

CLOTHING AND FASHION DESIGN MISSISSIPPI CURRICULUM FRAMEWORK

Program CIP: 19.0905 – Clothing and Textile Services

2021



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RESEARCH ABSTRACT

The curriculum framework in this document reflects these changes in the workplace and a number of other factors that impact local career and technical programs. Federal and state legislation calls for articulation between high school and community college programs, integration of academic and technical skills, and the development of sequential courses of study that provide students with the optimum educational path for achieving successful employment. National skills standards, developed by industry groups and sponsored by the U.S. Department of Education and Labor, provide career technical educators with the expectations of employers across the United States. All of these factors are reflected in the framework found in this document.

In the spring of 2021, the Office of Curriculum, Instruction, and Assessment conducted several virtual meetings. An industry questionnaire was used to gather feedback concerning the trends and needs, both current and future, of their field. Program faculty, administrators, and industry members were consulted regarding industry workforce needs and trends.

RESEARCH HISTORY

2004- Research & Curriculum Unit, Mississippi State University

2010 - Research & Curriculum Unit, Mississippi State University

2015 - Office of Curriculum & Instruction, Mississippi Community College Board

2021- Office of Curriculum, Instruction, & Assessment, Mississippi Community College Board

ADOPTION OF NATIONAL CERTIFICATION STANDARDS

Currently there are no national certification standards offered for this program; however, the American Association of Family and Consumer Sciences standards were used as a guide to align the student learning outcomes.

Permission was granted by the American Association of Family & Consumer Sciences (AAFCS) to include the competencies and objectives in this curriculum. More information can be found at: <https://www.aafcs.org/home>.

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INDUSTRY JOB PROJECTION DATA

The field of Clothing and Textile Services provides not only opportunities in Fashion Design, but it also provides opportunities in Interior Design. There is a 0% change in occupational demand at the state level for fashion design and a -7.7% decline at the state level for interior design. A summary of occupational data from the State Workforce Investment Board Data Center is displayed below: (https://mdes.ms.gov/media/63514/oep_state.pdf)

Table 1: Education Level

Program Occupations	Education Level
Fashion Designers	Associate Degree
Interior Designers	Associate Degree

Table 2: Occupational Overview –Fashion Design

	Region	State	United States
2016 Occupational Jobs	n/a	10	n/a
2026 Occupational Jobs	n/a	10	n/a
Total Change	n/a	0	n/a
Total % Change	n/a	0%	n/a
2016 Median Hourly Earnings	n/a	n/a	n/a
2016 Median Annual Earnings	n/a	n/a	n/a
Annual Openings	n/a	5	n/a

Table 3: Occupational Overview – Interior Design

	Region	State	United States
2016 Occupational Jobs	n/a	130	n/a
2026 Occupational Jobs	n/a	120	n/a
Total Change	n/a	10	n/a
Total % Change	n/a	-7.7%	n/a
2016 Median Hourly Earnings	n/a	n/a	n/a
2016 Median Annual Earnings	n/a	n/a	n/a
Annual Openings	n/a	15	n/a

Table 4: Occupational Breakdown

Description	2016 Jobs	2026 Jobs	Annual Openings	2016 Hourly Earnings	2016 Annual Earnings 2,080 Work Hours
Fashion Designers	10	10	5	n/a	n/a
Interior Designers	130	120	15	n/a	n/a

Table 5: Occupational Change

Description	Regional Change	Regional % Change	State % Change	National % Change
Fashion Designers	n/a	n/a	0%	n/a
Interior Designers	n/a	n/a	-7.7%	n/a

ARTICULATION

Articulation credit from Secondary Design Technology for Fashion and Interiors to Postsecondary Equipment Use and Care and Fashion and Accessory design will be awarded when applicable. Courses to be articulated include CTV 1213 – Equipment Use and CTV 1233 – Fashion and Accessory Design.

SEC Program	PS Program	PS Courses
Design Technology for Fashion & Interiors (CIP 19.0901)	Clothing and Textile Services (CIP 19.0905)	CVT 1213 – Equipment Use and Care CVT 1233 – Fashion and Accessory Designs

TECHNICAL SKILLS ASSESSMENT

Colleges should report the following for students who complete the program with a career certificate, technical certificate, or an Associate of Applied Science Degrees for technical skills attainment. To use the approved Alternate Assessment for the following programs of study, colleges should provide a Letter of Notification to the Director of Career Technical Education at the MS Community College Board. Please see the following link for further instructions: <http://www.mccb.edu/wkfEdu/CTDefault.aspx>.

CIP Code	Program of Study
19.0905	Clothing and Textile Services
Level	Standard Assessment
Accelerated /15 Hour	N/A
Level	Standard Assessment
Career	N/A
Level	Standard Assessment
Technical/AAS	N/A

Colleges should report the following for students who complete the program with a certificate option or an Associate of Applied Science Degrees for technical skills attainment:

MS-CPAS2 *Clothing and Textile Services* Exam

ONLINE AND BLENDED LEARNING OPPORTUNITIES

Course content includes lecture and laboratory semester credit hours. Faculty members are encouraged to present lecture related content to students in an online or blended learning environment. Training related to online and blended learning will be available to faculty members through the MS Community College Board.

PROGRAM DESCRIPTION

The Clothing and Fashion Design program prepares individuals to enter the work force in the areas of clothing apparel industry. This includes but not limited to the following areas: 1) Fashion and Design-designing a garment, developing a pattern, starting an apparel or alteration business. 2) The area of Garment Construction and Manufacturing-fabric and textile, fabric design, fabric care, threadology, pattern design, principles of clothing construction and selection; alterations of ready to wear garments, custom tailoring and dress making, clothing maintenance and home furnishings.

This program also provides the students with an opportunity to pursue a career as a Fashion Designer, Model, Boutique Store Owner, and other opportunities in the Apparel Manufacturing Industry. The Clothing and Fashion Design program meets the National Standards for Family and Consumer Sciences- Textiles and Apparel.

