).

Standard 4

Explore and identify emerging fabric technologies. (Antimicrobial, wicking).

Standard 5

Examine the progression of ethical practices in the textile and apparel industry.

- Explore and identify sustainability (public health, welfare, environment)
- Environmental responsibility
- Human ethical impact of fibers used in the industry. (Labor, Labeling information)

Performance Objective 2

Analyze the effects of textile characteristics on design, construction, care, use, and maintenance of products created in class.

STRAND 4

Students will explore entrepreneurial options in the fashion and interior design industry.

Standard 1

Students will explore the steps of establishing a business plan. (1. Introduction, 2. Marketing, 3. Finance & Management, 4. Operations and 5. Concluding statement).

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.

Standard 3

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

- Product (package)
- Place (where to sell)
- Price (material, labor, & overhead costs)
- Promotion (method of advertisement)

Standard 4

Understand the basics for using credit for business financing. (Interest rate, personal guarantee, loan term, ability to repay).

Performance Objective 3

Create a Textile Design Entrepreneurship portfolio containing a written small business plan.

*May consult the FCCLA Entrepreneurship STAR Event as the project model for the entrepreneurship portfolio.

NOTE: For a more in-depth study and experience in entrepreneurship, refer to the standards and objectives for Entrepreneurship Opportunities in Family and Consumer Sciences.

Performance Objective 4

Create a marketable Fashion Design or Interior Design product.

STRAND 5

Special design projects to include any of the following: flat pattern drafting, pattern alterations, clothing alterations, repurposing, and advanced clothing design and construction.

Standard 1

Complete commercial pattern alterations or flat pattern design.

- Basic clothing and/or pattern fitting procedures.

Standard 2

Complete a variety of clothing alterations.

Standard 3

Complete creative ways to recycle or repurpose clothing and/or fabric.

Standard 4

Complete an advanced clothing design project using correct construction techniques.

STRAND 6

Students will compare and contrast mass and small business clothing production.

Standard 1

Discuss construction and mass production of clothing.

- Identify sequential construction techniques
- Identify motion economy methods used in assembly line production with attention given to consideration of quality, quantity, ethics and profits.

STRAND 7

Students will design products using interior décor fabrication.

Standard 1

Explore and select specialized textiles for interior décor usage.

Standard 2

Design and fabricate bedding and pillows. (e.g. quilts, comforters, pillow shams, bed skirts, throw pillows, etc.)

- Calculate yardage using industry standard measuring techniques.
- Incorporate principles and elements of design (<http://www.clothingandtextiles.org/be-informed.html>)
- Utilize special construction techniques through completion of any of the above.

Standard 3

Design and fabricate various window treatments. (e.g. valances, draperies, curtains, fabric-covered shades, fabric-covered cornices, etc.)

- Calculate yardage using industry standard measuring techniques.
- Incorporate principles and elements of design (<http://www.clothingandtextiles.org/be-informed.html>)
- Utilize special construction techniques through completion of window project

Standard 4

Design and fabricate upholstery/slipcovers.

- Identify the basic principles and sequence for reupholstering furniture
- Identify the equipment needed for the upholstery process
- Calculate yardage using industry standard measuring techniques.
- Upholster/reupholster a piece of furniture
- Identify the basic principles and sequence of constructing slipcovers

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- Review the functions and purposes of slipcovers
- Slipcover a piece of furniture

*The amount of time allotted to these sections will vary according to the depth of study, class projects chosen, and specific circumstances. Therefore, all components of this unit may not be addressed.

Skill Certificate Test Points by Strand

Test Name	Test #	Number of Test Points by Strand										Total Points	Total Questions
		1	2	3	4	5	6	7	8	9	10		
Textile Design Entrepreneurship	354	9	8	16	22							55	38

Performance Objective

FCCLA Integration into Textile Design Entrepreneurship:

STAR Events: Career Investigation, Entrepreneurship, Illustrated Talk, Interpersonal Communications, Job Interview, Life Event Planning, Advocacy, Chapter Service Project Display, Chapter Service Project Portfolio, Leadership, National Programs in Action, Hospitality, Tourism and Recreation.

Skill Demonstration Events: Impromptu Speaking, Hospitality, Tourism and Recreation, Consumer Math.

National Program: Career Connection, Power of One, Leadership Service in Action, Financial Fitness, Leadership Service in Action.