**Area of Learning: Applied Design, Skills, and Technologies — Fashion Industry Grade 12**

**BIG IDEAS**

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| Design for the life cycle includes consideration of social and **environmental** **impacts**. |  | Personal design interests require the evaluation and refinement of skills. |  | Tools and technologies can be adapted for specific purposes. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Applied Design  Understanding context   * Engage in **user-centred research** and **empathetic observation** to determine design opportunities and barriers   Defining   * Identify and analyze potential users or consumers for a chosen fashion design opportunity * Identify criteria for success, **constraints**, and possible unintended negative consequences   Ideating   * Identify, critique, and use a variety of **sources of inspiration** and **information** * Take creative risks in generating ideas and add to others’ ideas in ways that  enhance them * Screen ideas against criteria and constraints, and prioritize them for prototyping * Critically evaluate the impacts of competing social, ethical, economic, and environmental considerations on fashion locally, nationally, and globally * Work with users throughout the design process   Prototyping   * Choose an appropriate form, scale, and level of detail for prototyping * Analyze the design for the life cycle and evaluate its **impacts** * Demonstrate appropriate use of a variety of tools, materials, and processes  to create and refine textile items | *Students are expected to know the following:*   * **factors** involved in fashion design and fashion collections development, including **elements** and **principles** of design * the many **uses** of fashion in society * history of fashion and historical influences  on current styles * social and cultural **influences** on clothing design and choices * **properties** of fibres and fabrics employed in  clothing and accessory design and construction * **design for the life cycle** * global and local fashion **supply chain** * **marketing and merchandising strategies** and processes for clothing and accessories, including brand development and **trendsetting strategies** * **legal considerations** related to the fashion industry * **ethical** and **environmental** considerations  in the production and marketing of fashion,  including **cultural appropriation** * future career options in the fashion industry * **interpersonal and consultation skills**, including ways to interact with clients |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Testing   * Identify and communicate with **sources of feedback** * Develop **appropriate tests** of the prototype * Evaluate design according to critiques and success criteria for continuing iterations of the prototype  or abandoning the design idea   Making   * Identify appropriate tools, technologies, materials, processes, cost implications, and time needed for production * Create design, incorporating feedback from self, others, and prototype tests * Use materials in ways that minimize waste * Use **project management processes** when working individually or collaboratively to coordinate production * **Share** progress while creating to increase feedback, collaboration, and, if applicable, marketing exposure   Sharing   * Decide on how and with whom to share or promote product, creativity, and, if applicable, **intellectual property** * Critically reflect on their design thinking and processes, and identify new design goals * Assess ability to work effectively both as individuals and collaboratively while implementing project management processes * Identify and analyze new design possibilities, including how they or others might build on their concept   Applied Skills   * Apply safety procedures for themselves, co-workers, and users in both physical and digital environments * Identify and critically evaluate skills needed for design and production interests, and develop specific  plans to learn or refine them over time   Applied Technologies   * Explore existing, new, and emerging tools, **technologies**, and systems to evaluate suitability for design  and production interests * Evaluate impacts, including unintended negative consequences, of choices made about technology use * Analyze the role technologies play in societal change * Examine how cultural beliefs, values, and ethical positions affect the development and use of technologies  on a national and global level |  |