This program offers the Career Certificate, Technical Certificate, and the Associate of Applied Science Degree.

SUGGESTED COURSE SEQUENCE

Accelerated Integrated Career Pathway / 15 Hour Certificate

			SCH Breakdown			Contact Hour Breakdown	
Course Number	Course Name	Semester Credit Hours	Lecture	Lab	Total Contact Hours	Lecture	Lab
CTV 1123	Flat Pattern Design	3	2	2	60	30	30
CTV 1134	Tailoring I	4	2	4	90	30	60
CTV 1153	Fashion Fundamentals	3	2	2	60	30	30
	Electives	5					
	Total	15	8	14	330	120	210

Career Certificate Required Courses

			SCH Breakdown			Contact Hour Breakdown	
Course Number	Course Name	Semester Credit Hours	Lecture	Lab	Total Contact Hours	Lecture	Lab
CTV 1123	Alterations I	3	2	2	60	30	30
CTV 1134	Tailoring I	4	2	4	90	30	60
CTV 1144	Fashion Design	4	2	4	90	30	60
CTV 1153	Fashion Fundamentals	3	2	2	60	30	30
CTV 1213	Industry Sewing	3	2	2	60	30	30
CTV 1234	Costume Production & Design	4	2	4	90	30	60
CTV 1243	Textiles/Fabric Identification	3	2	2	60	30	30
CTV 1313	Fashion Show Production	3	2	2	60	30	30
CTV 1413	Intro to Accessories	3	2	2	60	30	30
	Total	30	18	24	630	270	360

Technical Certificate Required Courses

			SCH Breakdown			Contact Hour Breakdown	
Course Number	Course Name	Semester Credit Hours	Lecture	Lab	Total Contact Hours	Lecture	Lab
CTV 2114	Trend Analysis & Style Concept	4	2	4	90	30	60
CTV 2123	Pattern Draping	3	2	2	60	30	30
CTV 2134	Tailoring II	4	2	4	90	30	60
CTV 2434	Fashion Promotion	4	2	4	90	30	60
	Total	15	8	14	330	120	210

Approved Program Electives

			SCH Breakdown			Credit Hour Breakdown	
Course Number	Course Name	Semester Credit Hours	Lecture	Lab	Total Credit Hours	Lecture	Lab
SSP 100(2-3)	Smart Start 101	2-3					
WBL 191(1-3) WBL 192(1-3) WBL 193(1-3) WBL 291(1-3) WBL 292(1-3) WBL 293(1-3)	Work-Based Learning	1-3			3-9	45-135	
CTV 2513	Business of Fashion	3					
CTV 291 (1-6)	Special Problem in Clothing and Textiles Services	1-3					
CTV 292 (1-6)	Supervised Work Experience in Clothing and Textiles Services	1-6					
	All other electives approved by instructor per local community college policy						

General Education Core Courses

To receive the Associate of Applied Science degree, a student must complete all of the required coursework found in the Career Certificate option, Technical certificate option, and a minimum of 15 semester hours of General Education core. The courses in the General Education Core may be spaced out over the entire length of the program so that students complete some academic and Career Technical courses each semester or provided primarily within the last semester. Each community college will specify the actual courses that are required to meet the General Education Core Requirements for the Associate of Applied Science degree at their college. The Southern Association of Colleges and Schools Commission on Colleges (SACSCOC) Section 9 Standard 3 of the *Principles of Accreditation: Foundations for Quality Enhancement*¹ describes the general education core.

Section 9 Standard 3:

3. The institution requires the successful completion of a general education component at the undergraduate level that
 - a) is based on a coherent rationale.
 - b) is a substantial component of each undergraduate degree program. For degree completion in associate programs, the component constitutes a minimum of 15 semester hours of the equivalent; for baccalaureate programs, a minimum of 30 semester hours or the equivalent.
 - c) ensures breadth of knowledge. These credit hours include at least one course from each of the following areas: humanities/fine arts, social/behavioral sciences, and natural science/mathematics. These courses do not narrowly focus on those skills, techniques, and procedures specific to a particular occupation or profession.

General Education Courses

			SCH Breakdown			Contact Hour Breakdown		Certification Information
Course Number	Course Name	Semester Credit Hours	Lecture	Lab	Total Contact Hours	Lecture	Lab	Certification Name
	Humanities/Fine Arts	3						
	Social/Behavioral Sciences	3						
	Math/Science	3						
	Academic electives	6						
	TOTAL	15						

¹ Southern Association of Colleges and Schools Commission on Colleges. (2017). *The Principles of Accreditation: Foundations for Quality Enhancement*. Retrieved from <http://www.sacscoc.org/2017ProposedPrinc/Proposed%20Principles%20Adopted%20by%20BOT.pdf>

COURSE DESCRIPTIONS

CTV 1153 Fashion Fundamentals

Description: This course provides an introduction of fashion merchandising with an overview of the fashion production and merchandising system as it relates to retail buying, merchandising, and design.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.
 - a. Use technology to present career information to class as it relates to merchandising and buying careers^{16.1.1}
 - b. Research career opportunities in the fashion buying and merchandising industry.^{16.1.1}
 - c. Recognize the key designers and brands operating in the fashion industry today and their influence on the fashion marketplace^{16.1.1}
 - d. Develop an understanding of the different roles that contribute to various fashion organizations and the hierarchy of fashion company structures.^{16.1.1}
2. Analyze opportunities for employment and entrepreneurial endeavors
 - a. Understand the context of different organizations, products and services that make up the fashion industry.^{16.1.2}
3. Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries.
 - a. Develop an understanding of the different market levels in the industry and what makes them different.^{16.1.3}
4. Analyze the role of professional organizations in textiles, fashion, and apparel industries.^{16.1.6}
 - a. Recognize the key designers and brands operating in the fashion industry today and their influence on the fashion marketplace^{16.1.6}
 - b. Understand the way the global fashion industry works
5. Generate design that demonstrates consideration for ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues.^{16.3.5}
 - a. Learn how trend predictors use their curiosity and interest in a wide array of subjects, ranging from art and design, to science, technology and socio-economics, to determine the next trend.^{16.3.5}
6. Apply elements and principles of design to assist consumers and businesses in making decisions.^{16.3.6}
 - a. Develop an understanding of how fashion professionals, including designers and buyers, use fashion forecasting and trend prediction to help them produce and buy what is predicted to be popular in a forthcoming season.
 - b. Gain knowledge of how businesses today take advantage of the wealth of trend information and distil it into a meaningful future strategy.
 - c. Develop an understanding of the use of trend prediction and how trend information is used by the fashion industry in relation to developing fashion products.
 - d. Grasp how the study of consumers helps fashion brands and businesses to improve their marketing strategies

