

Course Title: Textile Arts

Board Approval Date: January 19, 2015

Credit / Hours: .5 credit

Course Description:

This interdisciplinary course involves mathematic applications, reading and writing, science, and history while focusing on mastery of the national and PA Academic Standards for Family & Consumer Science. As students progress through this course they will participate in a systematic study of concepts related to the textile industry and they'll have the opportunity to try their hand at basic skills and projects of their choice. Typical projects to choose from include sewing, quilting, knitting, crocheting, applique, embroidery and/or mending. Units of study range from the evolution of textile production, historical investigation of influences on fashion through the ages, fabric finishes, color & design principles, and fashion. In addition, Textile Arts students will research careers, trends in technology, famous designers, and/or topics within the textile industry.

This course potentially opens up career opportunities, hobbies, side income, or possibly even new family traditions. Students can apply what they learn in this class to make economical decisions when purchasing garments, mend or recycle worn clothing, and take better care of their textiles in general.

Learning Activities / Modes of Assessment:

Large group instruction	Checklists / Teacher Observation
Tests and Quizzes	Research Project
Small group work	Hands on Projects with Rubrics
Graphic Organizers	

Instructional Resources:

Text:

Clothing; Fashion, Fabric, & Construction 4th ed.
Weber. Published 2003 by [Glencoe-McGraw-Hill](http://www.glencoe.com) in New York, NY

Various internet sites related to the curriculum, such as www.cotton.org

Guest Speakers

*Large and small equipment (sewing machines, serger, irons, hand held tools)
Materials and notions*

Course Pacing Guide

Course: **Textile Arts**

Course Unit (Topic)

Length of Instruction (Days/Periods)

1. Textiles in Time

6 days

2. Fashion World

12 days

3. Fiber to Fabric

7 days

4. Fabric Finishes

5 days

5. Color and Design

6 days

6. Sewing

10 days

7. Demos and Projects

40 days

DAYS TOTAL

86 Days

UNIT 1 ~ TEXTILES IN TIME (6 DAYS)

KNOW	UNDERSTAND	DO
Factors that influenced the fashion industry.	Culture has a tremendous impact on our clothing choices.	Explain how the first clothes and fabrics were made and worn.
Early Textiles were made from leather, silk, cotton, grasses, wool, hair, flax	Textiles of early civilizations were made from natural materials that were readily available in their geographic region.	Research a career related to the textile industry
Animal skin = leather, silk worms = silk = the Orient, sheep = wool, llama = hair, flax = linen = Northern Africa	Our personal clothing choices makes a statement about us and makes an impression on others.	Describe how fashion changed over the centuries, and what influenced those changes.
Inventions: Cotton Gin, Flying Shuttle, Spinning Jenny, Spinning Mule, Sewing Machine, Paper Pattern.	The rapid changes during the industrial revolution had a tremendous impact on the economy, families, status, culture, etc.	Describe appropriate attire for professional settings
Identify styles in the twentieth century.		Explain the impact of the industrial revolution on the textile industry and society.
		Explain the purpose of sumptuary laws

UNIT 2 ~ FASHION WORLD (12 DAYS)

KNOW	UNDERSTAND	DO
Identify fashion features in Skirts Jackets Pants Collars Sleeves Shoes Jackets	WWII influenced Americans to take their focus off of Paris designers as fashion houses had to close and pay more attention to our own talented American designers.	Analyze careers and entrepreneurial endeavors related to textile industry
		Summarize five steps of the design process
Licensing and royalty fees	When, Why, and Where the Major fashion shows take place.	Compare couture and pret-a-porter collections
Knock-offs	Advantages and disadvantages of draping.	Create a 'croquis' (a preliminary design sketch)
		Describe how licensing affects

UNIT 3 ~ FIBER TO FABRIC (7 DAYS)

KNOW	UNDERSTAND	DO
Know what a fiber is and where natural fibers come from.	Different fibers have advantages & disadvantages making them more or less suitable for different purposes.	Identify fibers in fabric samples via visual observations, burn tests, and chemical tests
Know the difference between generic name and trade names of fibers.	Different fibers have different tolerances for laundering and ironing temperatures.	Identify which fabric samples are knit and which are woven
Know fiber characteristics: strength, durability, resiliency, elasticity, abrasion & wrinkle resistance, shape retention, luster, absorbency, wicking, & wash-ability		Identify the crosswise grain (filling yarns), lengthwise grain (warp yarns), bias, selvage edge
Characteristics of knits & weaves		Identify other fabric constructions: laces, nets, stretch, bonded, laminated, quilted

