

Clothing Management I

Curriculum Content Frameworks

Please note: All assessment questions will be taken from the knowledge portion of these frameworks.

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Clothing Management I

Grade Levels: 9, 10, 11, 12

Course Code: 493030

Prerequisite: None

Course Description: Experience in the Clothing Management course are designed to assist students in developing skills necessary for decision making as a clothing consumer and for understanding the role of the clothing and textile industry in the economy. Emphasis is given to the development of competencies related to clothing selection, clothing needs of family members, clothing care, characteristics of natural and synthetic fibers, types of fabrics and fabric finishes, laws and regulations related to the clothing and textiles industry, use and care of basic sewing supplies and equipment, fabric selection, clothing construction techniques, jobs and careers in clothing and textiles, computer use in clothing and textiles, and effects of technology on the clothing and textiles industry. Upon completion of this course, the student should acquire skills needed for clothing and textiles occupations and develop knowledge of the impact of technology on the clothing and textiles industry.

Table of Contents

	Page
Unit 1: Clothing Selection	3
Unit 2: Textiles	5
Unit 3: Clothing Care and Laundry	7
Unit 4: Clothing/Project Construction	9
Unit 5: Careers and Technology	12
Glossary	13

Unit 1: Clothing Selection

Hours: 7

Terminology: Analogous, Body shape, Classics, Color schemes, Color wheel, Complimentary, Consumer, Decorative Lines, Elements of design, Fad, Fashion, Fashion cycle, Intermediate colors, Monochromatic, Optical illusion, Primary colors, Principles of design, Secondary colors, Silhouette, Split Complimentary, Structural lines, Style, Triadic

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
1.1 List reasons people wear clothes <ul style="list-style-type: none"> • Identification • Modesty • Physical Protection • Safety • Self-Expression 	1.1.1 Discuss reasons why people wear clothes 1.1.2 Apply Maslow's Hierarchy of Needs <ul style="list-style-type: none"> • Physical needs • Safety and security • Love and acceptance • Esteem • Self Actualization 			
1.2 Name factors that influence clothing selection Essential Term: Consumer	1.2.1 Use essential term in context 1.2.2 Identify how culture, family, peers, and media influence clothing selection			
1.3 Describe the history of fashion from the 1700's to present day	1.3.1 Identify examples of historical fashion 1.3.2 Select examples of fashion in 1700's, 1800's, 1920's, 1930's, 1950's, and 1970's to present			
1.4 Describe the difference between styles <ul style="list-style-type: none"> • Fad • Fashion • Classic Essential Terms: Classics, Fad, Fashion, Fashion cycle, Style	1.4.1 Use essential terms in context 1.4.2 Show examples of style, fad, fashion, classic 1.4.3 Illustrate the fashion cycle			
1.5 Define basic body shapes Essential Terms: Body shapes, Silhouette	1.5.1 Use essential terms in context 1.5.2 Compare examples of rectangle, triangle, inverted triangle, and hour glass body shapes			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
1.6 Describe the color wheel Essential Terms: Color wheel, Intermediate colors, Primary colors, Secondary colors	1.6.1 Use essential terms in context 1.6.2 Choose primary, secondary and intermediate colors 1.6.3 Classify colors as warm or cool			
1.7 Define basic color schemes Essential Terms: Analogous, Color schemes, Complimentary, Monochromatic, Split complimentary, Triadic	1.7.1 Use essential terms in context 1.7.2 Illustrate the basic color schemes			
1.8 Name the elements of design Essential Term: Elements of design	1.8.1 Use essential term in context 1.8.2 Describe the following elements of design • Color • Line • Shape/form • Space • Texture			
1.9 Name principles of design Essential Term: Principles of design	1.9.1 Use essential term in context 1.9.2 Explain the following: • Balance • Proportion • Emphasis • Rhythm • Harmony			
1.10 Define structural and decorative lines Essential Terms: Decorative lines, Optical illusions, Structural lines	1.10.1 Use essential terms in context 1.10.2 Compare and contrast structural and decorative lines 1.10.3 Relate ways to create optical illusions using elements and principles of design in clothing selection			
1.11 Identify characteristics of quality clothing	1.11.1 Explain quality of fabric and workmanship, as related to care and price 1.11.2 Determine the sale price of a garment based on a certain percentage			

