

CURRENT TOPICS IN TEXTILES & APPAREL

MIS03 09037

Students will explore areas of interest related to apparel, textiles and home furnishings. Students may expand their interest and/or expertise in a clothing or textiles area, to explore a topic in greater detail, or to develop more advanced skills.

Credit ½ or 1 credit
Max credit = 1

Level Grades 9-12

Standard 1	<i>CAREER, COMMUNITY, and FAMILY CONNECTIONS</i> Integrate multiple life roles and responsibilities in family, work, and community settings.	
Topic 1.1	Analyze strategies to manage multiple roles and responsibilities (individual, family, career, community, and global). Student Competencies	
	1.1.2	Analyze the effects of social, economic, and technological changes on work and family dynamics.
	1.1.5	Determine goals for life-long learning and leisure opportunities for all family members.
	1.1.6	Develop a life plan, including pathways to acquiring the knowledge and skills needed to achieve individual, family, and career goals.
Topic 1.2	Demonstrate transferable knowledge, attitudes, and technical and employability skills in school, community, and workplace settings. Student Competencies	
	1.2.1	Analyze potential career choices to determine the knowledge, skills, attitudes, and opportunities associated with each career.
	1.2.2	Demonstrate job seeking and job keeping skills.
	1.2.3	Apply communication skills in school, community, and workplace settings and with diverse populations.

	1.2.5	Analyze future-ready strategies to shape, manage, and utilize change, including changing technologies, in workplace settings.
	1.2.8	Demonstrate employability skills, work ethics, and professionalism.
Topic 1.3	Evaluate the reciprocal effects of individual and family participation in community and civic activities.	
	Student Competencies	
	1.3.1	Analyze goals that support individuals and family members in carrying out community and civic responsibilities.
	1.3.2	Demonstrate skills that individuals and families can utilize to support civic engagement in community activities.
	1.3.3	Analyze personal and family assets and skills that provide service to the community.
	1.3.4	Analyze community resources and systems of formal and informal support available to individuals and families.
Standard 11	<i>HOUSING and INTERIOR DESIGN</i> Integrate knowledge, skills, and practices required for careers in housing and interior design.	
Topic 11.1	Analyze career paths within the housing, interior design, and furnishings industries.	
	Student Competencies	
	11.1.1	Explain the roles and functions of individuals engaged in housing and interior design careers.
	11.1.2	Analyze career paths and opportunities for employment and entrepreneurial endeavors.
	11.1.3	Summarize education, training, and credentialing requirements and opportunities for career paths in housing and interior design.
	11.1.5	Create an employment portfolio to communicate housing and interior design careers knowledge and skills.
Topic 11.2	Evaluate housing and design concepts and theories, including sustainability and universal design, in relation to available resources and options.	
	Student Competencies	
	11.2.1	Evaluate the use of elements and principles of design in housing for commercial and residential interiors.
	11.2.2	Analyze the psychological impact that the principles and elements of design have on the individual.
	11.2.3	Analyze the effects that the principles and elements of design have on aesthetics and function.
	11.2.4	Apply principles of human behavior, ergonomics, and anthropometrics to design of housing, interiors, and furnishings.
Topic 11.3	Apply residential and commercial interior design knowledge, skills, and processes to meet specific design needs.	
	Student Competencies	
	11.3.1	Analyze product information, including but not limited to floor coverings, wall coverings, textiles, window treatments, furniture, lighting fixtures, kitchen and bath fixtures and equipment.
	11.3.2	Evaluate manufacturers, products, and materials considering building codes and regulations, environmental protection, care and maintenance, and safety issues.
	11.3.4	Appraise various interior furnishings, fixtures, appliances, and equipment to provide cost and quality choices for clients.
	11.3.5	Examine the impact of housing, interiors, and furnishings on the health, safety, and welfare of the public.

	11.3.6	Demonstrate design processes such as determining the scope of the project, programming, research, concept development, schematic design, design drawing, and design development and presentation.
Topic 11.5	Analyze design and development of architecture, interiors, and furnishings through the ages.	
	Student Competencies	
	11.5.1	Describe features of furnishings that are characteristic of various historical periods.
	11.5.2	Explain societal and technological trends on periods of architecture and interior design through the ages.
	11.5.3	Illustrate the development of architectural styles throughout history.
	11.5.4	Compare and contrast historical architectural details to current housing and interior design trends.
	11.5.5	Predict future design and development trends in architecture, interiors, and furnishings.
Topic 11.6	Evaluate client's needs, goals, and resources in creating design plans for housing and residential and commercial interiors.	
	Student Competencies	
	11.6.1	Assess financial resources needed to improve interior space.
	11.6.2	Assess client's community, family, and financial resources needed to achieve housing and interior design goals.
	11.6.3	Assess a variety of available resources for housing and interior design, such as evidence based design that accounts for human factors and issues of human behavior.
	11.6.4	Critique design plans to address client's needs, goals, and resources.
	11.6.5	Justify design solutions relative to client needs, including diversity and cultural needs, and the design process.
Topic 11.7	Apply design knowledge, skills, processes, and theories and oral, written, and visual presentation skills to communicate design ideas.	
	Student Competencies	
	11.7.1	Select appropriate studio tools.
	11.7.2	Prepare sketches, elevations, perspectives, and renderings using appropriate media.
	11.7.3	Prepare visual presentations including legends, keys, and schedules.
	11.7.4	Utilize a variety of presentation media including drawings, photography, video, computer, and software for client presentations.
	11.7.5	Utilize applicable building codes universal design regulations and guidelines in space planning.
	11.7.6	Create floor plans using architectural drafting skills and computer aided design software.
Standard 16	<i>TEXTILES, FASHION, and APPAREL</i>	
	Integrate knowledge, skills, and practices required for careers in textiles and apparels.	
Topic 16.1	Analyze career paths within textile apparel and design industries.	
	Student Competencies	
	16.1.1	Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.
	16.1.2	Analyze opportunities for employment and entrepreneurial endeavors.

