Introduction to Fashion Design

Course Overview

This one-semester elective course is intended to introduce you to the basics of fashion design. In this course, you will explore the history of fashion, the components of fashion, the influences and contributions of some key fashion innovators, and the various steps involved in the production of a garment.

This course is structured as a sequence of 17 lessons and four Course Activities followed by online discussions, as described in the Course Pacing Guide at the end of this document. You will submit the Course Activities to your teacher for grading.

Each lesson is accompanied by a Lesson Activity that will help you apply and practice the lesson content. You will check your own answers in the Lesson Activities. Each lesson also has a multiple-choice mastery test to help you access your understanding of the lesson content. A multiple-choice end-of-semester test completes the course.

The Course Activities (submitted to the teacher) and the Lesson Activities (self-checked) are major components of this course. To get the most out of this course, you should complete all of the Lesson Activities in each lesson.

Course Goals

By the end of this course, you will have done the following:

- Explored and examined fashion concepts, especially in the following areas:
  - o the history of fashion
  - o factors influencing fashion growth
  - o the components of fashion
- Familiarized yourself with fashion terminology, fashion life cycles, fashion adoption theories, and consumers.
- Understood the various preliminary steps such as fashion research, forecasting, and the process of manufacturing fabric from fiber.
- Explored the various steps in garment production, from creating a sample garment to bulk manufacturing it.
- Created a sample garment complete with a designer worksheet.

Prerequisite Skills

Introduction to Fashion Design is intended to be an introductory course for the high school level and does not have specific prerequisites. Nevertheless, these fundamental skills will be helpful:

- an interest in fashion and the urge to know more about the technicalities of the subject
- good observation and research skills
- an eye for detail and a fair amount of creativity and innovation

General Skills

To participate in this course, you should be able to do the following:

- Perform basic operations with word processing software, such as Microsoft Word or Google Docs.
- Draw using drawing tools available in word processing software.
- Understand the basics of drawing software, such as Corel Draw.
- Perform online research using various search engines and library databases.
- Communicate through email and participate in discussion boards.

For a complete list of general skills that are required for participation in online courses, refer to the Prerequisites section of the Plato Student Orientation document, found at the beginning of this course.

Credit Value

Introduction to Fashion Design is a 0.5-credit course.

Course Materials

- Notebook
- Drawing tools such as pencils, crayons, etc.
- Computer with Internet connection, a scanner or other device to upload sketches, and speakers or headphones
- Microsoft Word or equivalent

Course Pacing Guide

This course description and pacing guide is intended to help you stay on schedule with your work. Note that your course instructor may modify the schedule to meet the specific needs of your class.

Day	Activity/*Objective*	Type
1 day: 1	**Syllabus and Plato Student Orientation** *Review the Plato Student Orientation and Course Syllabus at the beginning of this course.*	Course Orientation
3 days: 2-4	**What Is Fashion?** *Explore the meaning of fashion, its key influences, and its place in the modern world.*	Lesson
4 days: 5-8	**Components of Fashion** *Define the key components of fashion: the elements of design and the principles of design.*	Lesson
4 days: 9-12	**Fashion Categorization** *Explain the different fashion lines.*	Lesson
1 day: 13	**Game**	Activity
3 days: 14-16	**Fashion Capitals Around the Globe** *Analyze the relevance, the impact, and the working of key fashion capitals around the world.*	Lesson
4 days: 17-20	**Haute Couture and Prêt A Porter Designs**	Course Activity
1 day: 21	**Modern Design Capital**	Course Discussion
3 days: 22-24	**Seventeenth and Eighteenth Century Fashion** *Analyze the history of fashion during the seventeenth, eighteenth and nineteenth century.*	Lesson
4 days: 25-28	**American Fashion in the Nineteenth and Twentieth Centuries** *Analyze the growth of fashion in the United States in the late nineteenth and early twentieth centuries.*	Lesson

1 day: 29	**Game**	Activity
4 days: 30-33	**Post–World War II (WWII) Fashion Revolution** *Explore the growth of fashion in the United States in the mid-twentieth century.*	Lesson
4 days: 34-37	**Fashion Innovators Post–WWII** *Compare the influences and contributions of key fashion innovators of the mid-twentieth century.*	Lesson
5 days: 38-42	**Fashions of Different Eras**	Course Activity
1 day: 43	**What Is True Couture?**	Course Discussion
3 days: 44-46	**Fashion Evolution** *Explain the stages in the fashion life cycle and the key factors that influence the life cycle.*	Lesson
1 day: 47	**Game**	Activity
3 days: 48-50	**Types of Fashion Life Cycles** *Describe the different life cycles of fashion.*	Lesson
3 days: 51-53	**Identification and Fashion Adoption** *Describe how fashion is perceived and accepted by a consumer.*	Lesson
3 days: 54-56	**The Consumer** *Examine the predominant factors that influence consumer demand.*	Lesson
5 days: 57-61	**Consumer Groups in Fashion**	Course Activity
1 day: 62	**A Fashion Follower or Leader**	Course Discussion
3 days: 63-65	**Fashion Research and Forecasting** *Explain why research and forecasting is the foundation to a successful fashion business.*	Lesson
1 day: 66	**Game**	Activity

4 days: 67-70	**Product Development** *Describe the preliminary steps for line and product development.*	Lesson
3 days: 71-73	**Understanding Textile** *Explain textile from fiber to fabric.*	Lesson
4 days: 74-77	**Sampling** *Explore developing a sample garment.*	Lesson
4 days: 78-81	**Production** *Explain the steps in garment production, starting from a garment sample.*	Lesson
5 days: 82-86	**Fashion Design**	Course Activity
1 day: 87	**Design for Mass Appeal or Originality**	Course Discussion
1 day: 88	**Game**	Activity
1 day: 89	**Course Review**	
1 day: 90	**End-of-Semester**	Assessment