Unit 2: Textiles

Hours: 5

Terminology: Blends, Exports, Fiber, Filling yarns, Grain, Grain line, Imports, Knitted fabrics, Manufactured fibers, Natural fibers, Non-woven fabric, Piece dyeing, Ply yarns, Printing fabrics, Selvage, Sweatshop, Warp yarns, Weft yarns, Woven fabric, Yarn

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
2.1 List ways textiles are used <ul style="list-style-type: none"> • Apparel • Home furnishings • Industry • Medical • Transportation 	2.1.1 Explain textile uses			
2.2 Identify the sources and characteristics of natural and manufactured fibers <ul style="list-style-type: none"> • Acrylic • Cotton • Linen • Nylon • Polyester • Rayon • Silk • Spandex • Wool <p>Essential Terms: Blends, Manufactured fibers, Natural fibers</p>	2.2.1 Use essential terms in context 2.2.2 Compare and contrast the differences between natural and manufactured fibers			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
2.3 List types of weaves and knits Essential Terms: Fiber, Grain line, Knitted fabrics, Non-woven fabric, Ply yarns, Selvage, Warp yarn, Weft or Filling yarns, Woven fabrics, Yarn	2.3.1 Use essential terms in context 2.3.2 Differentiate between the two major methods of fabric construction • Woven • Knits 2.3.3 Create an example of • Plain weaves • Satin weaves • Twill weaves 2.3.4 Distinguish the difference between the two major methods of knit construction: • Weft or Filling yarns • Warp Yarn			
2.4 Name processes for piece dyeing and printing fabrics Essential Terms: Piece dyeing, Printing fabrics	2.4.1 Use essential terms in context 2.4.2 Compare and contrast the methods used for piece dyeing 2.4.3 Explain the methods used for printing textiles			
2.5 Define laws and regulations related to clothing and textiles industries Essential Terms: Exports, Imports, Sweatshops	2.5.1 Use essential terms in context 2.5.2 Explain regulations of imports and trade agreements			

Unit 3: Clothing Care and Laundry

Hours: 5

Terminology: Agitation, Chlorine bleach, Clothing care label, Detergents, Dry-cleaning, Fabric softener, Flammable Fabric Act, Hem, Iron, Ironing board, Laundering, Non-chlorine bleach, Press, Pressing cloth, Seam roll, Starch, Steamer, Tailor's ham

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
3.1 List information found on clothing care labels Essential Terms: Clothing care label, Dry cleaning, Iron, Flammable Fabric Act	3.1.1 Use essential terms in context			
	3.1.2 Analyze information on clothing care labels			
	3.1.3 Interpret the Flammable Fabric Act			
3.2 Explain routine procedures for clothing care and storage	3.2.1 Identify techniques involved in daily clothing care			
	3.2.2 Discuss how to store clothing effectively			
3.3 Explain laundry products and equipment Essential Terms: Agitation, Chlorine bleach, Detergents, Fabric softener, Laundering, Non-chlorine bleach	3.3.1 Use essential terms in context			
	3.3.2 Choose the laundry product best suited to a certain laundry task <ul style="list-style-type: none"> • Chlorine bleach • Fabric softener • Laundry detergents • Non-chlorine bleach • Stain remover 			
	3.3.3 Explain how to use a washer and dryer			
3.4 Describe pressing, steaming, and ironing techniques Essential Terms: Ironing board, Press, Pressing cloth, Seam roll, Starch, Steamer, Tailor's ham	3.4.1 Use essential terms in context			
	3.4.2 Utilize the iron, steamer, and presser equipment			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
3.5 Explain basic clothing repair techniques <ul style="list-style-type: none"> • Applying a patch • Hand repairing a rip • Hand sewing a hem • Hand sewing on a button <p><u>Essential Term:</u> Hem</p>	3.5.1 Use essential term in context 3.5.2 Demonstrate hand sewing on both shank and 2 to 4 hole button 3.5.3 Demonstrate hand sewing a hem 3.5.4 Demonstrate hand repairing a rip 3.5.5 Demonstrate applying a patch 3.5.6 Demonstrate developing a FCCLA STAR Event <i>Recycle and Redesign</i> activity by using old or discarded textiles to create a new product			

Unit 4: Clothing/Project Construction

Hours: 40

Terminology: Back stitching, Bias, Casing, Crosswise grain, Dart, Directional stitching, Easing, Facing, Gathering, Grade, Grain line, Guide sheet, Interfacing, Layout, Lengthwise grain, Machine basting, Notions. Pattern, Pattern symbols, Seam, Seam allowance, Seam finish, Stay stitching, Top stitching, Under stitching

