



Textile Design Entrepreneurship

EXAM INFORMATION

Items

38

Points

55

Prerequisites

CLOTHING I & II

Grade Level

10-12

Course Length

ONE SEMESTER

Career Cluster

HUMAN SERVICES

Performance Standards

NOT INCLUDED

Certificate Available

YES

DESCRIPTION

This course is designed to focus on entrepreneurial opportunities and careers in design fields. Experiences may include pattern design, surface design, clothing construction and manufacturing, fitting and alteration, and interior fabrication. The study and application of textile sciences and technology in this course provides students with laboratory-based experiences that will strengthen their comprehension of concepts and standards outlined in Science, Technology, Engineering and Math (STEM) education.

EXAM BLUEPRINT

STANDARD	PERCENTAGE OF EXAM
1- Careers	16%
2- Technology	15%
3- Fabrics	29%
4- Entrepreneurial Options	40%



STANDARD 1

STUDENTS WILL ANALYZE CAREERS AND EXPLORE THE DESIGN INDUSTRY.

- Objective 1** Research employment and entrepreneurial opportunities and preparation for interior and/or fashion design careers. www.bls.gov
1. Interior Design Careers: Interior designer, Graphic Designer, Art Directors, Display designer, Fabricators, Entrepreneur.
 2. Fashion Design Careers: Fashion Designer, Purchasing, Buyers, Retail Sales, Theater, Entrepreneur.
- Objective 2** Identify knowledge and skills for selected careers (*identified in Objectives 1a & 1b*) in the interior and fashion design industries. www.bls.gov

STANDARD 2

STUDENTS WILL IDENTIFY TECHNOLOGY USED IN FASHION DESIGN/ INTERIOR DESIGN FABRICATION.

- Objective 1** Become acquainted with basic design software.
1. Identify how CAD (*Computer Aided Design*) and Vector are used in the fashion and commercial design industry.
 2. Understand what output files, outsourcing and grading terms are in relationship to design software.
 3. Compare commercial and personal use design software programs used in the fashion and commercial design industry.
 1. Examples of Commercial design software programs used in industry are: Gerber Accumark, Gemini Pattern Editor, e-Telestia and Fashion Cad.
 2. Examples of Personal design software programs used are: Pattern Master (Wild Ginger), Pattern Maker, Design Sew and Bernina's My Label.

STANDARD 3

STUDENTS WILL IDENTIFY AND CHOOSE APPROPRIATE FABRICS AS IT RELATES TO AN END PRODUCT.

- Objective 1** Review and identify characteristics of natural fibers (e.g. cotton, wool, silk, linen, bamboo).
- Objective 2** Review and identify characteristics of synthetic and/or manmade fibers. (Polyester, nylon, rayon, acetate, spandex, acrylic, Olefin, fiberglass)
- Objective 3** Review and identify various types of fabric finishes. (Stain resistant, fire resistant, wrinkle resistant, waterproof)
- Objective 4** Explore and identify emerging fabric technologies. (Antimicrobial, wicking)
- Objective 5** Examine the progression of ethical practices in the textile and apparel industry.
1. Explore and identify sustainability (public health, welfare, environment)
 2. Environmental responsibility
 3. Human ethical impact of fibers used in the industry. (Labor, Labeling information)



STANDARD 4

STUDENTS WILL EXPLORE ENTREPRENEURIAL OPTIONS IN THE FASHION AND INTERIOR DESIGN INDUSTRY.

- Objective 1** Students will explore the steps of establishing a business plan. (1. Introduction, 2. Marketing, 3. Finance & Management, 4. Operations and 5. Concluding statement)
- Objective 2** Analyze how to price a product for sell.
1. **Material Costs:** the amount of money you spend on raw materials needed to create a product.
 2. **Labor Costs:** the number of hours required to make your product and the hourly rate associated with those hours.
 3. **Overhead Costs:** any further expenses required for the operation of your business.
- Objective 3** Students will be able to explain the basics of the 4P's of marketing.
1. **Product** (package) 2. **Place** (where to sell) 3. **Price** (material, labor, & overhead costs) 4. **Promotion** (method of advertisement)
- Objective 4** Understand the basics for using credit for business financing. (Interest rate, personal guarantee, loan term, ability to repay)