

Grades 9 to 12 Fashion Design and Technology

Manitoba Technical-Vocational
Curriculum Framework
of Outcomes



GRADES 9 TO 12
FASHION DESIGN AND
TECHNOLOGY

Manitoba Technical-Vocational Curriculum
Framework of Outcomes

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This resource is available on the Manitoba Education and Training website at www.edu.gov.mb.ca/k12/cur/teched/sy_tech_program.html.

Available in alternate formats upon request.

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TECHNICAL-VOCATIONAL EDUCATION OVERVIEW

In 2013, Manitoba Education released the document *Technical-Vocational Education Overview*, available at www.edu.gov.mb.ca/k12/cur/teched/sy_tech_program.html, to provide the philosophical and pedagogical underpinnings for curriculum development and the teaching of courses in the Senior Years Technology Education Program.

This overview presents educators with the vision and goals of technical-vocational education (TVE) in Manitoba. Topics include the following:

- curriculum revitalization and renewal
- curriculum framework and implementation
- articulation of programming
- assessment and reporting
- safety
- employability/essential skills and career development
- sustainable development

The TVE curriculum includes Grades 9 to 12 courses in a variety of areas, including fashion design and technology.

FASHION DESIGN AND TECHNOLOGY OVERVIEW

Grades 9 to 12 Fashion Design and Technology: Manitoba Technical-Vocational Curriculum Framework of Outcomes identifies the goals, general learning outcomes (GLOs), and specific learning outcomes (SLOs) for nine fashion design and technology courses. This framework is intended for use in all Manitoba schools teaching fashion design and technology as part of the Senior Years Technology Education Program.

Fashion design refers to the creative process involved in designing and constructing apparel. Fashion technology complements an ever-changing design process. Fashion promotes people's well-being in a variety of ways, including improving their appearance, protecting them from the elements, and allowing them to express their individuality.

The fashion design and technology curriculum is designed to give a comprehensive overview of the fashion industry as it relates to the design process, and production and marketing of fashion. The courses combine both the creative and technical skills necessary to excel in the industry through design theory and practical applications. Emphasis will be placed on fashion design, production, and construction skills portfolios. In the final year, students will demonstrate the knowledge, skills, and attitudes required to participate in a successful fashion show.

Career Opportunities in Fashion Design and Technology

Fashion is a rapidly growing industry that includes a number of sectors, including fashion design production, marketing and merchandising, and fashion media and promotions.

Fashion designers use their knowledge of design principles, techniques, and tools to create sketches and models of original garments, shoes, handbags, and other fashion accessories. They often specialize in a particular facet of clothing design, such as men's, women's, or children's wear, or lingerie. While some fashion designers control the entire design and marketing process, others use the services of patternmakers to create original textiles and trimmings, production managers to oversee the actual creation of the fashion line, and fashion merchandisers to introduce and establish the designs in the fashion marketplace. Careers include the following:

- fashion merchandiser
- fashion designer
- clothing pattern maker
- fashion sales representative
- accessories designer
- product manager
- showroom sales representative
- pattern grader
- costume designer
- fashion designer

- assistant fashion designer
- fashion illustrator
- sample maker
- shoe designer
- pattern maker
- textile artist

Fashion marketing and merchandising professionals are responsible for identifying and creating fashion trends to sell the products created by fashion designers. Drawing on their knowledge of consumer psychology and trends, they promote fashion with advertising and visual marketing campaigns. The fashion merchandising field includes jobs such as the following in both retail and wholesale sales:

- fashion buyer
- visual merchandising
- fashion coordinator and fashion director
- boutique owner
- retail merchandiser
- fashion photographer

The fashion industry offers a number of opportunities for creative professionals who are not attracted to the design side. Fashion writers and editors are employed by newspapers, magazines, websites, and other media outlets to keep consumers up-to-date on style trends. Fashion photographs, illustrators, and stylists are often employed by publishers of catalogues and magazines. Career opportunities include the following:

- fashion stylist
- fashion editor
- fashion photographer
- fashion public relations specialist
- fashion illustrator
- fashion writer
- graphic designer
- fashion director

Other fashion career opportunities include costume design for TV, film, and theatre productions; personal stylist positions with high-end department stores and private clients; and modelling work for everything from newspaper advertisements to fashion show runway production. Specific opportunities include the following:

- costume designer
- fashion runway model
- personal stylist
- account executive
- apparel business owner

- buyer
- children's clothing designer
- computer-aided designer
- costume designer
- embroidery designer
- fashion colourist
- fashion designer
- fashion director
- assistant fashion designer
- fabric librarian
- fashion forecaster
- fashion illustrator
- fashion house manager
- fashion public relations specialist
- retail salesperson

Implementation

To receive a Senior Years Technical Education diploma, a student must complete eight departmentally developed courses from an approved technical-vocational cluster, together with 16 compulsory credits and six optional credits. The grade level in which the courses are offered is a local school-based decision, but it is highly recommended that the sequencing of credits follow the schedule set out at the end of this overview.

In most courses, the emphasis is on applied learning activities. For instructional purposes, the sequence of learning outcomes can vary based on the activities within the course. Teachers are advised to select the learning activities best suited to teach the learning outcomes, based on a variety of factors, including access to resources or regional needs.

The curriculum is not sequential. In other words, learning outcomes might be taught in an order different from how they appear in the document.

In light of rapid changes in technology, teachers are encouraged to update their learning activities in order to meet the needs of students and industry.

Curriculum Goals and General Learning Outcomes

The learning outcomes for each course in Fashion Design and Technology were developed based on the following goals and general learning outcomes (GLOs):

Goal 1: Describe and apply **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

Goal 2: Identify, select, describe, use, and manage **equipment, tools, and materials**.

GLO 2.1: Identify, select, describe, use, and manage **equipment, tools, and materials**.

Goal 3: Demonstrate the transferable cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

GLO 3.1: Demonstrate the cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

Goal 4: Demonstrate an awareness of **historical influences, technological progression, and emerging trends** as inspirational sources for design.

GLO 4.1: Describe **historical influences, technological progression, and emerging trends** as inspirational sources for design.

Goal 5: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

GLO 5.1: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

Goal 6: Demonstrate an understanding of the **design process** through the implementation of various artistic renderings.

GLO 6.1: Apply cross-curricular knowledge and skills from **the arts** in design conceptualizations.

GLO 6.2: **Select appropriate textiles** for the end product.

GLO 6.3: **Illustrate** and **render** design conceptualizations.

Goal 7: Demonstrate an understanding of **garment patterning techniques**.

GLO 7.1: Demonstrate an understanding of the **flat pattern** method.

GLO 7.2: Demonstrate an understanding of **pattern drafting**.

GLO 7.3: Demonstrate an understanding of the art of **draping**.

Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards.

GLO 8.1: Create a **pattern layout**.

GLO 8.2: Create a sewing **portfolio**.

GLO 8.3: Construct a **muslin**.

GLO 8.4: Construct a **final garment**.

GLO 8.5: Demonstrate **finishing** of garments.

Goal 9: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

GLO 9.1: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

Goal 10: Demonstrate an awareness of **sustainability**.

GLO 10.1: Demonstrate an understanding of **human sustainability**.

GLO 10.2: Describe the fashion industry's **sustainability practices and impact on the environment**.

GLO 10.3: Describe **sustainable business practices** in the fashion industry.

Goal 11: Demonstrate an awareness of **ethical and legal standards**.