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
4.1 Name guidelines for pattern selection	4.1.1 Discuss factors to consider when choosing a pattern <ul style="list-style-type: none"> • Pattern/sewing skill level • Pattern use • Personal taste 			
	4.1.2 Utilize the pattern envelope to calculate yardage needed or project(s)			
4.2 Explain information found on a pattern envelope Essential Terms: Notions, Pattern	4.2.1 Use essential terms in context			
	4.2.2 Locate the following on pattern envelope <ul style="list-style-type: none"> • Appropriate notions • Back and front views • Body measurements • Finished garment measurements • Number of pattern pieces • Size • Suggested fabrics • Yardage chart 			
4.3 Explain information found on a pattern guide sheet Essential Terms: Guide sheet, Layout, Pattern symbols	4.3.1 Use essential terms in context			
	4.3.2 Locate cutting layout for each of the following: <ul style="list-style-type: none"> • Fabric width • Sewing directions • Size • View 			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
4.4 Name pattern markings <ul style="list-style-type: none"> • Adjustment lines • Buttonholes • Cutting lines • Dart • Dots • Grain lines • Hem lines • Notches • Place on fold line • Placement lines • Squares • Stitching lines • Triangles <p>Essential Terms: Crosswise grain, Grain line, Lengthwise grain</p>	4.2.1 Use essential terms in context 4.2.2 Explain pattern markings			
4.5 Name basic sewing tools and use of each <ul style="list-style-type: none"> • Fabric marking pins • Hand needles • Pin cushions • Rotary cutter • Scissors • Seam ripper • Seam/sewing gauge • Shears • Straight pins • Tailor's chalk • Tape measure • Thimble • Tracing paper and wheel 	4.5.1 Illustrate how to use the basic sewing tools 4.5.2 Illustrate uses of cutting tools <ul style="list-style-type: none"> • Rotary cutter • Scissors • Seam ripper • Shears 			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
4.6 Name basic parts of a sewing machine and function of each <ul style="list-style-type: none"> • Bobbin case • Feed dog • Hand wheel • Needle clamp • Presser foot • Reverse control • Spool pin • Take-up lever • Tension control • Thread guide • Throat plate 	4.6.1 Identify basic sewing machine parts and functions			
4.7 Describe guidelines for operating a sewing machine <ul style="list-style-type: none"> • Adjusting stitch length control • Machine basting • Placing bobbin in bobbin case • Raising the bobbin thread • Reverse stitch • Stitch a 5/8 inch seam allowance • Stitch pattern control • Threading the sewing machine • Winding a bobbin <p>Essential Terms: Back stitching, Machine basting, Seam, Seam allowance</p>	4.7.1 Use essential terms in context 4.7.2 Model threading a sewing machine in correct sequence 4.7.3 Perform basic operating procedures 4.7.4 Apply safety procedures while operating a sewing machine			
4.8 Describe guidelines and safety procedures for operating a serger <p>Essential Term: Seam finish</p>	4.8.1 Use essential term in context 4.8.2 Perform basic operating procedures on a serger 4.8.3 Apply safety procedures while operating a serger			

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
4.9 Identify basic reasons for choosing woven or knit fabrics for a specific project Essential Terms: Bias, Casing, Dart, Directional stitching, Easing, Facing, Gathering, Grade, Interfacing, Stay stitching, Top stitching, Under stitching	4.9.1 Use essential terms in context 4.9.2 Give examples of knit only projects vs. woven only projects			
4.10 Explain steps involved when constructing a sewing project <ul style="list-style-type: none"> • Read pattern guide sheet • Select correct pattern pieces needed for view • Straighten grain of fabric • Layout pieces according to guide sheet • Check grain line • Cut patterns out correctly 	4.10.1 Construct a project using a pattern with 5 or more pattern pieces for woven and/or knitted fabric			
4.11 Describe a computerized monogramming machine <ul style="list-style-type: none"> • Plan placement of design • Select correct size of hoop • Select type of stabilizer • Consider type of Fabric • Select correct thread type 	4.11.1 Demonstrate computerized monogramming machine			
4.12 Identify correct procedure for specific hand sewing techniques	4.12.1 Construct samples of various fasteners: snaps, hooks, and eyes			
4.13 List factors to consider in evaluating a project according to basic construction techniques <ul style="list-style-type: none"> • Back stitching at beginning and end • Buttons, snaps, etc. properly sewn • Even seam width • Hem properly placed • No puckers, gathers or pleats in seamline • Overall appearance • Threads clipped 	4.13.1 Evaluate project according to a rubric 4.13.2 Apply the FCCLA STAR Event <i>Fashion Construction</i> to a project creating a display using samples of at least eight (8) construction techniques			