7. Analyze the cost of constructing, manufacturing, distributing, altering, repairing or recycling textiles, fashion, and apparel.^{16.5.2}
8. Analyze ethical considerations for merchandising textiles, fashion, and apparel^{16.5.3}
 - a. Discover how a merchandiser operates within the buying team and understand their contribution to the overall buying process.^{16.5.3}
9. Analyze external factors that influence merchandising.^{16.5.4}
 - a. Learn about the impact of technology and the internet and how this has developed the way we make, sell and communicate fashion
 - b. Understand how creativity crosses boundaries and is used in the management practices of a fashion organization
10. Analyze factors that contribute to quality customer relations.^{16.6.1}
 - a. Appreciate the methods used in the fashion industry to get a fashion product to market
 - b. Grasp how the study of consumers helps fashion brands and businesses to improve their marketing strategies
11. Analyze wholesale and retail operational processes and other factors affecting profit.^{16.7.1}
 - a. Learn about the basic theories and models that contribute to strategic marketing management in the fashion industry
 - b. Understand the role and responsibilities of the buyer and what they do to gain maximum profitability for the company they buy for.
 - c. Learn about the processes and events involved on the buying cycle and what influences the building of a range
 - d. Develop an understanding about the different online and offline retail platforms available to today's fashion buying customers
 - e. Understand the way technology and social media are helping companies connect with their customers.

AAFCS STANDARDS

16.1.1
16.1.2
16.1.3
16.1.6
16.3.5
16.3.6
16.5.2
16.5.3
16.5.4
16.6.1
16.7.1

CTV 1123 Flat Pattern Design

Description:

This course will provide an introduction to flat pattern design and give hands-on training on how to produce and transform fashion designs into hand drafted and computerized digital flat patterns.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.^{16.2}
 - a. Select the appropriate fabric for the garment once flat pattern is completed.
 - b. Identify fabric characteristics and choose according to the design of flat pattern.
2. Demonstrate design concepts using fiber, fabric or digital means, employing draping and/or flat pattern making techniques^{16.3.1}
 - a. Create flat pattern design using the pivot method and choosing the appropriate fabric to construct garment.^{16.2.4,16.3.1}
 - b. Create flat pattern design using the slash method and choosing the appropriate fabric to construct garment.^{16.2.4,16.3.1}
 - c. Utilize computer-aided- design to create a flat pattern^{16.3.4}
 - d. Distinguish between appropriate tools needed to successfully complete a flat pattern.^{16.3.4}

AAFCS STANDARDS

16.2.4

16.3.1

16.3.4

CTV 1134 Tailoring I

Description:

The purpose of this course is to introduce the student to the application of tailoring techniques and skills in the construction of garments using various fabrics.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Interpret terminology related to tailoring. ^{16.1.5}
 - a. Compare the characteristics of a non-tailored garment to a tailored garment. ^{16.3.1}
 - b. Identify employment and career opportunities in tailoring. ^{16.1.5}
2. Select pattern, fabric, interfacing, notions, and equipment needed for tailoring.
 - a. Develop a work plan. ^{16.3.4, 16.4.1mj}
 - b. Alter the pattern based on body measurements. ^{16.2.7, 16.4.1}
 - c. Prepare fabric, interfacing and notions for tailoring a garment.
 - d. Identify special tailoring equipment. ^{16.3.4}
3. Construct a muslin copy of the garment. ^{16.3.4}
 - a. Practice construction techniques using muslin fabric. ^{16.3.1, 16.3.4, 16.4.1}
 - b. Adjust the muslin copy to appropriate body measurements. ^{16.2.7, 16.4.1}
4. Construct a tailored garment. ^{16.3.4}
 - a. Apply techniques used to construct a garment. ^{16.3.1, 16.3.4, 16.4.1}
 - b. Tailor garment for appropriate fit. ^{16.2.7, 16.4.1}
 - c. Press garment. ^{16.3.1, 16.4.1}
5. Explore employment and career opportunities in the tailoring industry. ^{16.1.5}
 - a. Research career opportunities in tailoring.
 - b. Use technology to present career information to class.

AAFCS STANDARDS

16.1.5
16.2.7
16.3.1
16.3.3
16.3.4
16.4.1

CTV 1144 Fashion Design

Description:

This course focuses on creating original garment design starting with the most basic and progressing towards the most complex. Emphasis is placed on the recognition of the history of fashion, basic silhouettes, lines, styles, and detail in design and garment construction through the use of Computer-Aided Design.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.
 - a. Use technology to present career information (soft skills, appearance, work ethic, etc.) to class.^{16.1.1, 16.1.2, 16.1.3}
2. Analyze opportunities for employment and entrepreneurial endeavors.
 - a. Research career opportunities in fashion design.^{16.1.1, 16.1.2, 16.1.3}
3. Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries.^{16.1.2}
 - a. List fashion and design career terminology.
 - b. Define fashion and design career terminology.
4. Apply basic and complex color schemes and color theory to develop and enhance visual effects.
 - a. Create a color chart^{16.3.2, 16.3.3}
 - b. Identify color schemes and use them to style and create garments.^{16.3.2, 16.3.3}
5. Utilize elements and principles of design in designing, constructing, and/or altering textiles, fashion, and apparel.
 - a. Describe basic silhouettes.
 - b. Identify vertical, horizontal, and diagonal lines.^{16.3.2}
 - c. Discuss how lines affect the appearance of the figure type.
 - d. Compare and contrast different styles.^{16.3.3}
 - e. Identify fashion details.^{16.3.3}
6. Generate design that demonstrates consideration for ecological, environmental, ethnic, sociological, psychological, technical, and economic trends and issues.
 - a. Using the Internet, research the history of fashion.^{16.3.5}
 - b. Discuss the different periods of fashion design.^{16.3.5}
 - c. Compare fashion trends^{16.3.5}
7. Demonstrate ability to use technology for fashion, apparel, and textile design.^{16.3.3, 16.3.7}
 - a. Utilize a CAD program to design and create a fashion sketch.
 - b. Draft a pattern using a computer software program.