UNIT 4 ~ FABRIC FINISHES (5 DAYS)

KNOWi	UNDERSTAND	DO
Terminology: nap, colorfast, gray goods	Some finishes can be diminished or destroyed by improper fabric care.	Explain the different fabric finishes
Know various texture finishes	Different finishes lend themselves to different purposes & textiles.	Describe common printing techniques
Know various performance finishes	With a basic knowledge of finishes, people can make informed choices about their textile purchases (garments & housewares).	Explain how a fabric's texture can be changed.
	Texture finishes change a fabric's look, feel, and hand.	Identify finishes that improve a fabric's performance.
	Some finishes are temporary and some are permanent	Explain why it is useful to know the type of finishes applied to a garment when shopping for clothes?
	Finishes are applied to improve a fabric's appearance, texture, and performance.	

UNIT 5 ~ COLOR & DESIGN (6 DAYS)

KNOW	UNDERSTAND	DO
Value, intensity, neutral, monochromatic, shade, complementary, split-complementary, triadic, accented neutral, cool, warm	Colors create mood, movement, illusions,	Describe the impact of color
Tricks to minimize less desirable body features and emphasize better features	Understand your personal color (winter, summer, spring, autumn)	Identify primary, secondary, and intermediate colors on the color wheel
Body Shapes (size ratio & geometric shape)	Use of design elements & design principles = GOOD DESIGN	Describe color schemes that work well together
Design Elements: line, color, shape, space, and texture	People can enhance their overall appearance by choosing the right basic shape, color, and fabric textures, along with smart use of design elements/principles. THIS MAKES A WINNING WARDROBE.	Select colors that are flattering
Four basic shapes of clothing: natural, tubular, bell, full		Take body measurements

UNIT 6 ~ SEWING (10 DAYS)

KNOW	UNDERSTAND	DO
Identify names of sewing machine parts & describe their functions	The importance of planning ahead	Thread sewing machine & wind/load bobbins
Identify hand held sewing equipment	Conservation of resources/materials	Sew straight, make knots, pivot in corners, manipulate curved lines
Sewing Terminology	How to adjust patterns width & length	Demonstrate time management skills and safety precautions when operating the sewing machine / serger / iron.
Tension	It is critical to plan the layout of pattern pieces prior to cutting to ensure conservation of fabrics, and no problems with nap or direction.	Read pattern envelopes, pattern symbols, pattern directions
How to trouble shoot for: skipped stitches, puckering, thread breaks, needle breaks, machine jams	Properly cutting & marking fabric is essential!	Choose appropriate sizes, fabrics, threads, notions, etc.
Identify different types of cutting tools & what they're used for. Know tips in cutting well – no “chip – chop”	Ironing materials prior to cutting and during construction is an important step and usually saves a lot more time than it takes to do!	MOST BEGINNERS: Make casings, apply fastener, make darts, hem, apply facings, sew seams, gather & ease fabric
	Mistakes are worth the effort to fix!	ADVANCE SEWERS: make tucks & pleats, line garments, make sleeves- cuffs- pockets, finish waistlines, apply bias bindings, add ruffles & trims.

UNIT 7 ~ DEMOS & PROJECTS (40 DAYS)

KNOW	UNDERSTAND	DO
SEWING:	The importance of planning ahead, perseverance, patience!	Choose appropriate sizes, fabrics, threads, notions, etc. MOST BEGINNERS: Make casings, apply fastener, make darts, hem, apply facings, sew seams, gather & ease fabric ADVANCE SEWERS: make tucks & pleats, line garments, make sleeves-cuffs- pockets, finish waistlines, apply bias bindings, add ruffles & trims.
CROCHET:	Conservation of resources/materials	MOST BEGINNERS: Chain, single crochet, double crochet, complete two granny squares, connect granny squares ADVANCED: Student choice
KNIT:	Ironing materials prior to cutting and during construction is an important step and usually saves a lot more time than it takes to do!	MOST BEGINNERS: cast on, knit 1, purl 1, make ribbing, bind off ADVANCED: Student choice
QUILT:	Mistakes are worth the effort to fix! All things worth doing, are worth doing well!	MOST BEGINNERS: Cut & machine piece a nine-patch, layer quilt top with batting and backing, hand quilt ADVANCED: Student choice
EMBROIDER:	All things get better with practice.	BEGINNERS: split embroidery floss, thread needle, use a hoop, make French knots, straight stitch, stem stitch, chain stitch, satin stitch, blanket stitch, lazy daisy, cross stitch ADVANCED: Student Choice