GLO 11.1: Demonstrate an awareness of **ethical and legal standards**.

Goal 12: Describe and demonstrate other transferable **cross-curricular** knowledge and skills relevant to fashion.

GLO 12.1: Apply knowledge and skills from **mathematics** relevant to fashion.

GLO 12.2: Apply knowledge and skills from **other subject areas** (physical education/health education, psychology, social studies) relevant to fashion.

GLO 12.3: Apply knowledge and skills from **the sciences** relevant to fashion.

Goal 13: Describe and demonstrate **employability skills**.

GLO 13.1: Demonstrate fundamental **employability skills**.

GLO 13.2: Demonstrate an awareness of **cultural proficiency** and its importance in the workplace.

GLO 13.3: Demonstrate an understanding of **business operations** within the fashion industry.

GLO 13.4: Demonstrate **critical thinking skills**.

Goal 14: Demonstrate an understanding of the **fashion industry**.

GLO 14.1: Describe the **scope** of the **fashion industry**.

GLO 14.2: Demonstrate an understanding of **educational and career opportunities**, as well as **industry associations**.

GLO 14.3: Demonstrate an understanding of **working conditions** in the fashion industry.

Specific Learning Outcomes (SLOs)

Grades 9 to 12 Fashion Design and Technology: Manitoba Technical-Vocational Curriculum Framework of Outcomes identifies specific learning outcomes (SLOs) for use in all Manitoba schools teaching Grades 9 to 12 fashion design and technology as part of the Senior Years Technology Education Program. SLO statements define what students are expected to achieve by the end of a course.

It is essential for students to learn and to demonstrate safety practices and employability skills; therefore, some SLOs related to health and safety and to employability skills are repeated in several courses.

Please note that SLOs are not identified for the goals and GLOs that are not addressed in a given course.

Course Descriptions

Course titles, descriptions, and codes for the nine fashion design and technology courses follow. For an explanation of the codes, refer to the *Subject Table Handbook: Technology Education: Student Records System and Professional School Personnel System*, available at www.edu.gov.ca/k12/docs/policy/sthte/index.html.

9124 Exploration of Fashion Design and Technology
15S / 15E / 15M
10S / 10E / 10M

This optional course is designed for students to explore fashion. Students will learn the basics of the fashion industry, integrating historical influences with current fashion trends. Students will construct a final project incorporating techniques from the sewing and patternmaking portfolios created.

9125 Introduction to Fashion Design and Technology
20S / 20E / 20M

This course is designed for students who are interested in fashion. Students study the elements and principles of design and the evolution of fashion. Students will design and construct a final garment incorporating techniques from the sewing and patternmaking portfolios created.

9126 Knitwear Design and Construction
30S / 30E / 30M

This course gives an overview of knitwear techniques. Students study the anatomy, theory, and evolution of knitwear. Students will design and create knitwear garments incorporating techniques from the sewing and patternmaking portfolios created.

9127 Semi-Formal Wear Design and Construction
30S / 30E / 30M

This course gives an overview of shirt-, skirt-, and dress-making techniques. Students study the anatomy, theory, and evolution of shirts, skirts, and dresses. Students will design and create garments incorporating techniques from the sewing and patternmaking portfolios created.

9128 Pant Design and Construction
30S / 30E / 30M

This course gives an overview of pant construction techniques. Students study the anatomy, theory, and evolution of pants. Students will design and create pants incorporating techniques from the sewing and patternmaking portfolios created.

9129 Tailored Garment Design and Construction
40S / 40E / 40M

This advanced course gives an overview of tailoring techniques. Students study the anatomy, theory, and evolution of tailored garments. Students will design and construct a lined tailored jacket incorporating techniques from the sewing and patternmaking portfolios created.

9131 Formal Wear Design and Construction
40S / 40E / 40M

This advanced course gives an overview of formal wear techniques. Students study the anatomy, theory, and evolution of formal gowns. Students will design and construct a lined gown from the sewing and patternmaking portfolios created.

9132 Applied Textile Design
40S / 40E / 40M

This advanced course gives an overview of fabric embellishment techniques. Students explore a variety of surface design applications and produce a sample portfolio incorporating textile design methods.

9134 Applied Fashion Entrepreneurship
40S / 40E / 40M

This course focuses on providing students with the knowledge, skills, and attitudes required to participate in a successful fashion show production and practicum experience. Students will cover the techniques, practices, and terminology used in the fashion industry. The course will provide an understanding of the essential components of fashion promotion.

Curriculum Implementation Dates

During **voluntary implementation**, teachers have the option of teaching the entire new draft curriculum as soon as Manitoba Education and Training releases it on the Technology Education website at http://www.edu.gov.mb.ca/k12/cur/teched/sy_tech_program.html.

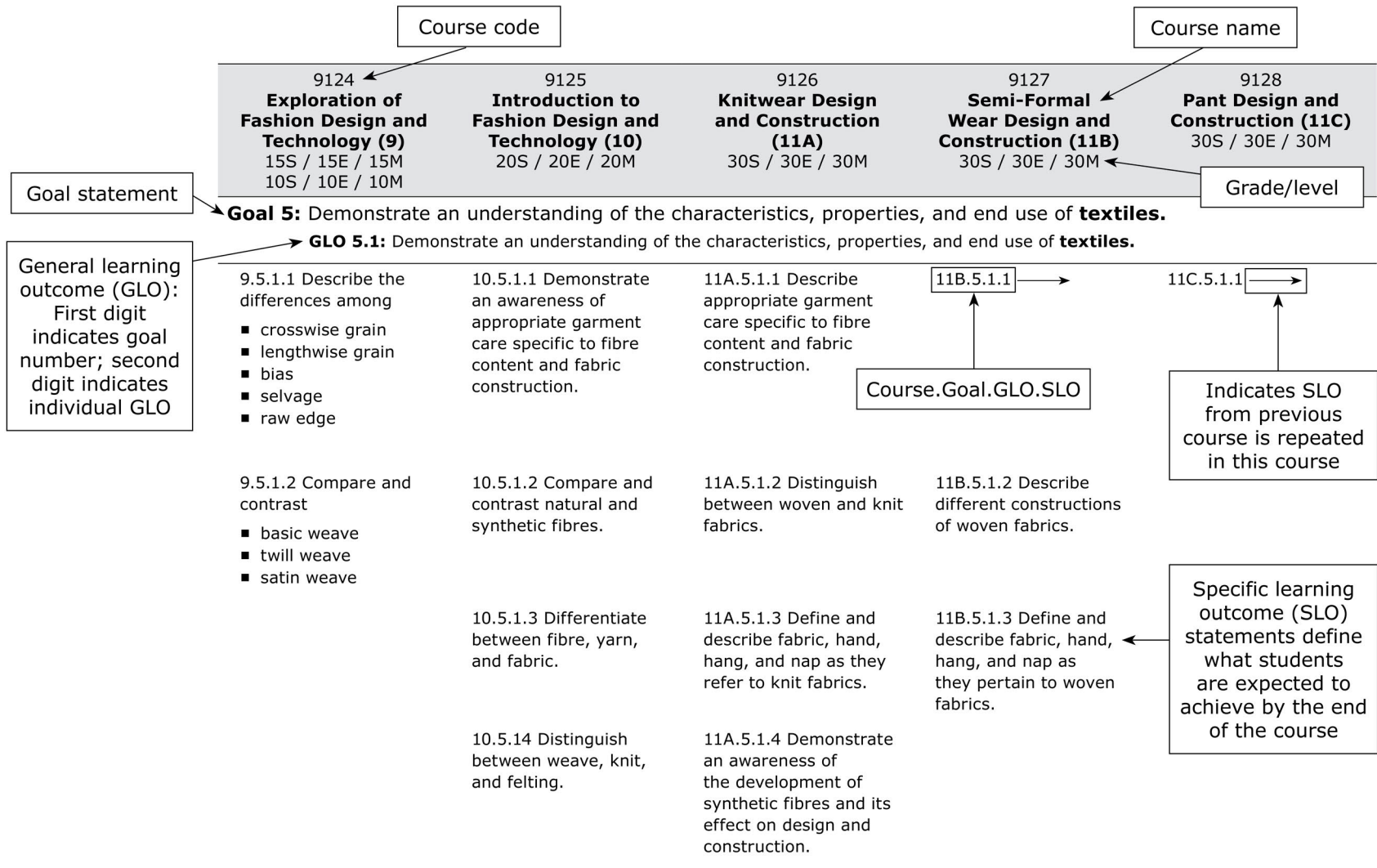
They also have the option of teaching the courses from the previous curriculum. Teachers who implement courses before system-wide implementation need to ensure that students who are already taking courses from the previous curriculum achieve all SLOs with a minimum of redundancy.

