

# FASH A150: FLAT PATTERN TECHNIQUES

Item	Value
Curriculum Committee Approval Date	03/10/2021
Top Code	130300 - Fashion
Units	3 Total Units
Hours	90 Total Hours (Lecture Hours 36; Lab Hours 54)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Grading Policy	Standard Letter (S)

## Course Description

Interpretation of clothing design through the use of flat pattern techniques. Basic principles involved in designing and manipulating patterns. PREREQUISITE: FASH A100 or FASH A180 or FASH A183. Transfer Credit: CSU.

## Course Level Student Learning Outcome(s)

1. "Knock off" a pattern from a picture, sketch or garment and create and fit a muslin garment.
2. Apply the techniques for basic pattern making through the pivot and slash spread methods.

## Course Objectives

- 1. Use the vocabulary involved with pattern making and fitting.
- 2. Use the flat pattern techniques in creating design details.
- 3. "Knock off" a pattern from a picture, sketch, or actual garment.
- 4. Make and fit a muslin garment.
- 5. make pattern corrections after fitting muslin sample.
- 6. Manipulate darts through the pivot and slash spread methods.
- 7. Recognize and achieve a well-fitted basic garment.
- 8. Create a working notebook of "how to do" techniques which can serve as a basic text for Fashion 155, Flat Pattern Application.
- 9. Recognize, name, and spell at least ten different necklines, collars, sleeves, and dress styles.
- 10. Introduction of industry-related careers through guest speakers.

## Lecture Content

Explanation of Course Objectives Class Procedures Course Requirements Supplies and Materials Needed Pattern Making Methods of making patterns Advantages and Disadvantages of each method Principles of Pattern Making Dart Manipulation Added Fullness Contouring Pattern Making Terms Labeling Pattern Pieces Dart Manipulation Pivot method Slash method Design Analysis Introduction of industry-related careers through guest speakers.

## Lab Content

Conversion of Darts to Seamlines Added Fullness Achieve proper fit Button, Buttonholes, Facings and Extensions Necklines and Facings Collars Sleeves and Cuffs Finishes for Opening in Long Sleeves Torso Slopers Skirts and Waistline Finishes Make a muslin garment Manipulate darts Jackets Create a knock-off garment Use a sketch, picture, or actual garment as a guide

## Method(s) of Instruction

- Lecture (02)
- DE Live Online Lecture (02S)
- DE Online Lecture (02X)
- Lab (04)
- DE Live Online Lab (04S)
- DE Online Lab (04X)

## Instructional Techniques

Lecture related to the process of flat pattern methods and garment manipulation. Lecture on how production and pattern-making are used in the fashion industry. Laboratory to complete flat pattern methods, knock-off garments, techniques. Independent Study for research and completion of assignments.

## Reading Assignments

Students will read assigned chapters from the text. 1-2 hours per week.

## Writing Assignments

Students will provide written design analyses for several types of mens and womens garments. Students will respond in writing to short-answer essay questions on mid-term and final exams. 1-2 hours per week.

## Out-of-class Assignments

Students will practice pattern-making skills by creating a notebook consisting of pivot and slash and spread examples. 2-3 hours per week.

## Demonstration of Critical Thinking

Students will determine the changes needed to a sloper that will change the design of the garment.

## Required Writing, Problem Solving, Skills Demonstration

Students will write design analyses of many types of garments. They will determine the pattern changes necessary to achieve a properly fitted garment. Students will make and fit a muslin garment according to pattern specifications. They will create a design notebook of pattern techniques.

## Eligible Disciplines

Family and consumer and studies/home economics: Masters degree in family and consumer studies, life management/home economics, or home economics education OR bachelors degree in any of the above AND masters degree in child development, early childhood education, human development, gerontology, fashion, clothing and textiles, housing/interior design, foods/nutrition, or dietetics and food administration OR the equivalent. Masters degree required. Fashion and related technologies (merchandising, design, production): Any bachelors degree and two years of professional experience, or any associate degree and six years of professional experience.

## **Textbooks Resources**

1. Required Mac Donald, Nora M.. Principles of Flat-Pattern Design, 4th ed. New York: Fairchild Books, Bloomsbury Publishing Inc., 2015