AAFCS STANDARDS

16.1.1

16.1.2

16.1.3

16.3.2

16.3.3

16.3.5

16.3.7

CTV 1213 Industry Sewing

Description:

This course covers the use and care of equipment in production, instructions in the use and care of various equipment basics to garment construction, safety practices, and proper storage. Emphasis is on the use of industrial sewing and computerized equipment.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.
 - a. Research various positions in the clothing industry and digitizing opportunities as related to equipment.^{16.1.1}
 - b. Perform assembly line operations to construct a product^{16.1.1}
2. Analyze opportunities for employment and entrepreneurial endeavors^{16.1.2}
3. Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries.^{16.1.3}
 - a. Identify equipment used by local industries in the state.
 - b. Utilize knowledge of current trends and advances in the clothing and fashion industry
4. Demonstrate appropriate procedures for care and disposal or recycling of textile products, considering diverse needs locally and globally.^{16.2.5}
 - a. Discuss eco-fashion trend and impact on environment
 - b. Research fast fashion and its toll on the global eco-system.
5. Demonstrate basic skills for production, alteration, repair and recycling of textiles, fashion, and apparel^{16.4.5}
 - a. Identify parts of the domestic and industrial sewing equipment.
 - b. Demonstrate correct usage of domestic, industrial, computerized sewing, embroidery machines and software.
 - c. Utilize troubleshooting techniques for machine irregularities.
 - d. Perform machine control exercises.
 - e. Use standard maintenance principles for equipment.
 - f. Employ safety skills for various equipment.
6. Analyze the cost of constructing, manufacturing, distributing, altering, repairing or recycling textiles, fashion, and apparel.^{16.5.2}
 - a. Develop a tech pack for manufacturing
7. Analyze legislation, regulations, and public policy affecting the textiles, apparel, and fashion industries.

- a. Research clothing and textiles under the Federal Trade Commission. ^{16.7.1}
- 8. Analyze personal and employer responsibilities and liabilities regarding industry-related safety, security, sustainability, and environmental factors
 - a. Research the U.S. department of labor regulations for the garment industry. ^{16.7.2}
- 9. Demonstrate procedures for reporting and handling accidents, safety, and security incidents.
 - a. Discuss the Fair Labor Act and understand it's impact in the fashion industry. ^{16.7.2}
- 10. Demonstrate knowledge of the impact of external factors upon the textile, apparel, and fashion industries
 - a. Research and understand the basics of global manufacturing. ^{16.7.2}

AAFCS STANDARDS

16.1.1
16.1.2
16.1.3
16.2.5
16.4.5
16.5.2
16.7.1
16.7.2

CTV 1243 Textiles/Fabric Identification

Description:

The course studies the relationship of raw materials, construction, and finish to quality and cost of textiles. Also considered are the identification of fibers, yarns, weave, colorants (dyeing and printing), and fabrics; selection of appropriate fabrics for various uses; and wearing quality and care required for textiles.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Apply appropriate terminology for identifying, comparing, and analyzing the most common generic textile fibers and fabrics.^{16.2.1}
 - a. Recognize the types of fibers and their characteristics and properties.
 - b. Explain the production process of textiles.
 - c. Research the origin of various apparel garments.
2. Evaluate performance characteristics of textile fiber and fabrics.^{16.2.2}
 - a. Analyze fiber through microscope and perform a series of testing for the durability of fiber / fabric.
3. Analyze textile legislation, standards, and labeling in the global economy.^{16.2.3}
 - a. Perform computerized analysis of a garment care label to determine fiber content.
4. Evaluate fibers and fabrics for sustainability factors.^{16.2.6}
 - a. Perform various textile testing activities through series of washing, drying, and manipulating fabric.^{16.2.2, 16.2.6}
5. Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.^{16.4.2}
 - a. Identify the differences in natural and synthetic fibers.^{16.2.1, 16.2.2, 16.4.2}
 - b. Compare the advantages and disadvantages of natural and synthetic fibers.^{16.2.1, 16.2.2, 16.4.2}
 - c. Differentiate among fabric types based on knowledge of fibers.^{16.2.1, 16.2.2, 16.4.2}
6. Explain production processes for creating fibers, yarns, woven and knit fabrics, and non-woven textile products.^{16.4.3}
 - a. Distinguish between fabric mills, wholesales, jobbers, and retailers.^{16.2.3, 16.4.3}
 - b. Identify the process of creating synthetic and natural fibers into fabrics.^{16.2.3, 16.4.3}
7. Use appropriate industry products and materials for cleaning, pressing, and finishing textiles, fashion, and apparel.
 - a. Apply solvents to fabrics and test cleaning process.^{16.2.2, 16.2.6}
 - b. Compare pressing and steaming techniques and differentiate.^{16.2.2, 16.2.6}
 - c. Select the appropriate tools for pressing.^{16.2.6}
 - d. Identify the proper equipment for cleaning.^{16.2.6}

- e. Modify fabric through the art of fabric manipulation.