Voluntary implementation of all courses began in the fall of 2015 and will continue until their respective system-wide implementation dates.

Date	System-Wide Implementation
Fall 2016	Grade 9 (optional)
Fall 2017	Grade 10
Fall 2018	Grade 11
Fall 2019	Grade 12

Under **system-wide implementation**, all teachers in Manitoba teach the new curriculum and use the new course codes. Teachers will no longer be able to use the previous course codes. Course codes are found in the *Subject Table Handbook: Technology Education* at www.edu.gov.mb.ca/k12/docs/policy/sthte/index.html.

Guide to Reading Fashion Design and Technology Goals and Learning Outcomes





GRADES 9 TO 11
FASHION DESIGN AND
TECHNOLOGY

General and Specific Learning
Outcomes by Goal

GRADES 9 TO 11 FASHION DESIGN AND TECHNOLOGY: GENERAL AND SPECIFIC LEARNING OUTCOMES BY GOAL

9124 Exploration of Fashion Design and Technology (9) 15S / 15E / 15M 10S / 10E / 10M	9125 Introduction to Fashion Design and Technology (10) 20S / 20E / 20M	9126 Knitwear Design and Construction (11A) 30S / 30E / 30M	9127 Semi-Formal Wear Design and Construction (11B) 30S / 30E / 30M	9128 Pant Design and Construction (11C) 30S / 30E / 30M
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Goal 1: Describe and apply **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

9.1.1.1 Demonstrate adherence to safe practices and procedures for facilities, processes, tools, and equipment.	10.1.1.1 →	11A.1.1.1 →	11B.1.1.1 →	11C.1.1.1 →
9.1.1.2 Describe the common unsafe acts and unsafe conditions that cause accidents.	10.1.1.2 →	11A.1.1.2 →	11B.1.1.2 →	11C.1.1.2 →
9.1.1.3 Describe how to handle unsafe acts and conditions.	10.1.1.3 →	11A.1.1.3 →	11B.1.1.3 →	11C.1.1.3 →
9.1.1.4 Explain how to work safely in and around the fashion lab setting.	10.1.1.4 →	11A.1.1.4 →	11B.1.1.4 →	11C.1.1.4 →

9124 Exploration of Fashion Design and Technology (9) 15S / 15E / 15M 10S / 10E / 10M	9125 Introduction to Fashion Design and Technology (10) 20S / 20E / 20M	9126 Knitwear Design and Construction (11A) 30S / 30E / 30M	9127 Semi-Formal Wear Design and Construction (11B) 30S / 30E / 30M	9128 Pant Design and Construction (11C) 30S / 30E / 30M
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Goal 1: Describe and apply **health and safety** practices. *(continued)*

GLO 1.1: Describe and apply appropriate **health and safety** practices. *(continued)*

9.1.1.5 Demonstrate the proper use of sewing machines, sergers, and pressing equipment.	10.1.1.5 →	11A.1.1.5 →	11B.1.1.5 →	11C.1.1.5 →
9.1.1.6 Demonstrate the proper use of cutting tools.	10.1.1.6 →	11A.1.1.6 →	11B.1.1.6 →	11C.1.1.6 →
9.1.1.7 Prepare a job hazard safety analysis.	10.1.1.7 →	11A.1.1.7 →	11B.1.1.7 →	11C.1.1.7 →
9.1.1.8 Describe the safety requirements for using powered and hand tools common to fashion.	10.1.1.8 →	11A.1.1.8 →	11B.1.1.8 →	11C.1.1.8 →
9.1.1.9 Demonstrate and describe the procedures used to handle any chemicals.	10.1.1.9 →	11A.1.1.9 →	11B.1.1.9 →	11C.1.1.9 →
	10.1.1.10 Follow safety procedures when using domestic and industrial sewing machines and sergers.	11A.1.1.10 →	11B.1.1.10 →	11C.1.1.10 →

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Goal 2: Identify, select, describe, use, and manage **equipment, tools, and materials.**

GLO 2.1: Identify, select, describe, use, and manage **equipment, tools, and materials.**

9.2.1.1 Identify, select, use, and manage equipment, tools, and materials.	10.2.1.1 →	11A.2.1.1 →	11B.2.1.1 →	11C.2.1.1 →
	10.2.1.2 Demonstrate competence in using industrial sewing machines.		11B.2.1.2 Demonstrate competence in using industrial sewing machines.	11C.2.1.2 →
	10.2.1.3 Demonstrate competence in using industrial serger machines.		11B.2.1.3 Demonstrate competence in using industrial serger machines.	11C.2.1.3 →

Goal 3: Demonstrate the transferable cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

GLO 3.1: Demonstrate the cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

	10.3.1.1 Demonstrate an awareness of the anatomy of a garment.	11A.3.1.1 Incorporate knowledge of anatomy involved in the design and construction of knitwear garments.	11B.3.1.1 Incorporate knowledge of anatomy involved in the design and construction of semi-formal wear garments.	11C.3.1.1 Incorporate knowledge of anatomy involved in the design and construction of pants.
	10.3.1.2 Use terminology related to fashion.	11A.3.1.2 Use terminology related to knitwear.	11B.3.1.2 Use terminology related to semi-formal wear.	11C.3.1.2 Use terminology related to pants.

9124 Exploration of Fashion Design and Technology (9) 15S / 15E / 15M 10S / 10E / 10M	9125 Introduction to Fashion Design and Technology (10) 20S / 20E / 20M	9126 Knitwear Design and Construction (11A) 30S / 30E / 30M	9127 Semi-Formal Wear Design and Construction (11B) 30S / 30E / 30M	9128 Pant Design and Construction (11C) 30S / 30E / 30M
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Goal 4: Demonstrate an awareness of **historical influences, technological progression, and emerging trends** as inspirational sources for design.

GLO 4.1: Describe **historical influences, technological progression, and emerging trends** as inspirational sources for design.

