# FACS State Course Name: Fashion

**Unit:** Fashion Design  
**Lesson:** Designing/Rendering

## Competencies/Purpose:
To give students a real life scenario for designing in the fashion world. To give them skills needed in the design field.

**Time Needed:** 6 days  
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## FACS Standards (Colorado and National):

N16.0 Integrate knowledge, skills, and practices required for careers in textiles and apparels.
N16.2 Evaluate fiber and textile products and materials
N16.3 Demonstrate fashion, apparel, and textile design skills.
    N16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.

## Objectives- Upon completion of this lesson, students will:

1. The student will be able to explain the role of fashion designers in the apparel industry.
2. The student will be able to describe the design process.
3. The student will be able to distinguish between styles of necklines, collars, and sleeves.
4. The student will be able to identify styles of dresses, shirts, skirts, pants, jackets, and coats.
5. The student will be able to apply information of the design process into a realistic simulation project.
Instructional Strategies:

- Assigned Questions
- Brainstorming
- Case Study
- Computer Assisted Instruction
- Concept Attainment
- Concept Mapping
- Conducting Experiments
- Cooperative Learning
- Debates
- Demonstration
- Discussion
- Drill & Practice
- Field Trip
- Inquiry
- Interviewing
- Jigsaw
- Journal Writing
- Laboratory Groups
- Learning Centers
- Lecture
- Peer Learning
- Problem Solving
- Reading for Meaning
- Research Projects
- Role Playing
- Simulations
- Storytelling
- Think, Pair, Share
- Tutorial Groups
- Writing to Inform

Tools, Equipment & Supplies:

- Computers (Click here to enter text.)
- Construction Paper
- Markers, Scissors, etc.
- Paper
- Printer(s)
- Trace Paper

Resources:

- Handouts
- Textbook pgs. Click here to enter text.
- Multimedia Click here to enter text.
- Overhead Masters
- Workbook pgs. Click here to enter text.
- Black Foam Presentation Board

Key Terms:

- Design
- Render
- Target Market
- Demographics
- Logo
- Label
- Hang Tag
- Fabric Swatch

Introduction of Lesson:

Day 1 - Have textbook charts of types of necklines, collars, sleeves, skirts, pants, jackets, etc. and professional design drawings out for the students to look at while coming into class.
State the agenda for the day.
Time: 5 minutes

Day 2 - Collect company name/logo, target market paragraph, and tag/label.
Show Rendering Powerpoint of different mediums – colored pencil, marker, watercolor, etc. Show both interior design and fashion design photos.
Have textbook charts of types of necklines, collars, sleeves, skirts, pants, jackets, etc. and professional design drawings out for the students to look at while coming into class.
Time: 10 minutes

Day 3 - Hand back graded company name/logo and target market paragraph.
Have students lay out their inspiration pictures. Give a quick completion grade for having them.
Have students tape their rendered picture up on the board.
Discuss the differences in rendering…ask students what they found that worked. Demonstrate that just by changing color…you change the entire design.
Time: 15 minutes

Day 4 - Open it up for discussion on what they are struggling with…see if other students can help give tips.
Time: 5 minutes
Day 5 - Make copies of designs so the students have blank “coloring worksheets.”
Time: 5 minutes

Day 6 - Demo how to layout a board…have a template drawn on the board.
Students can play with layout while teacher is giving suggestions/reminders.
Talk about the importance of having a plan/layout before gluing/mounting.
Time: 20 minutes

Exploring the Content (Lesson):

Day 1 - Practice Design Exercise
1. Each student needs: a picture of an outfit from a magazine, a piece of trace paper, croquis.
2. Demo for the students giving them tips.
   Do not “glue” the fabric to the model…create a look that the fabric drapes.
   Add dimension to the fabric (sleeves are drawn like the top of a bottle/can).
   Use irregular line and spacing to create flow and drape…clothes don’t hang in straight lines.
   Bottoms of skirts aren’t straight…they are curved.
3. Have the student lay their trace paper over the croquis…and while looking at the mag pic…draw it.
   Time: 20 minutes

Peer Evaluation
1. Have students lay out their work with a blank sheet of paper next to it that has a t-chart on it. The t-chart should be labeled with a + and – as the column headings.
2. Students walk around the room leaving + and – comments for their peers on how they can improve.
OR put them in small groups to do the same exercise.
   Time: 15 minutes

Day 2 - Practice Rendering
1. Each student needs their picture and drawing from the previous day.
2. Demo for the students giving them tips.
   Colored pencils – soft, sheer fabrics
   Color in little circular motions
   Layers upon layers make a good effect…marker, pencil – mix mediums
   Add highlights and shadows…put a sun source
   You could even demo this…put a light on something for the students to see shadows
3. Have the student render their traced image while looking at the mag pic…color. The goal here is to have them try to match the coloring of the photo.
   Time: 30 minutes

Peer Evaluation
1. Put students in groups of 3 and have them discuss ways to improve.
   Time: 5 minutes

Day 3 - Workday on Final Project Sketches
1. Students will select croquis drawings they will be using and have trace paper/pencils.
2. Play a FIDM fashion show that has great music while they are sketching…if they get stuck they can
look to it for inspiration.
Time: 35 minutes