AAFCS STANDARDS

16.2.1

16.2.2

16.2.3

16.2.6

16.4.2

16.4.3

CTV 1234 Costume Production & Design

Description: This course studies the history of costume and applies knowledge to theatre and film

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling.
 - a. Apply concepts of theatrical hair and makeup that coincides with costume production and design. ^{16.3.8}
 - b. Create a wardrobe/costume plot that showcases what each character will wear and execute through style and design. ^{16.3.8, 16.6.2}
2. Analyze current technology, trends, and innovations that facilitate design and production of textiles, fashion, and apparel
 - a. Create costume pieces that contain elements that brings the audience into the story. ^{16.3.8, 16.6.2}
 - b. Research creative ways to manipulate fabric or garments for film and theatre production. ^{16.6.5}
3. Apply research methods, including forecasting techniques, for marketing textiles, fashion, and apparel.
 - a. Research the history of costume and design and apply accurate time pieces to theatre or film production. ^{16.3.8}
 - b. Use online resources to study careers in costume design. ^{16.1.1,16.1.2,16.1.3}

AAFCS STANDARDS

16.1.1

16.1.2

16.1.3

16.3.8

16.6.2

CTV 1313 Fashion Show Production

Description: This course is a study of the basic concepts of fashion show production.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Interpret terminology related to Fashion Show Production.
 - a. Know the types of fashion shows.^{16.1.3}
 - b. Know the terminology of the trade.^{16.1.3}
2. Determine necessary criteria for modeling.
 - a. Practice various grooming and makeup techniques.^{16.4.1}
 - b. Perform the various steps used in modeling.^{16.4.1}
 - c. Create computerized analysis of modeling wardrobe.^{16.5.5}
3. Integrate skills to conduct a fashion show.
 - a. Understand the role of the fashion show producer^{16.1.3}
 - b. Create a production team^{16.5.5}
 - c. Discuss the available jobs on a production team^{16.1.3}
 - d. Understand the views of industry insiders^{16.5.5}
4. Explore employment and career opportunities in modeling and grooming.
 - a. Research career opportunities in modeling and grooming.^{16.5.5}
 - b. Use technology to present career information to class.^{16.1.3}
5. Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling
 - a. Explore the qualifications needed to be a producer^{16.1.3}
 - b. Know how to land a production job^{16.1.3}
 - c. Draft a fashion show proposal^{16.4.1}
 - d. Gain knowledge on storyboarding a vision^{16.4.1}
 - e. Know how to present and pitch the theme^{16.5.5}

AAFCS STANDARDS

16.4.1

CTV 1413 Intro to Accessories

Description: The course studies the history of fashion accessories and interiors and provides training in creating accessories and home goods.

Hour

Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling.^{16.4.1}
 - a. Recognize and select appropriate tools and equipment for various projects
 - b. Construct accessories and interior using proper techniques
 - c. Develop an accessory mood board using a CAD program
2. Analyze current technology, trends, and innovations that facilitate design and production of textiles, fashion, and apparel^{16.4.4}
 - a. Research current market trends in accessories and interior and determine appropriate design
 - b. Select social platform and photography layout that is best for accessory market
3. Analyze external factors that influence merchandising.^{16.5.4}
 - a. Distinguish between fine jewelry market and factors determining production.
 - b. Define streamlines of global production
4. Apply research methods, including forecasting techniques, for marketing textiles, fashion, and apparel.^{16.5.5}
 - a. Research and Study the history of accessories
 - b. Analyze the process of fashion trend forecasting and apply branding and marketing strategies.

AAFCS STANDARDS

16.4.1

16.4.4

16.5.4

16.5.5

CTV 2114 Trend Analysis & Style Concept

Description:

An application of principles, techniques, and skills with emphasis on studying fashion figure types and how to style.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Create an employment portfolio to communicate textiles, fashion, and apparel knowledge and skills.^{16.1.5}
 - a. Develop a style portfolio for potential employees and clients.
 - b. Construct a photoshoot using the style guide.
2. Analyze current technology, trends, and innovations that facilitate design and production of textiles, fashion, and apparel^{16.4.4}
 - a. Research social brands that trend and study branding.
3. Analyze external factors that influence merchandising.^{16.5.4}
 - a. Discuss true size market and manufacturing overseas vs us vs in house.
4. Apply research methods, including forecasting techniques, for marketing textiles, fashion, and apparel.^{16.5.5}
 - a. Understand garment categories and trends in each industry.
 - b. Research fashion forecasting companies and present styles for upcoming seasons.
5. Analyze the influences of cultural expectations as a factor in customer relations.^{16.5.5}
 - a. Differentiate among various figure types and discuss current technologies for styling
 - b. Identify various figure types and appropriate design style that is suitable.
 - c. Categorize figure types and discuss market direction.

AAFCS STANDARDS

16.1.5

16.4.4

16.5.4

16.5.5

16.6.2

CTV 2123 Pattern Draping

Description:

This course is a continuation of Flat Pattern Design and teaches how to design and create garments through the art of draping muslin.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
3	2	2	60

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Analyze characteristics of textile components in the design, construction, care, use, maintenance, and disposal or recycling of products.^{16.2.4}
 - a. Classify which fabrics will be aesthetically pleasing to the garment being produced.
 - b. Recognize drape and hand of fabric before constructing garment through draping method.
2. Explain the ways in which fiber, fabric, texture, pattern, and finish can affect visual appearance.^{16.3.1}
 - a. Analyze the characteristics of textiles when drapes
 - b. Distinguish between natural and synthetic fibers and know their properties
3. Demonstrate design concepts using fiber, fabric or digital means, employing draping and/or flat pattern making techniques^{16.3.4}
 - a. Create garments by draping muslin on a full size industrial dress form
 - b. Develop patterns from draped muslin
 - c. Construct a garment from draped muslin pattern by selecting the appropriate fabric for the design.

