

# CBSE | DEPARTMENT OF SKILL EDUCATION

## CURRICULUM FOR SESSION 2023-2024

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

#### **JOB ROLE: ASSISTANT FASHION DESIGNER**

#### **CLASS – XI**

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.

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#### **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:

<b>CLASS</b>	<b>THEORY</b>	<b>PRACTICAL</b>	<b>TOTAL</b>
Class XI	60 marks	40 marks	100 marks
Class XII	70 marks	30 marks	100 marks

# FASHION STUDIES (SUBJECT CODE - 837)

## Class XI (Session 2023-2024)

Total Marks: 100 (Theory – 60+ Practical – 40)

	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		2
	Unit 2 : Self-Management Skills-III	10		2
	Unit 3 : ICT Skills-III	10		2
	Unit 4 : Entrepreneurial Skills-III	15		2
	Unit 5 : Green Skills-III	05		2
	<b>Total</b>	<b>50</b>		<b>10</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	25
	Unit 2: Introduction To Fabrics, Dyeing & Printing	40	10	
	Unit 3: Design Fundamentals	27	7	
	Unit 3: Design Fundamentals	28	8	25
	Unit 4: Materials Tools And Processes of Product Making	40	15	
	<b>Total</b>	<b>165</b>	<b>45</b>	<b>50</b>
<b>Part C</b>	<b>Practical Work</b>			
	Practical Examination			15
	Written Test			10
	Viva Voce			05
	<b>Total</b>			<b>30</b>
<b>Part D</b>	<b>Project Work/ Field Visit</b>			
	Practical File/Student Portfolio			10
	<b>Total</b>			<b>10</b>
	<b>GRAND TOTAL</b>	<b>260</b>		<b>100</b>

## **DETAILED CURRICULUM/TOPICS FOR CLASS XI**

### **Part - A: EMPLOYABILITY SKILLS**

<b>S. No.</b>	<b>Units</b>	<b>Duration in Hours</b>
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:** 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**

##### **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**

### **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**

### **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

### 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