

CBSE | DEPARTMENT OF SKILL EDUCATION

CURRICULUM FOR SESSION 2026-2027

FASHION STUDIES (SUBJECT CODE-837)

CLASS – XII (SESSION 2025-26)

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

| | UNITS | NO. OF HOURS for Theory and Practical | | MAX. MARKS for Theory and Practical |
|---------------|------------------------------------|--|------------------|--|
| Part A | Employability Skills | | | |
| | Unit 1 : Communication Skills-IV | 10 | | 2 |
| | Unit 2 : Self-Management Skills-IV | 10 | | 2 |
| | Unit 3 : ICT Skills-IV | 10 | | 2 |
| | Unit 4 : Entrepreneurial Skills-IV | 15 | | 2 |
| | Unit 5 : Green Skills-IV | 05 | | 2 |
| | Total | 50 | | 10 |
| Part B | Subject Specific Skills | Theory | Practical | Marks |
| | Unit1 : History of Fashion | 30 | 10 | 10 |
| | Unit2 : Basic Pattern Development | 40 | 20 | 16 |
| | Unit3 : Elements of Fashion | 30 | 10 | 12 |
| | Unit 4 : Basics of Garment Making | 50 | 20 | 12 |
| | Total | 150 | 60 | 50 |
| Part C | Practical Work | | | |
| | Practical Examination | | | 21 |
| | Written Test | | | 05 |
| | Viva Voce | | | 04 |
| | Total | | | 30 |
| Part D | Project Work/Field Visit | | | |
| | Practical File/Student Portfolio | | | 10 |
| | Total | | | 10 |
| | GRAND TOTAL | 260 | | 100 |

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 |
| | TOTAL DURATION | 50 |

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 20th 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 (16 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 (12 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's wear

- Introduction to Indian women's wear, 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 Fringes
- Encyclopedia of Fashion Details

UNIT – 4: BASICS OF GARMENT MAKING (12 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

1. Develop a basic bodice block.
2. Develop a bodice through dart manipulation.
3. Develop a basic skirt block.
4. Develop style variations of skirts- one dart and A-line.

❖ UNIT – 3: Elements of Fashion

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

❖ UNIT – 4: Basics of Garment Making

1. Stitch a sample of a continuous placket.
2. Stitch a sample of a basic shirt placket.
3. Stitch a sample of a basic shirt placket with facing.
4. Stitch a sample each of Extended facing, Bias facing and Shaped facing.