

## Rags to Runway

Students will be introduced to the elements of fashion design. Working with patterns and textile types, they will focus on the style, function, and form of modern fashion. Students will also learn about trends, classical looks, and experimental styles. Cutting edge and couture will also be explored. This course is offered to students in grades nine through twelve. Prerequisite: *It's all Material*.

### Explanation of Abbreviations:

#### State Content Standard Abbreviations

Benchmark Notations = A, B, C, etc.

Descriptors = 1, 2, 3, etc.

#### National Standard Abbreviations

5.2.3

5 = Area of Study

2 = Content Standards

3 = Competencies

### Reference Materials:

Ohio Department of Education Family and Consumer Sciences Content Standards.  
National Standards for Family and Consumer Sciences Education.

### Career Paths

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|--------|--|
| 16.1.1 | 1. Explain the roles and functions of individuals engaged in textiles and apparel careers.   |
| 16.1.4 | 2. Analyze the effects of textiles and apparel occupations on local, state, national, and global economies.  |
| 16.1.5 | 3. Create an employment portfolio for use with applying for internships, work-based learning opportunities and employment in textiles, fashion, and apparel. |

## Products and Materials

- 16.2.1 1. Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers.
- 16.2.2 2. Evaluate performance characteristics of textile fiber and fabrics.
- 16.2.3 3. Summarize textile legislation, standards and labeling in the global economy.
- 16.2.4 4. Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products.
- 16.2.5 5. Apply appropriate procedures for care of textile products.

## Design Skills

- 16.3.1 1. Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.
- 16.3.2 2. Apply basic and complex color schemes and color theory to develop and enhance visual effects.
- 16.3.3 3. Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.
- 16.3.4 4. Demonstrate design concepts with fabric or technology / computer, using draping and/or flat pattern making technique.
- 16.3.5 5. Generate a design that takes into consideration ecological, environmental, sociological, psychological, technical and economic trends and issues.
- 16.3.6 6. Apply elements and principles of design to assist consumers and businesses in making decisions.
- 16.3.7 7. Demonstrate the ability to use technology for fashion, apparel, and textile design.

## Production

- 16.4.1 1. Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.
- 16.4.3 2. Use appropriate industry products and materials for cleaning, pressing, and finishing textile, apparel, and fashion products.
- 16.4.5 3. Demonstrate basic skills for producing and altering textile products and apparel.