	10.4.1.1 Describe historical influences on the evolution of fashion.	11A.4.1.1 Describe historical influences on the evolution of knitwear.	11B.4.1.1 Describe historical influences on the evolution of semi-formal wear.	11C.4.1.1 Describe historical influences on the evolution of pants.
	10.4.1.2 Demonstrate an awareness of emerging trends in fashion.	11A.4.1.2 Demonstrate an awareness of emerging trends in knitwear.	11B.4.1.2 Demonstrate an awareness of emerging trends in semi-formal wear.	11C.4.1.2 Demonstrate an awareness of emerging trends in pant design and construction.
		11A.4.1.3 Use computer-aided design (CAD) to draft basic blocks.		

9124 Exploration of Fashion Design and Technology (9) 15S / 15E / 15M 10S / 10E / 10M	9125 Introduction to Fashion Design and Technology (10) 20S / 20E / 20M	9126 Knitwear Design and Construction (11A) 30S / 30E / 30M	9127 Semi-Formal Wear Design and Construction (11B) 30S / 30E / 30M	9128 Pant Design and Construction (11C) 30S / 30E / 30M
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Goal 5: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

GLO 5.1: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

<p>9.5.1.1 Describe the differences among</p> <ul style="list-style-type: none"> ■ crosswise grain ■ lengthwise grain ■ bias ■ selvage ■ raw edge 	<p>10.5.1.1 Demonstrate an awareness of appropriate garment care specific to fibre content and fabric construction.</p>	<p>11A.5.1.1 Describe appropriate garment care specific to fibre content and fabric construction.</p>	<p>11B.5.1.1 →</p>	<p>11C.5.1.1 →</p>
<p>9.5.1.2 Compare and contrast</p> <ul style="list-style-type: none"> ■ basic weave ■ twill weave ■ satin weave 	<p>10.5.1.2 Compare and contrast natural and synthetic fibres.</p>	<p>11A.5.1.2 Distinguish between woven and knit fabrics.</p>	<p>11B.5.1.2 Describe different constructions of woven fabrics.</p>	
	<p>10.5.1.3 Differentiate between fibre, yarn, and fabric.</p>	<p>11A.5.1.3 Define and describe fabric, hand, hang, and nap as they refer to knit fabrics.</p>	<p>11B.5.1.3 Define and describe fabric, hand, hang, and nap as they pertain to woven fabrics.</p>	
	<p>10.5.1.4 Distinguish between weave, knit, and felting.</p>	<p>11A.5.1.4 Demonstrate an awareness of the development of synthetic fibres and its effect on design and construction.</p>		

9124 Exploration of Fashion Design and Technology (9) 15S / 15E / 15M 10S / 10E / 10M	9125 Introduction to Fashion Design and Technology (10) 20S / 20E / 20M	9126 Knitwear Design and Construction (11A) 30S / 30E / 30M	9127 Semi-Formal Wear Design and Construction (11B) 30S / 30E / 30M	9128 Pant Design and Construction (11C) 30S / 30E / 30M
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Goal 5: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**. *(continued)*

GLO 5.1: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**. *(continued)*

10.5.1.5 Describe the differences among

- crosswise grain
- lengthwise grain
- bias
- selvage
- raw edge

10.5.1.6 Compare and contrast

- basic weave
- twill weave
- satin weave

Goal 6: Demonstrate an understanding of the **design process** through the implementation of various artistic renderings.

GLO 6.1: Apply cross-curricular knowledge and skills from **the arts** in design conceptualizations.

9.6.1.1 Demonstrate an awareness of the fundamentals of design, including the elements and principles.	10.6.1.1 →	11A.6.1.1 Apply the elements and principles of design in artistic renderings.	11B.6.1.1 →	11C.6.1.1 →
	10.6.1.2 Recognize the fundamentals of design (including the elements and principles) in artistic renderings.	11A.6.1.2 →	11B.6.1.2 →	11C.6.1.2 →

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Goal 6: Demonstrate an understanding of the **design process** through the implementation of various artistic renderings. *(continued)*

GLO 6.2: Select appropriate textiles for the end product.

	10.6.2.1 Select appropriate textiles for the end product.	11A.6.2.1 →	11B.6.2.1 →	11C.6.2.1 →
		11A.6.2.2 Explain which fibres are appropriate for specific end uses.	11B.6.2.2 →	11C.6.2.2 →

GLO 6.3: Illustrate and render design conceptualizations.

9.6.3.1 Illustrate and render design conceptualizations on a croquis template.	10.6.3.1 →	11A.6.3.1 Develop customized croquis to illustrate and render design conceptualizations.	11B.6.3.1 →	11C.6.3.1 →
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Goal 7: Demonstrate an understanding of **garment patterning techniques**.

GLO 7.1: Demonstrate an understanding of the **flat pattern** method.

	10.7.1.1 Use the flat pattern method to create a garment pattern.	11A.7.1.1 Use the flat pattern method to create a knitwear top and a knitwear pant.	11B.7.1.1 Use the flat pattern method to create a semi-formal garment.	11C.7.1.1 Use the flat pattern method to create a pair of pants.
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Goal 7: Demonstrate an understanding of **garment patterning techniques.** *(continued)*

GLO 7.1: Demonstrate an understanding of the **flat pattern** method. *(continued)*

10.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ facings ■ waistband ■ dart manipulation <ul style="list-style-type: none"> ■ slash ■ pivot ■ gore ■ yoke ■ patch pocket ■ gathers 	11A.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ colour blocking ■ seam biases ■ waistband ■ sleeves <ul style="list-style-type: none"> ■ raglan ■ kimono ■ capped ■ flared ■ puff 	11B.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ pin tucks ■ box pleat ■ knife pleat ■ gathers ■ princess seams ■ dress block ■ all-in-one facing ■ inseam pocket ■ waistband ■ button extension ■ collars <ul style="list-style-type: none"> ■ stand ■ flat ■ partial ■ sleeves <ul style="list-style-type: none"> ■ lengthen ■ shorten ■ cap ■ cuff ■ puff ■ flare 	11C.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ inseam pocket ■ jean-style pocket ■ lined patch pocket ■ flare/peg at knee ■ flare/peg at hip ■ lengthen/shorten at knee ■ lengthen/shorten at crotch ■ lower/raise waist line ■ pant cuff ■ mock fly zipper ■ yoke ■ gore
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Goal 7: Demonstrate an understanding of **garment patterning techniques.** *(continued)*

GLO 7.1: Demonstrate an understanding of the **flat pattern** method. *(continued)*

	10.7.1.3 Demonstrate pattern labelling: <ul style="list-style-type: none"> ■ symbols ■ grainlines ■ closures 	11A.7.1.3 →	11B.7.1.3 →	11C.7.1.3 →
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GLO 7.2: Demonstrate an understanding of **pattern drafting.**

		11A.7.2.1 Define pattern drafting.	11B.7.2.1 Using a complete set of pattern blocks, create a grade nest.	
		11A.7.2.2 Construct a drafted skirt block.		

GLO 7.3: Demonstrate an understanding of the art of **draping.**

		11A.7.3.1 Demonstrate various draping techniques and applications.		
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Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards.

GLO 8.1: Create a **pattern layout.**

9.8.1.1. Create a pattern layout.	10.8.1.1 →	11A.8.1.1 →	11B.8.1.1 →	11C.8.1.1 →
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<p>9124</p> <p>Exploration of Fashion Design and Technology (9)</p> <p>15S / 15E / 15M 10S / 10E / 10M</p>	<p>9125</p> <p>Introduction to Fashion Design and Technology (10)</p> <p>20S / 20E / 20M</p>	<p>9126</p> <p>Knitwear Design and Construction (11A)</p> <p>30S / 30E / 30M</p>	<p>9127</p> <p>Semi-Formal Wear Design and Construction (11B)</p> <p>30S / 30E / 30M</p>	<p>9128</p> <p>Pant Design and Construction (11C)</p> <p>30S / 30E / 30M</p>
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Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards. *(continued)*

GLO 8.2: Create a sewing **portfolio**.

