



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.

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

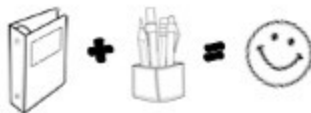
GCO 4: Clothing Construction & Projects

- 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

Class Materials



Expectations

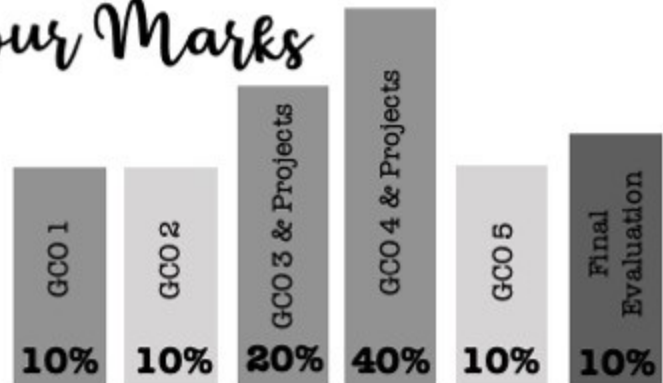
BE Respectful
BE On Time
& BE HERE

Tommie

/ˈtɑːmi/ noun

Friendly and accepting of all;
works to the best of their ability;
enjoys fishing; bleeds green and gold;
strives for excellence; gives to their community.
See also: cool cat

Your Marks



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:

As per school policy: Late assignments will be deducted 10% per day, up to 4 days - after 4 days, the mark will be zero.

Projects:

Project #1: Quilted Tote Bag
Project #2: Pajama Bottoms
Project #3: Choice (Small)

There will be a required fee for project materials.