

# **CBSE | DEPARTMENT OF SKILL EDUCATION**

## **CURRICULUM FOR SESSION 2020-2021**

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### **FASHION STUDIES (SUBJECT CODE-837)**

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**JOB ROLE: ASSISTANT FASHION DESIGNER**

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#### **CLASS – XI& XII**

The purpose of the course 'Fashion Studies' is to tell the students about the fundamentals of Fashion Design. Fashion Design as a profession includes the entire process of designing and producing fashion apparels from the fiber and yarn stage to the finished product. This course will give an overview of fashion design and elaborate on different aspects like elements of design, history of fashion, fabrics, and understanding of the body, pattern development and garment construction. Fashion is a big business and key driver for several industries.

#### **PREAMBLE**

Fashion is dynamic and ever changing. It is one of the most powerful forces in our lives. It influences every facet of our lifestyle at a particular period in time e.g. the clothes we wear, the music we listen, the food we eat, where we go for holiday or the car we drive in etc. Fashion is a big business and key driver for several industries e.g. apparel, accessories, textiles, automobiles etc.

The purpose of the course 'Fashion Studies' is to tell the students about the fundamentals of fashion design. Fashion Design as a profession includes the entire process of designing and producing fashion apparels from fiber and yarn stage to the finished product. The course will give an overview of fashion design and elaborate on different aspects like elements of design, history of fashion, fabrics, and understanding of the body, pattern development and garment construction.

#### **SCHEME OF UNITS**

This course is a planned sequence of instructions consisting of units meant for developing employability and vocational competencies of students of Class XI opting for skill subject along with other education subjects.

The unit-wise distribution of hours and marks is as follows:

# CLASS – XI (SESSION 2020-2021)

Total Marks: 100 (Theory – 70+ Practical – 30)

FASHION STUDIES (SUBJECT CODE - 837) Class XI (Session 2020-2021)				
	UNITS	NO. OF HOURS for Theory and Practical		MAX. MARKS for Theory and Practical
<b>Part A</b>	<b>Employability Skills</b>			
	Unit 1 : Communication Skills-III	10		10
	Unit 2 : Self-Management Skills-III	10		
	Unit 3 : ICT Skills-III	10		
	Unit 4 : Entrepreneurial Skills-III	15		
	Unit 5 : Green Skills-III	05		
	<b>Total</b>	<b>50</b>		
<b>Part B</b>	<b>Subject Specific Skills</b>	<b>Theory</b>	<b>Practical</b>	<b>Marks</b>
	Unit 1: Overview Of Fashion	30	05	15
	Unit 2: Introduction To Fabrics, Dyeing & Printing	40	10	10
	Unit 3: Design Fundamentals	55	15	15
	Unit 4: Materials Tools And Processes Of Product Making	40	15	20
	<b>Total</b>	<b>165</b>	<b>45</b>	<b>60</b>
<b>Part C</b>	<b>Practical Work</b>			
	Practical Examination			15
	Written Test			05
	Viva Voce			05
	<b>Total</b>			<b>25</b>
<b>Part D</b>	<b>Project Work/Field Visit</b>			
	Practical File/Student Portfolio			05
	<b>Total</b>			<b>05</b>
	<b>GRAND TOTAL</b>	<b>260</b>		<b>100</b>

## DETAILED CURRICULUM/TOPICS FOR CLASS XI

### Part-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration in Hours
1.	Unit 1: Communication Skills-III	10
2.	Unit 2: Self-management Skills-III	10
3.	Unit 3: Information and Communication Technology Skills-III	10
4.	Unit 4: Entrepreneurial Skills-III	15
5.	Unit 5: Green Skills-III	05
<b>TOTAL DURATION</b>		<b>50</b>

**NOTE:** For Detailed Curriculum/ Topics to be covered under Part A: Employability Skills can be downloaded from CBSE website.

