

**Area of Study: 16.0 NASAFACS “Textiles, Fashion, and Apparel” Curriculum**

**Career Field: Law, Public Safety and Security Career Cluster; Human Services Career Cluster**

**Career Cluster: Law, Public Safety and Security; Human Services**

**Career Pathway: Personal Care Services and Law Enforcement**

STRAND	STANDARD	OBJECTIVES (What it looks like in the classroom) The learner will 1	# OF DAYS NEEDED FOR MASTERY	DATE	ASSESSMENT TYPE (classroom, STAR, objective, subjective, project, etc.)	RESOURCES (Materials, web sites, auto-visual, print)	LEARNING ACTIVITIES
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Textiles Construction	16.4 Demonstrate skills needed to produce, alter, or repair fashion, apparel and textile products.	16.4.1 Demonstrate professional skills in using a variety of equipment, tools, and supplies for fashion, apparel, and textile construction, alteration, and repair.  16.4.5 Demonstrate basic skills for producing and altering textile products and apparel.					<b>UNIT I of Study</b> Clothing Construction Unit <ol style="list-style-type: none"> <li>1. Creating a Pattern</li> <li>2. Fabric Preparation</li> <li>3. Fabric and Pattern Layout and Cutout</li> <li>4. Use of the sewing machine</li> <li>5. Use of the serger</li> <li>6. Use of the embroidery machine</li> <li>7. Design Lab/Studio</li> </ol>

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Textile Science	16.2 Evaluate fiber and textile products and materials.	<p>16.2.1 Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers.</p> <p>16.2.2 Evaluate performance characteristics of textile fiber and fabrics.</p> <p>16.2.4 Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products.</p>					<b>Unit 5 – Understanding Fibers and Fabrics</b> Science Lab

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Fashion Merchandising and Design	16.3 Demonstrate fashion, apparel, and textile design skills.	<p>16.3.1 Explain the ways I which fiber, fabric, texture, pattern, and finish can affect visual appearance.</p> <p>16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects.</p> <p>16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile apparel, and fashion products.</p>					<ul style="list-style-type: none"> <li>• <b>Unit 2 Understanding Fashion</b></li> <li>• <b>Unit 3 Understanding Color</b></li> <li>• <b>Unit 4 Developing a Wardrobe Plan</b></li> <li>• <b>Unit 6 Understanding Design</b></li> <li>• <b>Design Lab</b></li> </ul>

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