	16.1.3	Summarize education and training requirements and opportunities for career paths in textile, fashion, and apparel industries.
	16.1.4	Analyze the effects of textiles, fashion, and apparel industries on local, state, national, and global economies.
	16.1.5	Create an employment portfolio to communicate textiles, fashion, and apparel knowledge and skills.
	16.1.6	Analyze the role of professional organizations in textiles, fashion, and apparel industries.
Topic 16.2	Evaluate textiles, fashion, and apparel products and materials and their use in diverse settings.	
	Student Competencies	
	16.2.1	Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers and fabrics.
	16.2.2	Evaluate performance characteristics of textile fiber and fabrics.
	16.2.3	Analyze textile legislation, standards, and labeling in the global economy.
	16.2.4	Analyze characteristics of textile components in the design, construction, care, use, maintenance, and disposal or recycling of products.
Topic 16.3	Demonstrate textiles, fashion, and apparel design skills.	
	Student Competencies	
	16.3.1	Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.
	16.3.2	Apply basic and complex color schemes and color theory to develop and enhance visual effects.
	16.3.3	Utilize elements and principles of design in designing, construction, and/or altering textiles, fashion, and apparel.
	16.3.4	Demonstrate design concepts using fiber, fabric, or digital means, employing draping and/or flat pattern making technique.
	16.3.5	Generate design that demonstrates consideration for ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues.
	16.3.6	Apply elements and principles of design to assist consumers and businesses in making decisions.
	16.3.7	Demonstrate ability to use technology for fashion, apparel, and textile design.
Topic 16.4	Demonstrate skills needed to produce, alter, or repair textiles, fashion, and apparel.	
	Student Competencies	
	16.4.1	Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling.
	16.4.2	Explain production processes for creating fibers, yarns, woven and knit fabrics, and non-woven textile products.
	16.4.3	Use appropriate industry products and materials for cleaning, pressing, and finishing textiles, fashion, and apparel.
	16.4.4	Analyze current technology, trends, and innovations that facilitate design and production of textile, fashion, and apparel.
	16.4.5	Demonstrate basic skills for production, alteration, repair, and recycling of textiles, fashion, and apparel.
Topic 16.5	Evaluate elements of textiles, fashion, and apparel merchandising.	
	Student Competencies	
	16.5.1	Apply marketing strategies for textiles, fashion, and apparel in the global marketplace.

	16.5.2	Analyze the cost of constructing, manufacturing, distributing, altering, repairing, or recycling textiles, fashion, and apparel.
	16.5.3	Analyze ethical considerations for merchandising textiles, fashion, and apparel.
	16.5.4	Apply external factors that influence merchandising.
	16.5.5	Critique varied methods for promoting textiles, fashion, and apparel to diverse populations.
	16.5.6	Apply research methods, including forecasting techniques, for marketing textiles, fashion, and apparel.
Topic 16.6	Evaluate the components of customer service.	
	Student Competencies	
	16.6.1	Analyze factors that contribute to quality customer relations.
	16.6.2	Analyze the influences of cultural expectations as a factor in customer relations.
	16.6.3	Demonstrate the skills necessary for quality customer service.
	16.6.4	Create solutions to address customer concerns.
Topic 16.7	Demonstrate professional operational procedures required for business profitability and career success.	
	Student Competencies	
	16.7.1	Analyze legislation, regulations, and public policy affecting the textiles, apparel, and fashion industries.
	16.7.2	Analyze personal and employer responsibilities and liabilities regarding industry-related safety, security, sustainability, and environmental factors.
	16.7.6	Demonstrate knowledge of the impact of external factors upon the textile, apparel, and fashion industries.
*Topic 16.8	Examine historical, cultural, and social influences on textiles and apparel.	
	Student Competencies	
	*16.8.1	Explore customs and social norms.
	*16.8.2	Recognize historical, cultural, and social influences on current textiles and apparel trends.

**This is not listed in the National/State Standards; however, it is strongly suggested by the State Teacher Committee.*

Overview

The Committee felt that an Overview is unnecessary for Current Topics in Textiles and Apparel, as it is a stand-alone course and does not reach into the more general classes taught in lower levels.