### Part-B – SUBJECT SPECIFIC SKILLS

- ❖ Unit 1: Overview Of Fashion
- ❖ Unit 2: Introduction To Fabrics, Dyeing & Printing
- ❖ Unit 3: Design Fundamentals
- ❖ Unit 4: Materials Tools And Processes Of Product Making

### UNIT-1: OVERVIEW OF FASHION (15 MARKS)

#### Objectives of the course

- To introduce students to Fashion Studies and provide an overview of fashion
- To familiarize students with essential fashion terminology and theories
- To provide information about fashion designers and brands
- To clarify the roles of regulatory bodies and professionals in the garment industry

**Learning outcomes:** After completion of the unit, the students shall be able to do the following:

- Demonstrate their knowledge of fundamental aspects of fashion
- Explain appropriate terminology and theories related to fashion
- Explain the salient characteristics of fashion designers and brands
- Explain the roles of regulatory bodies and fashion professionals in the garment industry

#### Content:

- Understanding fashion: Introduction and definition
- Factors influencing fashion
- Key Concepts and Terminology
- Movement and Direction of fashion – Fashion forecasting, pendulum swing and fashion cycles.

- Theories of fashion movement
- Consumers – Innovators, Motivators, Followers, Victims
- Salient characteristics of fashion designers and brands.
- International Trade in Fashion
- Fashion Regulatory Bodies in India
- Role of fashion professionals
- Fashion Institutes

## **UNIT–2: INTRODUCTION TO FABRICS, DYEING & PRINTING (10 MARKS)**

### **Objective of the course**

- To introduce students to natural and manmade fibers
- To develop awareness of spinning, weaving, dyeing and printing

**Learning outcomes:** After finishing the course, the students shall be able to do the following:

- Identify and differentiate fabric varieties
- Explain the various processes of fabric manufacturing, dyeing & printing

### **Course Content:**

- Textile fibers– natural and manmade
- Yarns
- Weaving
- Dyeing and printing

## **UNIT–3: DESIGN FUNDAMENTALS (15 MARKS)**

### **Objective of the course:**

- To introduce the students to various aspects of design
- To develop familiarity with different Elements of Design and Principles of Design
- To develop familiarity with common design terminology
- To develop skills of visualization and communication using design principles

**Learning outcomes:** After finishing the course, the students shall be able to do the following:

- Identify the Elements of Design
- Identify the Principles of Design
- Use appropriate design terminology
- Translate design concepts to design products

### **Course Content:**

- Design, Designers and Design process
- Basic Elements of Design – Point, line, shape and texture
- Colour Theory – Hue, tint, shade, tone, colour schemes

- Colour Psychology
- Principles of Design – rhythm, balance, emphasis and contrast
- Silhouette and proportion in apparel

## **UNIT – 4: MATERIALS, TOOLS AND PROCESSES OF PRODUCT MAKING (20 MARKS)**

### **Objective of the course:**

- To introduce students to the sewing machine
- To introduce students with home fashion product categories
- To introduce students to leather product categories

### **Learning outcomes:** After finishing the course, the students shall be able to do the following:

- Develop proficiency in the use of the sewing machine
- Differentiate between stitched and unstitched products
- Explain categories of leather products

### **Course Content:**

- Introduction to sewing machine - component parts and functions.
- Sewing tools , Safety rules and Sewing Aids
- Home Fashion Products
- Leather Fashion Products

### **PRACTICAL WORK**

1. Relating fashion cycle theories to fashion trends
2. Application of textile swatch on any product
3. Burning test for fibre identification
4. Constructing basic weaves
5. Colour wheel- primary, secondary and tertiary colours
6. Value chart- Tints and Shades
7. Nature as inspiration for design
8. Application of colour psychology to colour schemes
9. Application of elements and principles of design
10. Development of eight-head fashion croquis- Block Figure
11. Preparation of hand-stitched samples (e.g. basting, hemming etc.)
12. Prepare samples of plain seams
13. Prepare samples of seam finishes; self-enclosed seams
14. Prepare samples of seam with fullness -gathers, pleats and tucks

## CLASS – XII (SESSION 2020-2021)

Total Marks: 100 (Theory – 70 + Practical – 30)