AAFCS STANDARDS

16.2.4

16.3.1

16.3.4

CTV 2134 Tailoring II

Description:

The course is a continuation of Tailoring I and includes more practical application of tailoring techniques and skills in the construction of garments using various fabrics.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Interpret advance terminology related to tailoring. ^{16.1.5}
 - a. Compare the characteristics of a non-tailored garment to a tailored garment. ^{16.3.1}
 - b. Identify employment and career opportunities in tailoring. ^{16.1.5}
2. Select advance pattern, fabric, notions, and equipment needed for tailoring.
 - a. Develop a work plan. ^{16.3.4, 16.4.1mj}
 - b. Alter the pattern based on body measurements. ^{16.2.7, 16.4.1}
 - c. Prepare fabric, interfacing and notions for tailoring a garment.
 - d. Identify special tailoring equipment. ^{16.3.4}
3. Construct an advance muslin copy of the garment. ^{16.3.4}
 - a. Practice construction techniques using muslin fabric. ^{16.3.1, 16.3.4, 16.4.1}
 - b. Adjust the muslin copy to appropriate body measurements. ^{16.2.7, 16.4.1}
4. Construct an advance tailored garment. ^{16.3.4}
 - a. Apply techniques used to construct a garment. ^{16.3.1, 16.3.4, 16.4.1}
 - b. Tailor garment for appropriate fit. ^{16.2.7, 16.4.1}
 - c. Press garment. ^{16.3.1, 16.4.1}
5. Explore employment and career opportunities in the tailoring industry. ^{16.1.5}
 - a. Research career opportunities in tailoring.
 - b. Use technology to present career information to class.

AAFCS STANDARDS

16.1.5
16.2.4
16.2.7
16.3.1
16.3.3
16.3.4
16.4.1

CTV 2434 Collection Development

Description: In this course students will produce a complete collection and highlight designs via a fashion show.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite: Instructor Approved

Student Learning Outcomes:

- 1 Create an employment portfolio to communicate textiles, fashion, and apparel knowledge and skills.^{16.1.5}
 - a. Revise and redefine all entry level work to support completion of portfolio including CADS Tech Packs, mood boards, and final collection lookbook.
- 2 Demonstrate design concepts using fiber, fabric or digital means, employing draping and/or flat pattern making techniques^{16.3.4}
 - a. Construct a complete collection by using the methods of flat pattern and draping, selecting, appropriate fabrics, and construction techniques.
 - b. Organize a lookbook and mood photoshoot with fit models and complete all samples.
- 3 Demonstrate professional skills in using traditional and technologically innovative equipment, tools, and supplies in textiles, fashion, and apparel construction, alteration, repair, and recycling.^{16.4.1}
 - a. Develop 5 garment collection and organize a runway show
 - b. Identify patterns that are needed to complete sketch garment looks.
 - c. Connect and collaborate with industry experts to complete sound, stage, and lighting for event.

AAFCS STANDARDS

16.1.5

CTV 2513 Business of Fashion

Description: This course includes an exploration of motivations and influences of consumer purchase and use of apparel, accessories and other fashion design.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Explain the roles and functions of individuals engaged in textiles, fashion, and apparel careers.^{16.1.1}
2. Analyze opportunities for employment and entrepreneurial endeavors^{16.1.2}
 - a. Recognize careers that are available in state and skill needed for such.
 - b. Summarize the steps needed to own and operate a retail store/showroom online or via brick and mortar.
3. Summarize education and training requirements and opportunities for career paths in textiles, fashion, and apparel industries.^{16.1.3}
 - a. Discuss hierarchy of fashion industry and what degrees and skillsets are needed for each career.
 - b. Classify careers according to salaries and which fashion industry category each resides.
4. Create an employment portfolio to communicate textiles, fashion, and apparel knowledge and skills.^{16.1.4}
5. Analyze the effects of textiles, fashion, and apparel industries on local, state, national, and global economies.^{16.1.4}
6. Apply marketing strategies for textiles, fashion, and apparel in the global marketplace.^{16.5.5}
7. Critique a variety of methods for promoting textiles, fashion and apparel to diverse populations.^{16.6.3}
 - a. Study visual merchandising and obtain an intern with a local boutique owner.
 - b. Create a window display that clearly communicates the brand identity of the boutique owner.
 - c. Discuss online selling and avenues for branding and marketing products.
8. Demonstrate the skills necessary for quality customer service.^{16.6.4}
 - a. Discuss and develop customer service policies
 - b. Analyze how to maintain retention of return customers.
 - c. Create solutions to address customer concerns
9. Analyze legislation, regulations, and public policy affecting the textiles, apparel, and fashion industries.^{16.7.1}

10. Analyze personal and employer responsibilities and liabilities regarding industry-related safety, security, sustainability, and environmental factors^{16.7.2}
11. Analyze the effects of operational procedures such as security and inventory control strategies, cash and credit transaction methods and worksite policies on loss prevention and store profit.^{16.7.3}
 - a. Develop a logistical plan to control inventory.
 - b. Differentiate between POS systems and how they can prevent loss.
 - c. Discuss avenues of sell.

AAFCS STANDARDS

16.1.1
16.1.2
16.1.3
16.1.4
16.5.1
16.5.5
16.6.3
16.6.4
16.7.1
16.7.2
16.7.3

CTV 291 (1-3) Special Problems in Clothing and Textiles Services

Description:

This course is designed to provide the student with practical application of skills and knowledge gained in other vocational–technical courses. The instructor works closely with the student to insure that the selection of a project will enhance the student’s learning experience.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
1	0	2	30
2	0	4	60
3	0	6	90

Prerequisite:

Instructor Approved

Student Learning Outcomes:

1. Prepare a written agreement.
 - a. Compile a written training agreement in cooperation with the instructor and student that details work schedule and specific tasks/skills to be mastered in the program.
 - b. Obtain approval by signature of the dean.
2. Prepare a written report of activities.
 - a. Compile a daily log of activities and tasks.
 - b. Submit weekly reports to the instructor summarizing activities and tasks completed.
 - c. Submit a final report of activities and experiences.
3. Follow written guidelines for the special problem.
 - a. Complete all required activities in the training agreement.
 - b. Adhere to all written and oral instructions for the special problem.