Unit 5: Careers and Technology

Hours: 20

Terminology: CAD (Computer-Aided Design), Career, Entrepreneur, Fashion designer, Fashion merchandising, Job, Job application, Retail, Wholesale

CAREER and TECHNICAL SKILLS		ACADEMIC and WORKPLACE SKILLS		
What the Student Should be Able to Do		What the Instruction Should Reinforce		
Knowledge	Application	Skill Group	Skill	Description
5.1 Name skills required for a job/career in the field of clothing <u>Essential Terms:</u> Career, Entrepreneur, Fashion designer, Fashion Merchandising, Job, Job application, Retail, Wholesale	5.1.1 Use essential terms in context			
	5.1.2 Research a job/career relating to clothing management			
	5.1.3 Demonstrate appropriate attire for various jobs/careers			
	5.1.4 Develop the STAR Event activity by allowing students to participate in "Entrepreneurship"			
5.2 Define effects of technology on job/career trends in the field of clothing and textile <u>Essential Term:</u> CAD	5.2.1 Use essential term in context			
	5.2.2 Research the effects of CAD on the fashion industry			
	5.2.3 Research careers in the fashion industry using the FCCLA STAR Events Manual in the Career Investigation Event			

Glossary

Unit 1: Clothing Selection

1. Analogous – colors that are adjacent to each other on the color wheel
2. Body shape – how the body is proportioned according to geometric shapes
3. Classics – clothing styles that remain in fashion a long time
4. Color schemes – a pleasing combination of colors based on their respective positions on the color wheel
5. Color wheel – a chart that shows the relationship among colors or hues
6. Complimentary – colors directly across from each other on the color wheel
7. Consumer – a person who uses goods and services
8. Decorative lines – lines added to a garment
9. Elements of design – tools such as (line, form, space, texture, color)
10. Fad – fashions that are popular for a short time
11. Fashion – style that is popular at a given time
12. Fashion cycle – the decline and return of a specific style
13. Intermediate colors – color made by combining equal amounts of a primary and secondary color
14. Monochromatic – consisting of one color and its tints and shades
15. Optical illusion – visual impression used to emphasize or minimize a body feature
16. Primary colors – three colors from which all other colors are made (red, yellow, blue)
17. Principles of design – guidelines for working with the elements of design (balance, proportion, emphasis, rhythm, harmony)
18. Secondary colors – color made by combining equal amounts of two primary colors
19. Silhouette – the outline or the outer shape of an object
20. Split complimentary – a color scheme using one color with the two colors on either side of its complement

21. Structural lines – lines formed as the pieces of a garment are sewn together
22. Style – the shape of a particular item of clothing that makes it easy to recognize
23. Triadic – a color scheme using three colors an equal distance apart on the color wheel

Unit 2: Textiles

1. Blends – in clothing, a term to refer to combining different fibers into one yarn
2. Exports – products sent out of a country to other countries
3. Fiber – a basic unit from which fabric is made
4. Grain line arrow – a solid line with arrows on each end used to place the pattern piece on the straight grain of the fabric
5. Imports – products and goods that come into a country from a foreign country
6. Knitted fabrics – fabric made by looping yarns together
7. Manufactured fibers – fibers not found in nature
8. Natural fibers – a fiber that comes from plants or hair of animals
9. Nonwoven fabric – fabric made using heat, moisture, and/or adhesive
10. Piece dyeing – the process of dyeing in which color is added after the fabric has been made, the most common method of dyeing and generally the least expensive
11. Ply yarns – yarn made by twisting two or more single yarns together
12. Printing fabrics – transfer of color to the surface of a fabric to form a pattern
13. Selvage – side edges of a woven fabric, running in the direction of the lengthwise grain. Selvages are formed by the filling yarns as they are turned to go back across the warp yarns. Selvages are very strong and will not ravel.
14. Sweat shop – a manufacturing plant that may use child labor, pay less than minimum wages, no pay overtime, or have unclean or unsafe facilities
15. Warp yarns – the longer yarns that run the length of the fabric
16. Weft yarns – crosswise yarns in fabric; also known as filling yarns
17. Woven fabric – made by interlacing lengthwise and crosswise yarns
18. Yarn – fibers twisted together or laid side by side