FASHION STUDIES (SUBJECT CODE - 837) Class XII (Session 2020-2021)				
	UNITS	NO. OF HOURS for Theory and Practical		MAX. MARKS for Theory and Practical
<b>Part A</b>	<b>Employability Skills</b>			
	Unit 1 : Communication Skills-III	10		10
	Unit 2 : Self-Management Skills-III	10		
	Unit 3 : ICT Skills-III	10		
	Unit 4 : Entrepreneurial Skills-III	15		
	Unit 5 : Green Skills-III	05		
	<b>Total</b>	<b>50</b>		
<b>Part B</b>	<b>Subject Specific Skills</b>	<b>Theory</b>	<b>Practical</b>	<b>Marks</b>
	Unit1:History of Fashion	30	10	10
	Unit2: Basic Pattern Development	40	20	20
	Unit3: Elements of Fashion	30	10	15
	Unit 4: Basics of Garment Making	50	20	15
	<b>Total</b>	<b>150</b>	<b>60</b>	<b>60</b>
<b>Part C</b>	<b>PracticalWork</b>			
	Practical Examination			15
	WrittenTest			05
	Viva Voce			05
	<b>Total</b>			<b>25</b>
<b>Part D</b>	<b>ProjectWork/FieldVisit</b>			
	Practical File/Student Portfolio			05
	<b>Total</b>			<b>05</b>
	<b>GRAND TOTAL</b>	<b>260</b>		<b>100</b>

## DETAILED CURRICULUM/TOPICS FOR CLASS XII

### **PART-A: EMPLOYABILITY SKILLS**

S. No.	Units	Duration (in Hours)
1.	Unit 1: Communication Skills- IV	10
2.	Unit 2: Self-management Skills- IV	10
3.	Unit 3: Information and Communication Technology Skills- IV	10
4.	Unit 4: Entrepreneurial Skills- IV	15
5.	Unit 5: Green Skills- IV	05
	<b>TOTAL DURATION</b>	<b>50</b>

**NOTE:** For Detailed Curriculum/ Topics to be covered under Part A: Employability Skills can be downloaded from CBSE website.

### **PART-B – SUBJECT SPECIFIC SKILLS**

- ❖ Unit 1: History of Fashion
- ❖ Unit 2: Basic Pattern Development
- ❖ Unit 3: Elements of Fashion
- ❖ Unit 4: Basics of Garment Making

#### **UNIT-1: HISTORY OF FASHION (10 MARKS)**

##### **Objectives of the course:**

- To provide an overview of history of costume from ancient civilization to the present
- To explain the socio-cultural factors influencing costume
- To explain the influence of industrial revolution on fashion industry.
- To discuss the evolution of modern Indian fashion

**Learning outcomes:** After completion of the unit, the students shall be able to the following:

- Explain the significance of studying fashion history as a source of research for developing new collections.
- Express their knowledge on industrial revolution and its impact on fashion.
- Discuss evolution of modern Indian fashion

##### **Course Content:**

- Introduction to history of fashion, sources of information
- Factors affecting clothing – protection, ritualistic, identification, adornment
- Origin and development of costume –Draped costume(Indian, Sumerian, Babylonian, Assyrian, Egyptian, Greek and Roman)

- Industrial Revolution – mechanical inventions, influence on India
- Evolution of 20<sup>th</sup> century Indian fashion.
- Films and fashion

### **Teaching Methodology:**

- Illustrated lecture with slides and visuals

### **Reference Text:**

- Kaleidoscope of Fashion by MeherCastelino
- Ancient Indian Costume by RoshanAlkazi

## **UNIT – 2: BASIC PATTERN DEVELOPMENT (20 MARKS)**

### **Objectives of the course:**

- To introduce students to the World of Fashion Designing through pattern development
- To explain the importance of skills for converting a design sketch into a three dimensional form.
- To develop basic blocks for bodice and skirt.

### **Learning outcomes:** After completion of the unit, the students shall be able to the following:

- Demonstrate understanding the basic skills of Pattern Making.
- Demonstrate understanding of the concept of Fit and Balance.
- Develop Basic Blocks from measurement charts and body measurements.
- Develop patterns for simple Designs using basic blocks.

### **Course Content:**

- Pattern Making
- Terminology, symbols and abbreviations
- Methods of measuring body and dress form
- sizes and measurements
- Tools of pattern making
- Fit- Element of fits, evaluating fits, need to fit and methods of fit
- Pattern development- Basic Bodice: How to develop a bodice from the standard measurement chart and test fitted on the dress form.
- Sleeveless bodice
- Neckline and its variations
- Dart manipulation
- How to develop basic skirt block with one dart or two darts and A- line
- Collar- Principles of collar development :flat collar, roll collar and stand collar, terminology for collars

### **Teaching Methodology:**

- Illustrate lectures with slides, visuals and demonstrations where ever required.