<p>9.8.2.1 Demonstrate the skills required to create a portfolio that includes the following:</p> <ul style="list-style-type: none"> ■ machine embroidery ■ grommet application ■ basic seam ■ serging ■ pressing ■ trim <ul style="list-style-type: none"> ■ hand application ■ machine application ■ hand sewing <ul style="list-style-type: none"> ■ running stitch 	<p>10.8.2.1 Demonstrate the skills required to create a sewing portfolio that includes the following:</p> <ul style="list-style-type: none"> ■ patch pocket ■ gathers ■ under stitch ■ edge stitch ■ top stitch ■ fusing ■ centre slot zipper ■ basic straight seam ■ basic curved seam ■ serging ■ machine embroidery ■ grommet application ■ trim <ul style="list-style-type: none"> ■ hand application ■ machine application ■ lap seam ■ basic gather ■ single-ended dart ■ button sewing ■ hand sewing <ul style="list-style-type: none"> ■ running stitch ■ slip stitch ■ button application 	<p>11A.8.2.1 Demonstrate the skills required to create a sewing portfolio that includes the following:</p> <ul style="list-style-type: none"> ■ hem band ■ cover stitch ■ stretch stitch ■ rolled hem ■ lettuce ■ woolly nylon ■ elastics ■ shirring ■ hand sewing <ul style="list-style-type: none"> ■ blanket stitch 	<p>11B.8.2.1 Demonstrate the skills required to create a sewing portfolio that includes the following:</p> <ul style="list-style-type: none"> ■ all-in-one facings ■ flat collar ■ stand collar ■ cap sleeve ■ knife pleat ■ pin tuck ■ box pleat ■ inseam pocket ■ seam binding ■ buttonhole ■ gathers ■ ruching ■ invisible zipper ■ double-ended darts ■ bias tape ■ flat collar ■ stand collar ■ French seam ■ hand sewing <ul style="list-style-type: none"> ■ hook and eye ■ baste 	<p>11C.8.2.1 Demonstrate the skills required to create a sewing portfolio that includes the following:</p> <ul style="list-style-type: none"> ■ hems <ul style="list-style-type: none"> ■ cuff ■ edge-stitch ■ serged edge ■ inseam pocket ■ jean-style pocket ■ mock zipper closure ■ lap seam ■ flat felled seam ■ intersecting seam ■ welt seam ■ concave/convex seam ■ sharp corner ■ lined patch pocket ■ mock fly front ■ hand sewing <ul style="list-style-type: none"> ■ hemming stitch ■ back stitch
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Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards. *(continued)*

GLO 8.3: Construct a **muslin**.

10.8.3.1 Demonstrate an awareness of muslins.

11B.8.3.1 Construct a muslin.

11C.8.3.1 →

GLO 8.4: Construct a **final garment**.

9.8.4.1 Construct a final project incorporating skills from sewing portfolio and patternmaking portfolio.

10.8.4.1 Construct a final garment incorporating skills from sewing portfolio and patternmaking portfolio.

11A.8.4.1 →

11B.8.4.1 →

11C.8.4.1 →

GLO 8.5: Demonstrate **finishing** of garments.

9.8.5.1 Demonstrate finishing of a final project including the following:

- pressing
- trimming threads

10.8.5.1 Demonstrate care of garments.

11A.8.5.1 Demonstrate care of knitwear.

11B.8.5.1 Demonstrate care of semi-formal wear.

11C.8.5.1 Demonstrate care of pants.

10.8.5.2 Demonstrate finishing of a final garment including the following:

- steaming
- pressing
- trimming threads

11A.8.5.2 →

11B.8.5.2 →

11C.8.5.2 →

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Goal 9: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

GLO 9.1: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

10.9.1.1 Demonstrate an awareness of embellishing options.

Goal 10: Demonstrate an awareness of **sustainability**.

GLO 10.1: Demonstrate an understanding of **human sustainability**.

10.10.1.1 Demonstrate an awareness of the purpose and benefits of clothing and fashion to consumers.

10.10.1.2 Define *human sustainability*.

10.10.1.3 Demonstrate an understanding of the socio-psychological aspects of fashion.

11A.10.1.1 Demonstrate an awareness of the purpose and benefits of knitwear to consumers.

11A.10.1.2 Demonstrate an understanding of the socio-psychological aspects of knitwear.

11A.10.1.3 Demonstrate an awareness of long-term health concerns found in the textile industry.

11B.10.1.1 Demonstrate an awareness of the purpose and benefits of semi-formal wear to consumers.

11B.10.1.2 Demonstrate an understanding of the socio-psychological aspects of semi-formal wear.

11C.10.1.1 Demonstrate an awareness of the purpose and benefits of pants to consumers.

11C.10.1.2 Demonstrate an understanding of the socio-psychological aspects of pants.

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Goal 10: Demonstrate an awareness of **sustainability**. *(continued)*

GLO 10.2: Describe the fashion industry's **sustainability practices and impact on the environment**.

11A.10.2.1 Transform or create a garment or accessory with recycled garments or material.

11B.10.2.1 Compare and contrast the environmental impact of synthetic and natural fibres.

11C.10.2.1 Describe sustainability practices associated with the textile industry.

GLO 10.3: Describe **sustainable business practices** in the fashion industry.

10.10.3.1 Demonstrate an understanding of which practices help businesses stay in business.

Goal 11: Demonstrate an awareness of **ethical and legal standards**.

GLO 11.1: Demonstrate an awareness of **ethical and legal standards**.

10.11.1.1 Demonstrate an awareness of ethics.

11A.11.1.1 Demonstrate an awareness of legal standards in the textile industry.

11B.11.1.1 Demonstrate an understanding of copyright infringements in the fashion industry.

10.11.1.2 Demonstrate an awareness of the ethical considerations of purchasing offshore garments.

11A.11.1.2 Demonstrate an understanding of the ethical and legal concerns regarding the use of copyrighted material.

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Goal 12: Describe and demonstrate other transferable **cross-curricular** knowledge and skills relevant to fashion.

GLO 12.1: Apply knowledge and skills from **mathematics** relevant to fashion.

9.12.1.1 Demonstrate skills in measurement and geometry relevant to fashion.	10.12.1.1 →	11A.12.1.1 Demonstrate an understanding of the geometric requirements in pattern manipulation and fashion renderings.	11B.12.1.1 →	11C.12.1.1 →
	10.12.1.2 Demonstrate skills in manipulating fractions, decimals, ratios, and percentages, and converting to and from metric and standard measurements.	11A.12.1.2 →	11B.12.1.2 →	11C.12.1.2 →

GLO 12.2: Apply knowledge and skills from **other subject areas** (physical education/health education, psychology, social studies) relevant to fashion.

9.12.2.1 Demonstrate an awareness of the relationship between fashion and self-esteem.	10.12.2.1 →	11A.12.2.1 →	11B.12.2.1 →	11C.12.2.1 →
			11B.12.2.2 Demonstrate an awareness of the psychology of fashion.	11C.12.2.2 Demonstrate an understanding of the relationship among fashion, the fashion industry, and social justice.