Unit 3: Clothing Care and Laundry

1. Agitation – action that helps to loosen soil during the wash cycle
2. Chlorine bleach – a liquid laundry product that disinfects as well as cleans and whitens
3. Clothing care label – a label inside a garment describing its fiber content and how to care for it
4. Detergents – cleaning agents that remove soil from fabric
5. Dry-cleaning – a process of cleaning clothes using a chemical solvent rather than water
6. Fabric softener – laundry product used to make garments soft and fluffy and to reduce wrinkles and static electricity. Some fabric softeners are used in the washer; others are used in the dryer
7. Flammable Fabric Act – a law that specifies flammability standards for household textiles and apparel
8. Hem – the finish for the bottom edge of a garment
9. Iron – to remove wrinkles or smooth fabrics with a heated iron
10. Ironing board – an adjustable height board with a pad and cover to provide a smooth surface for ironing
11. Laundering – washing fabric by hand or machine process to remove soil
12. Non-chlorine bleach – an oxygen laundry product that is mild and can be used on most colored fabrics
13. Press – raising and lowering the iron from one area to the next
14. Pressing cloth – a piece of cotton, linen, or wool cloth used to protect the garment from steam and/or heat when pressing during construction
15. Seam roll – firm tubular cushion used to press long seams and small curved areas
16. Starch – a type sizing that gives body to fabrics and makes ironing easier, and comes in spray, dry and liquid forms
17. Steamer – a device used to remove wrinkles using steam from garments and fabrics
18. Tailor ham – a firm round cushion used to press darts and curved seams

Unit 4: Clothing/Project Construction

1. Back stitching – stitching forward then using the reverse to stitch backwards over the same stitches to secure the beginning or end of a seam
2. Bias – grain that runs diagonally and allows the greatest amount of stretch in a woven fabric
3. Casing – a closed tunnel of fabric that holds a piece of elastic or a drawstring inside
4. Crosswise grain – grain that runs across the fabric from one selvage to the other
5. Dart – a triangular fold of fabric stitched to a point to control fullness and shape in a garment
6. Directional stitching – stitching with the fabric grain to preserve the position of the grain to keep the fabric from stretching
7. Easing – joining two edges of fabric together when one edge is slightly larger than the other
8. Facing – used to finish a raw edge, such as an armhole or neckline
9. Gathering – soft folds of fabric formed by pulling up basting stitches
10. Grade – to trim each layer of fabric to a different width to reduce bulk
11. Grain – the direction in which the lengthwise and crosswise yarns run in woven fabric
12. Guide sheet – step-by-step information for cutting, marking, and sewing a pattern
13. Interfacing – a piece of fabric placed between the outer fabric and facing to prevent stretching and add shape
14. Layout – a diagram included in sewing instructions that shows how to place the pattern pieces on fabric
15. Lengthwise grain – grain that runs the same direction as the selvage
16. Machine basting – using the longest stitch possible on the machine for easy removal
17. Notions – small items that become a permanent part of the garment
18. Pattern – all the instructions needed to construct a project
19. Pattern symbols – lines and symbols marked on the pattern and transferred to the fabric to help guide construction
20. Seam – line of stitching that hold layers of fabric together

21. Seam allowance – width between the fabric edge and seam line
22. Seam finish – treatment of seam edges to prevent raveling
23. Stay stitching – a row of stitching done on the outside of a garment
24. Top stitching – a row of stitching done on the outside of a garment
25. Under stitching – a row of stitching used to keep the facing or bottom layer of fabric rolled out of sight

Unit 5: Career and Technology

1. CAD (Computer-Aided Design) – using the computer to create textile and garment designs
2. Career – an occupation to which you have made a long-term commitment
3. Entrepreneur – a person who owns and runs his or her own business
4. Fashion designer – creates designs and ideas for new clothes and accessories
5. Fashion merchandising – all phases of planning, buying, and selling apparel
6. Job – a position in which a person works to earn an income
7. Job application – a form in which you supply information about yourself that will help an employer make a hiring decision
8. Retail – sale of products directly to consumers
9. Wholesale – selling quantities of goods to others for sale in the retail market