**Reference Text:**

- Pattern making by Helen Armstrong
- Pattern making for women's wear by Winifred Aldrich
- Pattern making by Pamela Stringer

**UNIT – 3: ELEMENTS OF FASHION (15 MARKS)****Objectives of the course:**

- To introduce students to the basic segments in fashion clothing
- To teach students about fashion, fashion centers, categories of clothing & trims.
- To sensitize students about different items in each category of apparel for men, women and children
- To teach students the difference between high-fashion and mass-fashion apparel
- To distinguish between custom-made and ready to wear garments.

**Learning outcomes:** After completion of the unit, the students shall be able to the following:

- Express knowledge of the segments in Fashion Clothing.
- Express knowledge and use of appropriate fashion terminology
- Express knowledge of global fashion capitals
- Express knowledge of various categories of apparel for men, women and children
- Demonstrate understanding of trims used in apparels.
- Demonstrate understanding of difference between High Fashion, Mass Fashion and custom-made clothing.

**Course Content:**

- Understanding Fashion - definition and overview
- Haute couture, High Fashion, Ready to Wear, Mass produced garments
- Fashion Capitals
- Menswear - Introduction, Categories, Elements of Design, shirts, pants and shorts, suits
- Women'swear
- Introduction to Indian women'swear, Elements of design, categories of
- Women's wear-dresses, blouses/skirts, trousers, kameezs, saris & blouses.
- Children wear – Introduction, garments for different ages - New born, Infants Toddlers, Pre-teens and Teens, dungarees
- Trims used for the fashion apparel

**Teaching Methodology:**

- Illustrated lectures with slides and visuals.

**Reference Text:**

- Concept to consumer by Gini Stephens Frings
- Encyclopedia of Fashion Details

## UNIT – 4: BASICS OF GARMENT MAKING (15 MARKS)

### Objectives of the course:

- To differentiate between natural, synthetic and blended fabrics.
- To learn the selection criteria and purpose of using underlying fabrics.
- To understand the importance of fabric preparation before cutting fabric.
- To stitch a placket for bodice and sleeve opening
- To finish a neckline using piping and facing

**Learning outcomes:** After completion of the unit, the students shall be able to the following:

- Make samples of different garment components - neckline finishes, plackets.

### Course content:

- Understanding fabric types.
- selection of underlining, interfacing, lining and inter-lining
- Cutting preliminaries, fabric preparation, fabric cutting, grain line, preshrinking, identifying the right side of fabric, pinning and marking methods
- Types of plackets- continuous, simple shirt placket and shirt placket with facing.
- Neckline facing, bias strip and preparation of bias strip.
- Appropriate neckline finishes with piping, bias facing and shaped facing (only practical)

### Teaching Methodology:

- Illustrate the content with slides, visuals and demonstrations wherever required

### Reference Text:

- Encyclopedia of dress making by Marshall Cavendish
- Readers Digest book of Sewing
- Encyclopedia of Sewing

## **PRACTICALS**

### **❖ UNIT – 1: History of Fashion**

1. To identify the cultural context of body adornment and its continuation in contemporary society.
2. To use visual references to analyze ancient draped garments.
3. To analyze the impact of Industrial Revolution during the British Raj in India

### **❖ UNIT – 2: Basic Pattern Development**

4. Develop a basic bodice block.
5. Develop a bodice through dart manipulation.
6. Develop a basic skirt block.
7. Develop style variations of skirts- one dart and A-line.

### **❖ UNIT – 3: Elements of Fashion**

8. Design products with self-generated prints inspired from nature.
9. To demonstrate creative exploration of patterns created by using food products for dyeing process.
10. Develop print designs inspired from animal skin by innovative use of materials.
11. Stencil printing technique to create design patterns / motifs.

### **❖ UNIT – 4: Basics of Garment Making**

12. Stitch a sample of a continuous placket.
13. Stitch a sample of a basic shirt placket.
14. Stitch a sample of a basic shirt placket with facing.
15. Stitch a sample each of Extended facing, Bias facing and Shaped facing.