CTV 292 (1-6) Supervised Work Experience in Clothing and Textiles Services

Description: This course is a cooperative program between industry and education and is designed to integrate the student's technical studies with industrial experience. Variable credit is awarded on the basis of one semester hour per 45 industrial contact hours.

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
1	0	3	45
2	0	6	90
3	0	9	135
4	0	12	180
5	0	15	225
6	0	18	270

Prerequisite: Instructor Approved

Student Learning Outcomes:

1. Apply technical skills needed to be a viable member of the workforce.
 - a. Prepare a description of technical skills to be developed in the supervised work experience.
 - b. Develop technical skills needed to be a viable member of the workforce.
2. Practice skills developed in other program area courses.
 - a. Apply human relationship skills.
 - b. Use proactive human relationship skills in the supervised work experience.
 - c. Practice positive work habits.
 - d. Demonstrate workplace responsibilities.
3. Develop a set of written guidelines for the supervised work experience.
 - a. Write the guidelines and occupational objectives.
 - b. Obtain appropriate approvals.
4. Complete written occupational objectives.
 - a. Demonstrate written occupational objectives in the supervised work experience.
 - b. Prepare daily written assessment of accomplishment of objectives.
 - c. Present weekly written reports to the instructor in activities performed and objectives accomplished.
5. Assess accomplishment of objectives.
 - a. Evaluate effectiveness of objectives.
 - b. Present weekly written reports indicating activities performed and objectives accomplished.

WBL 191(1-3), WBL 192(1-3), Work-Based Learning I, II, III, IV, V, and VI
WBL 193(1-3), WBL 291(1-3),
WBL 292(1-3), and WBL 293(1-3)

Description:

A structured work-site learning experience in which the student, program area teacher, Work-Based Learning Coordinator, and worksite supervisor/mentor develop and implement an educational training agreement. Designed to integrate the student's academic and technical skills into a work environment. Includes regular meetings and seminars with school personnel for supplemental instruction and progress reviews. (1-3 sch: 3-9 hours externship)

Hour Breakdown:

Semester Credit Hours	Lecture	Lab	Contact Hours
4	2	4	90

Prerequisite:

Instructor approved

Student Learning Outcomes:

1. Apply technical skills and related academic knowledge needed to be a viable member of the workforce
 - a. Apply technical skills needed to be a viable member of the workforce
 - b. Apply skills developed in other related courses in a work-based setting
 - c. Perform tasks detailed in an educational training agreement at the work setting
2. Apply general workplace skills to include positive work habits and responsibilities necessary for successful employment
 - a. Demonstrate pro-active human relationship skills in the work setting to include conflict resolution, team participation, leadership, negotiation, and customer/client service
 - b. Demonstrate time, materials, and resource management skills
 - c. Demonstrate critical thinking skills such as problem solving, decision making, and reasoning
 - d. Demonstrate acquiring, evaluating, organizing, maintaining, interpreting, and communicating information
 - e. Demonstrate positive work habits and acceptance of responsibilities necessary for successful employment

Appendix A: recommended tools and equipment

CAPITALIZED ITEMS

1. Domestic sewing machines with cabinets and stools (25)
2. Computerized sewing machine (10)
3. Domestic sergers, 4 or 5 spool model with cabinet and stools (5)
4. Industrial lockstitch with walking stitch foot attachment and folder (4)
5. Industrial sergers (4)
6. Blind stitch machine (4)
7. Chain stitch machine (1)
8. Cylinder bed lockstitch (1)
9. Domestic computerized embroidering machine with extra computer memory cards (1)
10. Button tack machine (1)
11. Personal computers (4)
12. Printers with switch boxes (2)
13. Washer (6)
14. Dryer (1)
15. Cutting tables (2)
16. Full length mirrored cabinet (1)
17. Microscope (1)
18. Promethean Board (1)
19. Internet Access
20. Video camcorder (1)

*Other equipment items can be added when deemed appropriate by the community college industry craft committee or by industry/business training requirements.

NON-CAPITALIZED ITEMS

1. Industrial scissor sharpener (1)
2. Steam irons (4)
3. Ironing boards (4)
4. Table press (1)
5. Electric rotary cutters (1)
6. Manual rotary cutters (2)
7. Rotary cutter mats (5)
8. 6-in. hem gauges (25)
9. Metal hem gauges (2)
10. Skirt markers (6)
11. T-squares (6)
12. Dressmaker rulers - transparent rulers (6)
13. Tape measure (25)
14. French curve ruler (10)
15. Tracing wheels (15)
16. Hand sewing needles (100)
17. Domestic sewing machine needles (variety of sizes) (100)

18. Industrial sewing needles for machines listed (200)
19. Wrist pin cushions (15)
20. Grabbings for pins (10)
21. Leather needle for domestic sewing machine (20)
22. Twin needles for domestic sewing machine (5)
23. Shears (6- or 8-in. best handle) (15)
24. Pinking shears (4)
25. Scissors (embroidery type) (15)
26. Applique scissors (5)
27. Craft scissors (5)
28. Snips (10)
29. Buttonhole scissors (3)
30. Buttonhole cutter (5)
31. Seam rippers (30)
32. Weights for pattern (6 sets)
33. Point presser and pounding block (4)
34. Tailor's board (3)
35. Point presser (4)
36. Sleeve boards and 2 extra covers (6)
37. Seam roll (1)
38. Needle board (3)
39. Press cloths (10)
40. Press mitts (2)
41. Screwdrivers (Phillips and flat various sizes) (2 sets)
42. Wrenches (Allen wrench and wire) (1 set)
43. Tweezers (10)
44. Iron cleaner (10 tubes)
45. Thimbles (5)
46. Bodkins (5)
47. Buttonhole and button gauge (1)
48. Bias tape maker (variety of sizes) (1 set)
49. Lint tape (5)
50. Bamboo point turners (3)
51. Metal point turner (1)
52. Loop turners (2)
53. Metal pocket forms (2 set)
54. Dress forms (variety of sizes) (2 males, 3 females) (5)
55. First aid kit (1)
56. Machine lint brushes (15)
57. Tote trays and cabinet for storage (50)
58. Rack for hanging garments (1)
59. Garment bags (1)
60. Traveling garment bags (20)

*Other equipment items can be added when deemed appropriate by the community college industry craft committee or by industry/business training requirements.