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Goal 13: Describe and demonstrate **employability skills.**

GLO 13.1: Demonstrate fundamental **employability skills.**

9.13.1.1 Demonstrate regular and punctual attendance.	10.13.1.1 →	11A.13.1.1 →	11B.13.1.1 →	11C.13.1.1 →
9.13.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.	10.13.1.2 →	11A.13.1.2 →	11B.13.1.2 →	11C.13.1.2 →
9.13.1.3 Demonstrate accountability by taking responsibility for own actions.	10.13.1.3 →	11A.13.1.3 →	11B.13.1.3 →	11C.13.1.3 →
9.13.1.4 Demonstrate adaptability, initiative, and effort.	10.13.1.4 →	11A.13.1.4 →	11B.13.1.4 →	11C.13.1.4 →
9.13.1.5 Demonstrate teamwork skills.	10.13.1.5 →	11A.13.1.5 →	11B.13.1.5 →	11C.13.1.5 →
9.13.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.	10.13.1.6 →	11A.13.1.6 →	11B.13.1.6 →	11C.13.1.6 →

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Goal 13: Describe and demonstrate **employability skills**. *(continued)*

GLO 13.1: Demonstrate fundamental **employability skills**. *(continued)*

9.13.1.7 Demonstrate the responsible use of wireless communication devices.	10.13.1.7 →	11A.13.1.7 →	11B.13.1.7 →	11C.13.1.7 →
9.13.1.8 Demonstrate the ability to meet deadlines.	10.13.1.8 →	11A.13.1.8 →	11B.13.1.8 →	11C.13.1.8 →

GLO 13.2: Demonstrate an awareness of **cultural proficiency** and its importance in the workplace.

10.13.2.1 Define and demonstrate an understanding of the meaning of culture.	11A.13.2.1 Demonstrate an awareness of potentially sensitive or offensive fashion.	11B.13.2.1 Demonstrate an awareness of cultural influences on clothing and fashion trends.	11C.13.2.1 Demonstrate an awareness of the appropriation of cultural features in clothing.
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GLO 13.3: Demonstrate an understanding of **business operations** within the fashion industry.

11A.13.3.1 Demonstrate an awareness of the requirements for companies to generate profits in order to continue operating.

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GLO 13.4: Demonstrate **critical thinking skills**.

	10.13.4.1 Demonstrate an awareness of the need for critical thinking.	11A.13.4.1 Demonstrate critical thinking skills during the design and construction processes.	11B.13.4.1 →	11C.13.4.1 →
	10.13.4.2 Demonstrate an awareness of the need for problem-solving skills.			

Goal 14: Demonstrate an understanding of the **fashion industry**.

GLO 14.1: Describe the **scope** of the **fashion industry**.

	10.14.1.1 Demonstrate an understanding of the scope of fashion design and technology.	11A.14.1.1 Demonstrate an awareness of the place of fashion in the Canadian economy.	11B.14.1.1 Demonstrate an awareness of the scope of semi-formal wear in the fashion industry.	11C.14.1.1 Demonstrate an awareness of the scope of pant design and construction in the fashion industry.
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GLO 14.2: Demonstrate an awareness of **educational and career opportunities**, as well as **industry associations**.

	10.14.2.1 Demonstrate an understanding of the scope of careers in fashion.	11A.14.2.1 Demonstrate an awareness of career opportunities in the textile industry.		
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Goal 14: Demonstrate an understanding of the **fashion industry.** *(continued)*

GLO 14.3: Demonstrate an understanding of **working conditions** in the fashion industry.

10.14.3.1 Describe the working conditions related to different occupations in fashion.

11A.14.3.1 Demonstrate an awareness of the long-term health concerns related to unsafe working practices in the fashion industry.



GRADE 12
FASHION DESIGN AND
TECHNOLOGY

General and Specific Learning
Outcomes by Goal

GRADE 12 FASHION DESIGN AND TECHNOLOGY: GENERAL AND SPECIFIC LEARNING OUTCOMES BY GOAL

9129 Tailored Garment Design and Construction (12A) 40S / 40E / 40M	9131 Formal Wear Design and Construction (12B) 40S / 40E / 40M	9132 Applied Textile Design (12C) 40S / 40E / 40M	9134 Applied Fashion Entrepreneurship (12D) 40S / 40E / 40M
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Goal 1: Describe and apply **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

12A.1.1.1 Demonstrate adherence to safe practices and procedures for facilities, processes, tools, and equipment.	12B.1.1.1 →	12C.1.1.1 →
12A.1.1.2 Describe the common unsafe acts and unsafe conditions that cause accidents.	12B.1.1.2 →	12C.1.1.2 →
12A.1.1.3 Describe how to handle unsafe acts and conditions.	12B.1.1.3 →	12C.1.1.3 →
12A.1.1.4 Explain how to work safely in and around the fashion lab setting.	12B.1.1.4 →	12C.1.1.4 →
12A.1.1.5 Demonstrate the proper use of sewing machines, sergers, and pressing equipment.	12B.1.1.5 →	12C.1.1.5 →

9129 Tailored Garment Design and Construction (12A) 40S / 40E / 40M	9131 Formal Wear Design and Construction (12B) 40S / 40E / 40M	9132 Applied Textile Design (12C) 40S / 40E / 40M	9134 Applied Fashion Entrepreneurship (12D) 40S / 40E / 40M
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Goal 1: Describe and apply **health and safety** practices. *(continued)*

GLO 1.1: Describe and apply appropriate **health and safety** practices. *(continued)*

12A.1.1.6 Demonstrate the proper use of cutting tools.	12B.1.1.6 —→	12C.1.1.6 —→
12A.1.1.7 Prepare a job hazard safety analysis.	12B.1.1.7 —→	12C.1.1.7 —→
12A.1.1.8 Describe the safety requirements for using powered and hand tools common to fashion.	12B.1.1.8 —→	12C.1.1.8 —→
12A.1.1.9 Demonstrate and describe the procedures used to handle any chemicals.	12B.1.1.9 —→	12C.1.1.9 —→
	12B.1.1.10 Follow safety procedures when using domestic and industrial sewing machines and sergers.	12C.1.1.10 —→

Goal 2: Identify, select, describe, use, and manage **equipment, tools, and materials**.

GLO 2.1: Identify, select, describe, use, and manage **equipment, tools, and materials**.

12A.2.1.1 Identify, select, use, and manage equipment, tools, and materials.	12B.2.1.1 —→	12C.2.1.1 —→
12A.2.1.2 Demonstrate competence in using a sewing machine.	12B.2.1.2 —→	

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Goal 3: Demonstrate the transferable cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

GLO 3.1: Demonstrate the cross-curricular knowledge and skills related to **reading, interpreting, and communicating** information relevant to fashion.

12A.3.1.1 Use the terminology related to tailoring.	12B.3.1.1 Use the terminology related to formal wear.	12C.3.1.1 Use the terminology related to surface design application techniques.	12D.3.1.1 Use the terminology related to fashion.
12A.3.1.2 Incorporate knowledge of anatomy into the design and construction of tailored garments.	12B.3.1.2 Incorporate knowledge of anatomy into the design and construction of formal wear.		12D.3.1.2 Read, interpret, and communicate information related to the fashion industry.

Goal 4: Demonstrate an awareness of **historical influences, technological progression, and emerging trends** as inspirational sources for design.

