

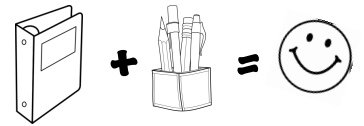


# Fashion Tech 110

DEBB MCDONNELL

The purpose of this course is to learn sewing skills needed to construct beginners' level sewing projects. Students will learn the basic skills that will allow them to construct and maintain clothing for themselves and others.

## Class Materials



## Expectations

BE Respectful  
BE On Time  
& BE HERE

### Projects:

Project #1: Quilt  
Project #2: Pajama Bottoms  
Project #3: Bag

There will be a required fee for project materials

## Outcomes

### GCO1: World of Fashion

- Need for Clothing & Production
- Clothing & Fashion Vocabulary
- Fashion Designers & the Industry

### GCO 2: Properties & production of textiles

- Advantages of various textiles & proper care
- Past and present sustainability & ethical fashion
- Labelling and advertising

### GCO 3: Safety and proper use of equipment

- Safe procedures & potential hazards
- Basic functions of technology for garment construction

### GCO 4: Clothing Construction & Projects

- Hand & machine sewing techniques
- Body Measurements and size requirements
- Following a pattern

### GCO 5: Basic concepts of Fashion Design

- Careers in the fashion industry
- Fashion Designers, influencers and trends
- Drawings and fashion illustrations

### Attendance:

Due to the nature of the course, a **high standard of attendance** is required. Failing grades (including zeros) will be the result of missed classes and/or class work. It is the student's responsibility to come prepared after missing class time.

### Assignments:

This is a hands-on course - assignments and evaluations are completed in class (exc. quilt). As such, **late assignments will not be accepted**. If unforeseen circumstances (ie. an emergency) arise, a "Late Assignment Slip" and approval by the teacher must be made. Late work without approval will lose 10% per day, up to a maximum of 4 days; after 4 days, the mark will be zero.

## Your Marks

