Cocalico School District
Year-at-a-Glance – Curriculum Overview

Department: Family & Consumer Sciences   Course: Sewing and Fashion Design   Grade Level: 9-12

Big Ideas

- It is necessary to know how to use the sewing machine and sewing tools properly.
- Learning how to use basic sewing skills to construct a garment, using materials available to students, can save money.
- Studying how history has impacted the fashion and textiles industry will allow students to analyze the importance of the fashion and textiles industry.
- Analyzing the many fashion and textile career options and education needed to succeed in a chosen career allows students to explore opportunities for employment.
- To complete a sewing project, one must understand how to read a sewing pattern.
- The ability to properly use the elements and principles of design will aid students in the construction of their own garments.

Units of Study	% of Course Time	Textbooks & Supplemental Materials	Assessments	Standards Addressed
• Preparing to sew	10%	• Sewing Machine Manuals • Sewing Supplies • Sewing Machines • Teacher created PowerPoints and Video Tutorials	• Tools and machine test • Felt cornet bookmark project	• 16.4.1 • 16.2.5
• Sewing Techniques	10%	• Sewing Machine Manuals • Sewing Supplies • Sewing Machines • Teacher created PowerPoints and Video Tutorials	• Sewing machine driver's test • Burrito pillowcase project	• 16.4.1 • 16.2.5
• History of fashion around the world and the art of sewing	10%	• Library Reference Books • Sewing Machine Manuals • Sewing Supplies • Sewing Machines • Teacher Created PowerPoints and Video Tutorial	• Fashion around the world project • Fashion decade, designer, and career research papers • Fashion Accessory project	• 16.1.1 • 16.1.3 • 16.1.4 • 16.1.6 • 16.3.8 • 16.7.6 • 11.2.6.B
• Reading a Pattern	10%	• Patterns • Sewing Machine Manuals • *Fabric Science Ed. 7* • Sewing Supplies • Sewing Machines • Teacher created PowerPoints and Video Tutorials	• Pattern reading test	• 16.4.5
• Understanding Design	20%	• Patterns • Sewing Machine Manuals • *Fabric Science Ed. 7* • Sewing Supplies • Sewing Machines • Teacher Created PowerPoints and Video Tutorials	• Color Wheel Poster • Elements and Principles of Design Project and test • Tote Bag Project • Vinyl Shirt Designing • Embroidery project	• 16.5.1
• Garment Constructions and Alterations	40%	• Patterns • Sewing Machine Manuals • Fabric Manuals • *Fabric Science Ed. 7* • Sewing Supplies • Sewing Machines • Teacher Created PowerPoints	• Pajama pants • Alteration garment • 9 Patch pillow • Recycling project • Lap quilt • Apron • Zipper Case sewing projects	• 16.4.5 • 11.2.6.B • 11.2.12.A • 11.2.12.E • 11.1.9.A

Eagle P.A.C.T. Course Connections:

This course uses problem solving and critical thinking to overcome any hurdles students may face while sewing a project. Students incorporate teacher feedback to advance in their sewing process. Students utilize media and technology to create fashion forward products using an embroidery machine, Cricut or digital patterns, etc.