GLO 4.1: Describe **historical influences, technological progression, and emerging trends** as inspirational sources for design.

12A.4.1.1 Describe historical influences on the evolution of tailoring.	12B.4.1.1 Describe historical influences on the evolution of formal wear.	12C.4.1.1 Demonstrate knowledge of the evolution of fabric embellishment.	12D.4.1.1 Demonstrate an awareness of the evolution of production and marketing in fashion.
12A.4.1.2 Demonstrate an awareness of emerging trends in tailoring.	12B.4.1.2 Demonstrate an awareness of emerging trends in formal wear.	12C.4.1.2 Demonstrate an awareness of emerging trends in surface applications.	12D.4.1.2 Demonstrate an awareness of emerging business trends in the fashion industry.
	12B.4.1.3 Use computer-aided design (CAD) to draft a croquis.	12C.4.1.3 Demonstrate the ability to research innovations in smart fabrics.	

9129 Tailored Garment Design and Construction (12A) 40S / 40E / 40M	9131 Formal Wear Design and Construction (12B) 40S / 40E / 40M	9132 Applied Textile Design (12C) 40S / 40E / 40M	9134 Applied Fashion Entrepreneurship (12D) 40S / 40E / 40M
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Goal 5: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

GLO 5.1: Demonstrate an understanding of the characteristics, properties, and end use of **textiles**.

12A.5.1.1 Incorporate knowledge of the characteristics, properties, and end use of textiles into the tailoring of garments.	12B.5.1.1 Incorporate knowledge of the characteristics, properties, and end use of textiles into the design and construction of formal wear.	12C.5.1.1 Incorporate knowledge of the characteristics, properties, and end use of textiles into specific surface design applications.	
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Goal 6: Demonstrate an understanding of the **design process** through the implementation of various artistic renderings.

GLO 6.1: Apply cross-curricular knowledge and skills from **the arts** in design conceptualizations.

12A.6.1.1 Apply the elements and principles of design in tailored artistic renderings.	12B.6.1.1 Apply the elements and principles of design in artistic renderings of formal wear.	12C.6.1.1 Apply the elements and principles of design in surface design applications.	12D.6.1.1 Demonstrate the ability to apply the elements and principles of design in the components of a fashion show.
12A.6.1.2 Recognize the fundamentals of design (including the elements and principles) in artistic renderings.	12B.6.1.2 →	12C.6.1.2 →	12D.6.1.2 Demonstrate the ability to apply the elements and principles of design in the components of a fashion business practicum.

GLO 6.2: Select appropriate **textiles** for the end product.

12A.6.2.1 Explain which fibres are appropriate for specific end uses.	12B.6.2.1 →	12C.6.2.1 Select appropriate textiles for surface design applications.	
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Goal 6: Demonstrate an understanding of the **design process** through the implementation of various artistic renderings. *(continued)*

GLO 6.3: Illustrate and render design conceptualizations.

12A.6.3.1 Develop customized croquis to illustrate and render design conceptualizations, including facial features and mood.	12B.6.3.1 →	12C.6.3.1 Use a variety of illustration media to create artistic surface design applications.	12D.6.3.1 Demonstrate the ability to illustrate and render design conceptualizations in the components of a fashion show. 12D.6.3.2 Participate in the illustration and rendering of design conceptualizations in the components of a fashion business practicum.
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Goal 7: Demonstrate an understanding of **garment patterning techniques**.

GLO 7.1: Demonstrate an understanding of the **flat pattern** method.

12A.7.1.1 Use the flat pattern method to create a lined tailored garment.	12B.7.1.1 Use the flat pattern method to create a lined formal garment.
12A.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ straight notched collar ■ curved notched collar ■ double-breasted collar ■ shawl collar ■ single welt pocket ■ double welt pocket ■ vent with lining ■ slit with lining ■ jacket lining pattern sample 	12B.7.1.2 Create a patternmaking portfolio that includes the following: <ul style="list-style-type: none"> ■ strapless dress ■ corseted bodice ■ a circle skirt with lining draft ■ dress lining pattern sample

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Goal 7: Demonstrate an understanding of **garment patterning techniques**. *(continued)*

GLO 7.1: Demonstrate an understanding of the **flat pattern** method. *(continued)*

12A.7.1.3 Demonstrate pattern labelling using the following:

- symbols
- grainlines
- closures

12B.7.1.3 —→

GLO 7.2: Demonstrate an understanding of **pattern drafting**.

12A.7.2.1 Demonstrate efficient marker making.

GLO 7.3: Demonstrate an understanding of the art of **draping**.

12B.7.3.1 Demonstrate various draping techniques and applications.

Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards.

GLO 8.1: Create a **pattern layout**.

12A.8.1.1 Create a pattern layout.

12B.8.1.1 —→

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Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards. *(continued)*

GLO 8.2: Create a sewing **portfolio**.

12A.8.2.1 Create a sewing portfolio that includes the following:

- piping
- single welt pocket
- double welt pocket
- invisible hem
- notch collar
- mitred lined corner
- tailored seam finish
- vent with lining
- slit with lining
- sleeve head
- shoulder pad application
- hand sewing
 - invisible stitch

12B.8.2.1 Create a sewing portfolio that includes the following:

- boning
 - casing
 - sew-in
- tricot bound sheer seam
- bias bound sheer seam (create own bias)
- invisible zipper
- baby hem
- baby French seam
- lap zipper
- rolled hem
- horsehair hem
- hand sewing
 - prick stitch

GLO 8.3: Construct a **muslin**.

12A.8.3.1 Construct a muslin.

12B.8.3.1 →

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Goal 8: Demonstrate an understanding of **garment construction** based on industrial standards. *(continued)*

GLO 8.4: Construct a **final garment**.

12A.8.4.1 Construct a final project incorporating skills from sewing portfolio and patternmaking portfolio.

12B.8.4.1 Construct a final garment incorporating skills from sewing portfolio and patternmaking portfolio.

12A.8.4.2 Demonstrate care of garments.

12B.8.4.2 —→

GLO 8.5: Demonstrate **finishing** of garments.

12A.8.5.1 Demonstrate finishing of a final garment, including the following:

12B.8.5.1 —→

- steaming
- pressing
- trimming threads

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Goal 9: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

GLO 9.1: Demonstrate an understanding of the application of **embellishing techniques** to the surface of textiles.

12C.9.1.1 Create a portfolio that includes a section of medium techniques and applications that incorporates, but is not limited to, the following:

- embroidery/beadwork
- appliqué
- quilting

12C.9.1.2 Create a portfolio that includes a section on fabric colour additives/manipulation/extraction that incorporates, but is not limited to, the following:

- painting
- fabric dyeing and bleaching
- batik/tie dye/shibori

12C.9.1.3 Create a portfolio that includes a section on printed textile techniques that incorporates, but is not limited to, the following:

- digital design printing
- screen printing
- stamping

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Goal 10: Demonstrate an awareness of **sustainability**.

GLO 10.1: Demonstrate an understanding of **human sustainability**.