RECOMMENDED INSTRUCTIONAL AIDS

It is recommended that instructors have access to the following items:

1. Television (1 per room)
2. DVD (1 per room)
3. Digital camera (1 per lab)
4. ELMO presentation system (1 per program)
5. Projector, overhead (1 per room)
6. Table, mobile for portable overhead projector (desk type) (1 per program)
7. Electrical cart, steel, for AV equipment (1 per program)
8. Interactive whiteboard (1 per program)
9. iPads (1 per instructor)
10. Lumens "Ladybug" Document Camera

Appendix B: Curriculum Definitions and Terms

Course Name – A common name that will be used by all community colleges in reporting students

Course Abbreviation – A common abbreviation that will be used by all community and junior colleges in reporting students

Classification – Courses may be classified as the following:

- Career Certificate Required Course – A required course for all students completing a career certificate.
- Technical Certificate Required Course – A required course for all students completing a technical certificate.
- Technical Elective – Elective courses that are available for colleges to offer to students.

Description – A short narrative that includes the major purpose(s) of the course

Prerequisites – A listing of any courses that must be taken prior to or on enrollment in the course

Corequisites – A listing of courses that may be taken while enrolled in the course

Student Learning Outcomes – A listing of the student outcomes (major concepts and performances) that will enable students to demonstrate mastery of these competencies

The following guidelines were used in developing the program(s) in this document and should be considered in compiling and revising course syllabi and daily lesson plans at the local level:

- The content of the courses in this document reflects approximately 75% of the time allocated to each course.

The remaining 25% of each course should be developed at the local district level and may reflect the following:

- Additional competencies and objectives within the course related to topics not found in the state framework, including activities related to specific needs of industries in the community college district
- Activities that develop a higher level of mastery on the existing competencies and suggested objectives
- Activities and instruction related to new technologies and concepts that were not prevalent at the time the current framework was developed or revised
- Activities that include integration of academic and career–technical skills and course work, school-to-work transition activities, and articulation of secondary and postsecondary career–technical programs
- Individualized learning activities, including work-site learning activities, to better prepare individuals in the courses for their chosen occupational areas

Sequencing of the course within a program is left to the discretion of the local college. Naturally, foundation courses related to topics such as safety, tool and equipment usage, and other fundamental skills should be taught first. Other courses related to specific skill areas and related academics, however, may be sequenced to take advantage of seasonal and climatic conditions, resources located outside of the school, and other factors. Programs that offer an Associate of Applied Science Degree must include all of the required Career Certificate courses, Technical Certificate courses **AND** a minimum of 15 semester hours of General Education Core Courses. The courses in the General Education Core may be spaced out over the entire length of the

program so that students complete some academic and Career Technical courses each semester. Each community college specifies the actual courses that are required to meet the General Education Core Requirements for the Associate of Applied Science Degree at their college.

In order to provide flexibility within the districts, individual courses within a framework may be customized by doing the following:

- Adding new student learning outcomes to complement the existing competencies and suggested objectives in the program framework.
- Revising or extending the student learning outcomes
- Adjusting the semester credit hours of a course to be up 1 hour or down 1 hour (after informing the Mississippi Community College Board [MCCB] of the change)

Appendix C: COURSE CROSSWALK

COURSE CROSSWALK Clothing and Textile Services (CIP: 19.0905)					
<i>Note: Courses that have been added or changed in the 2021 curriculum are highlighted.</i>					
Existing			Revised		
2015 MS Curriculum Framework			2021 MS Curriculum Framework		
Course Number	Course Title	Hours	Course Number	Course Title	Hours
CTV 1123	Alterations I	3	CVT 1123	Flat Pattern Design	3
CTV 1134	Tailoring I	4	CVT 1134	Tailoring	4
CTV 1144	Fashion Design	4	CVT 1144	Fashion Design	4
CTV 1153	Fashion Fundamentals	3	CVT 1153	Fashion Fundamentals	3
CTV 1213	Equipment Use and Care	3	CVT 1213	Industry Sewing	3
CTV 1234	Fabric and Accessory Design	4	CVT 1234	Fabric and Accessory Design	4
CTV 1243	Professional Presentations	3	CVT 1243	Textiles/Fabric Identification	3
CTV 1313	Modeling and Grooming	3	CVT 1313	Fashion Show Production	3
CTV 1413	Home Furnishings	3	CVT 1413	Intro to Accessories	3
CTV 2114	Garment Construction	4	CVT 2114	Trend Analysis & Style Concept	4
CTV 2123	Alterations II	3	CVT 2123	Pattern Draping	3
CTV 2134	Tailoring II	4	CVT 2134	Tailoring II	4
CTV 2434	Fashion Promotion	4	CVT 2434	Fashion Promotion	4
			CVT 2513	Business of Fashion	3
CTV 291 (1-3)	Special Problems in Clothing and Textiles Services	1-3	CVT 291 (1-3)	Special Problems in Clothing and Textiles Services	1-3
CTV 292 (1-6)	Supervised Work Experience in Clothing and Textiles Services	1-6	CTV 292 (1-6)	Supervised Work Experience in Clothing and Textiles Services	1-6

Appendix D: Recommended Textbook List

Recommended Textbook List CIP: 19.0905- Clothing and Textile Services		
Book Title	Author (s)	ISBN
The Fundamentals of Fashion Management	Susan Dillon	
Flat Pattern Design	Helen Joseph Armstrong	
Sewing for the Apparel Industry	Clair Shaeffer	
Sourcing and Selecting Textiles for Fashion	Erin Cadigan	
How to Produce a Fashion Show from A to Z	Paula Taylor	
Basics Fashion Design 09: Designing Accessories	John Lau	
Draping for Fashion Design	Hilde Jaffe	