

FASHION STUDIES (SUBJECT CODE - 837)

Class XI (Session 2022-2023)

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-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
	Total	50		10
Part B	Subject Specific Skills	Theory	Practical	Marks
	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	
	Total	165	45	50
Part C	Practical Work			
	Practical Examination			15
	Written Test			10
	Viva Voce			05
	Total			30
Part D	Project Work/ Field Visit			
	Practical File/Student Portfolio			10
	Total			10
	GRAND TOTAL	260		100

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
TOTAL DURATION		50

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