12A.10.1.1 Demonstrate an awareness of the purpose and benefits of tailored garments to consumers.	12B.10.1.1 Demonstrate an awareness of the purpose and benefits of formal wear to consumers.	12C.10.1.1 Demonstrate an awareness of the purpose and benefits of applied textile design to consumers.	12D.10.1.1 Demonstrate an awareness of the purpose and benefits of fashion entrepreneurship to consumers and those involved in the fashion industry.
12A.10.1.2 Demonstrate an understanding of the socio-psychological aspects of tailored garments.	12B.10.1.2 Demonstrate an understanding of the socio-psychological aspects of formal wear.	12C.10.1.2 Demonstrate an understanding of the socio-psychological aspects of clothing embellishment.	12D.10.1.2 Demonstrate an understanding of the socio-psychological aspects of fashion entrepreneurship. 12D.10.1.3 Demonstrate an awareness of how fashion entrepreneurship can be a vehicle for social change.

GLO 10.2: Describe the fashion industry's **sustainability practices and impact on the environment**.

	12C.10.2.1 Demonstrate an awareness of the environmental impact of manufacturing processes used in the textile industry.	12D.10.2.1 Demonstrate an awareness of the sustainability practices and impacts on the environment relative to fashion practicum experience.
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Goal 10: Demonstrate an awareness of **sustainability**. *(continued)*

GLO 10.3: Describe **sustainable business practices** in the fashion industry.

12C.10.3.1 Demonstrate an understanding of cost-effective embellishment techniques.

12C.10.3.2 Demonstrate an awareness of long-term health concerns associated with embellishment techniques (ergonomics, toxicity of mediums, etc.), and how these affect the sustainability of a fashion organization.

12D.10.3.1 Demonstrate an awareness of financial incentives for green and/or innovative companies.

12D.10.3.2 Demonstrate an awareness of efficient manufacturing models.

12D.10.3.3 Demonstrate an awareness of the need for businesses to understand customer demographics.

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Goal 11: Demonstrate an awareness of **ethical and legal standards**.

GLO 11.1: Demonstrate an awareness of **ethical and legal standards**.

12C.11.1.1 Demonstrate an awareness of ethical and legal standards related to knock-offs and copyrighted materials.

12D.11.1.1 →

12C.11.1.2 Demonstrate an awareness of legal concerns regarding flammability of certain textiles.

Goal 12: Describe and demonstrate other transferable **cross-curricular** knowledge and skills relevant to fashion.

GLO 12.1: Apply knowledge and skills from **mathematics** relevant to fashion.

12A.12.1.1 Demonstrate an understanding of the geometric requirements in pattern manipulation and fashion renderings.

12B.12.1.1 →

12C.12.1.1 Demonstrate an understanding of the geometric requirements in textile pattern design and fashion renderings.

12D.12.1.1 Demonstrate an awareness of the need for businesses to follow accounting procedures.

12A.12.1.2 Demonstrate skills in manipulating fractions, decimals, ratios, and percentages, and converting to and from metric and standard measurements.

12B.12.1.2 →

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Goal 12: Describe and demonstrate other transferable **cross-curricular** knowledge and skills relevant to fashion.

GLO 12.2: Apply knowledge and skills from **other subject areas** (physical education/health education, psychology, social studies) relevant to fashion.

12A.12.2.1 Demonstrate an awareness of the relationship between fashion and self-esteem.	12B.12.2.1 →	12C.12.2.1 →	12D.12.2.1 →
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GLO 12.3: Apply knowledge and skills from **the sciences** relevant to fashion.

	12C.12.3.1 Demonstrate an awareness of the properties of matter, and how they relate to various textiles and embellishment techniques.
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Goal 13: Describe and demonstrate **employability skills**.

GLO 13.1: Demonstrate fundamental **employability skills**.

12A.13.1.1 Demonstrate regular and punctual attendance.	12B.13.1.1 →	12C.13.1.1 →	12D.13.1.1 →
12A.13.1.2 Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.	12B.13.1.2 →	12C.13.1.2 →	12D.13.1.2 →
12A.13.1.3 Demonstrate accountability by taking responsibility for own actions.	12B.13.1.3 →	12C.13.1.3 →	12D.13.1.3 →

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Goal 13: Describe and demonstrate **employability skills.** *(continued)*

GLO 13.1: Demonstrate fundamental **employability skills.** *(continued)*

12A.13.1.4 Demonstrate adaptability, initiative, and effort.	12B.13.1.4 →	12C.13.1.4 →	12D.13.1.4 →
12A.13.1.5 Demonstrate teamwork skills.	12B.13.1.5 →	12C.13.1.5 →	12D.13.1.5 →
12A.13.1.6 Demonstrate the ability to stay on task and effectively use time in class and work environments.	12B.13.1.6 →	12C.13.1.6 →	12D.13.1.6 →
12A.13.1.7 Demonstrate the responsible use of wireless communication devices.	12B.13.1.7 →	12C.13.1.7 →	12D.13.1.7 →
12A.13.1.8 Demonstrate the ability to meet deadlines.	12B.13.1.8 →	12C.13.1.8 →	12D.13.1.8 →
			12D.13.1.9 Demonstrate the ability to deal effectively with conflict.

GLO 13.2: Demonstrate an awareness of **cultural proficiency** and its importance in the workplace.

	12C.13.2.1 Demonstrate an awareness of cultural influences in applied textile design.	12D.13.2.1 Demonstrate an awareness of the importance of culture in the workplace.
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Goal 13: Describe and demonstrate **employability skills.** *(continued)*

GLO 13.3: Demonstrate an understanding of **business operations** within the fashion industry.

12D.13.3.1 Demonstrate an awareness of timelines and workflow organization.

GLO 13.4: Demonstrate **critical thinking skills.**

12A.13.4.1 Demonstrate critical thinking skills during the design and construction processes.

12B.13.4.1 →

12C.13.4.1 Demonstrate critical thinking skills during the creative embellishment process.

12D.13.4.1 Demonstrate critical thinking skills required to contribute to a fashion show.

12D.13.4.1 Demonstrate critical thinking skills required to participate in a fashion business practicum.

Goal 14: Demonstrate an understanding of the **fashion industry.**

GLO 14.1: Describe the **scope** of the **fashion industry.**

12A.14.1.1 Demonstrate an awareness of the scope of tailoring in the fashion industry.

12B.14.1.1 Demonstrate an awareness of the scope of formal wear in the fashion industry.

12C.14.1.1 Demonstrate an awareness of the scope of applied embellishments in the textile industry.

12D.14.1.1 Demonstrate an awareness of the scope of fashion shows.

12C.14.1.2 Research some of the non-garment uses for textiles.

12D.14.1.2 Demonstrate an awareness of the scope of fashion promotion.

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Goal 14: Demonstrate an understanding of the **fashion industry**. *(continued)*

GLO 14.2: Demonstrate an awareness of **educational and career opportunities**, as well as **industry associations**.

12A.14.2.1 Demonstrate an awareness of career opportunities in tailored garment design and construction.	12B.14.2.1 Demonstrate an awareness of career opportunities in formal wear design and construction.	12C.14.2.1 Demonstrate an awareness of career opportunities in textile embellishment.	<p>12D.14.2.1 Demonstrate an awareness of self-employment career opportunities in fashion design and technology.</p> <p>12D.14.2.2 Develop a cover letter and resumé relevant to the fashion industry.</p> <p>12D.14.2.3 Develop the skills required to perform well in a job interview.</p> <p>12D.14.2.4 Develop a portfolio relevant to the fashion industry.</p>
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GLO 14.3: Demonstrate an understanding of **working conditions** in the fashion industry.

12C.14.3.1 Describe the working conditions found in the applied textile design industry.	12C.14.3.1 Demonstrate an understanding of the long-term health concerns related to unsafe working practices in the fashion industry.
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