Day 4 - Workday on Final Project Sketches
1. Students will select croquis drawings they will be using and have trace paper/pencils.
2. Play a FIDM fashion show that has great music while they are sketching…if they get stuck they can look to it for inspiration.
Time: 45 minutes

Day 5 - Workday on Rendering Final Sketches
1. Students will select colored pencils/markers/etc. to render.
2. Play a FIDM fashion show that has great music while they are sketching…if they get stuck they can look to it for inspiration.
Time: 45 minutes

Day 6 - Workday on putting together the final board.
1. Students will select adhesives/glue/tape
2. Play music while they are working.
Time: 30 minutes

Review/Summary:
Day 1 - Introduce Project – show examples of past projects
Go over guidelines with them.
Assign Company Name/Logo, Target Market paragraph, Tag/label - due tomorrow.
Time: 10 minutes

Day 2 -
Homework:
Render a picture (everyone should render the same picture so that they can use them the next day in class)
Find 5-10 inspiration pictures for the final project - due tomorrow.
Time: 5 minutes

Day 3 –
Homework - finish one design, find fabric samples

Day 4 - Homework – finish all three designs – due tomorrow
Find Fabric samples

Day 5 - Homework – all rendered final designs due tomorrow
Find Fabric samples

Day 6 - Homework – Final board…it cannot be taken home. Students will have to come in on off periods.
<table>
<thead>
<tr>
<th>Assessment:</th>
<th>Excellent</th>
<th>Good</th>
<th>Fair</th>
<th>Missing</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Company Name/Logo</strong></td>
<td>Typed/computerized professional, creative +5</td>
<td>Typed/computerized, needed more creativity +3</td>
<td>Handwritten, creativity/professionalism lacked +1</td>
<td></td>
<td>/5</td>
</tr>
<tr>
<td><strong>Target Market</strong></td>
<td>Typed, 8-10 topics were addressed, thorough research +15</td>
<td>4-7 topics were addressed, some research +10</td>
<td>1-3 topics identified +5</td>
<td></td>
<td>/15</td>
</tr>
<tr>
<td><strong>Inspiration Pictures</strong></td>
<td>5-10 pictures – didn’t use other fashion pictures +6</td>
<td>3-4 pictures – mostly got inspiration outside of the fashion world +4</td>
<td>1-2 pictures – used mainly pictures of clothes +2</td>
<td></td>
<td>/6</td>
</tr>
<tr>
<td><strong>Design 1</strong></td>
<td>Realistic, Clean Lines, Rendered, Creative, Original +20</td>
<td>Stiff looking on croquis, Clean Lines, Rendered, Needed more creativity +15</td>
<td>No clean lines, Not rendered, Significantly lacking in creativity/originality +10</td>
<td></td>
<td>/20</td>
</tr>
<tr>
<td><strong>Design 2</strong></td>
<td>Realistic, Clean Lines, Rendered, Creative, Original +20</td>
<td>Stiff looking on croquis, Clean Lines, Rendered, Needed more creativity +15</td>
<td>No clean lines, Not rendered, Significantly lacking in creativity/originality +10</td>
<td></td>
<td>/20</td>
</tr>
<tr>
<td><strong>Design 3</strong></td>
<td>Realistic, Clean Lines, Rendered, Creative, Original +20</td>
<td>Stiff looking on croquis, Clean Lines, Rendered, Needed more creativity +15</td>
<td>No clean lines, Not rendered, Significantly lacking in creativity/originality +10</td>
<td></td>
<td>/20</td>
</tr>
<tr>
<td><strong>Fabric Swatches</strong></td>
<td>3 or more swatches, accurate in color, appropriate in weight, clean cuts +9</td>
<td>2-3 swatches, close in color, appropriate in weight, clean cuts +6</td>
<td>Missing 1 or more swatch, color is off, did not choose appropriate weights, uneven cuts +3</td>
<td></td>
<td>/9</td>
</tr>
<tr>
<td><strong>Label/Hang Tag</strong></td>
<td>Typed/computerized professional, creative +5</td>
<td>Typed/computerized, needed more creativity +3</td>
<td>Handwritten, creativity &amp; professionalism lacked +1</td>
<td></td>
<td>/5</td>
</tr>
<tr>
<td><strong>Overall Board Design</strong></td>
<td>Items mounted appropriately, no glue/tape, layout was planned, spacing even +20</td>
<td>Most items mounted appropriately, no glue/tape, layout lacked in flowing together, spacing problems +15</td>
<td>Items were not mounted appropriately, glue/tape showed, layout and spacing were unprofessional +10</td>
<td></td>
<td>/20</td>
</tr>
<tr>
<td><strong>Presentation</strong></td>
<td>On time, prepared, excited, smiled, good eye contact, enjoyed their project, explained thoroughly +20</td>
<td>On time, prepared, limited excitement, smiled, little eye contact, explained most things +15</td>
<td>Wasn’t prepared, no excitement/smiles/eye contact, limited explanation +10</td>
<td></td>
<td>/20</td>
</tr>
</tbody>
</table>

**TOTAL:** /140

Grading the company name/logo/label/tag and target market paragraph.
Grading completion of the inspiration photos.
Grading the final project – see above rubric.
FCCLA Integration:

Fashion Design and Recycle and Redesign STAR Event Projects