

# FASHION/3 (180 Hours)

Course No.: 74-55-70

## COMPETENCY CHECKLIST

Student Name \_\_\_\_\_

Teacher Name \_\_\_\_\_ School Site \_\_\_\_\_

Start Date \_\_\_\_\_ Completion Date \_\_\_\_\_ Certificate Date \_\_\_\_\_

Teacher Signature \_\_\_\_\_ Student Signature \_\_\_\_\_

(Signatures verify completion of course competencies)

**A. INTRODUCTION AND SAFETY (2 hrs)**

- \_\_\_\_\_ 1. Scope and purpose of class
- \_\_\_\_\_ 2. Course as part of Linked Learning Initiative
- \_\_\_\_\_ 3. Class policies and procedures
- \_\_\_\_\_ 4. First aid/emergency procedures
- \_\_\_\_\_ 5. Occupations in fashion/design industry
- \_\_\_\_\_ 6. Opportunity for gender equality/non-trad
- \_\_\_\_\_ 7. EPA impact on fashion & design practices
- \_\_\_\_\_ 8. MSDS as applies to fashion industry
- \_\_\_\_\_ 9. Cal-OSHA & fashion design industry
- \_\_\_\_\_ 10. Employee/employer safety responsibility
- \_\_\_\_\_ 11. Safety test

**B. RESOURCE MANAGEMENT REVIEW (1 hr)**

- \_\_\_\_\_ 1. Resource management in fashion/design
- \_\_\_\_\_ 2. Management of time, materials, personnel
- \_\_\_\_\_ 3. Effective resource management examples
- \_\_\_\_\_ 4. Profitability in resource management
- \_\_\_\_\_ 5. Managing environmental resources

**C. COMPUTER APPLICATION (8 hrs)**

- \_\_\_\_\_ 1. Components of a PC hardware system
- \_\_\_\_\_ 2. Powering-up & powering down computers
- \_\_\_\_\_ 3. Define aspects of computer terminology
- \_\_\_\_\_ 4. Demonstrate use of computer components
- \_\_\_\_\_ 5. Ability to start, to run, & to end a program
- \_\_\_\_\_ 6. Use of a cursor
- \_\_\_\_\_ 7. Proper labeling & use of backup devices
- \_\_\_\_\_ 8. Explain a menu
- \_\_\_\_\_ 9. Explain error messages
- \_\_\_\_\_ 10. Use proper finger placement
- \_\_\_\_\_ 11. Type using correct keystrokes
- \_\_\_\_\_ 12. Locate all keyboard keys
- \_\_\_\_\_ 13. Drill/practice to increase speed/accuracy
- \_\_\_\_\_ 14. Use the ten-key numeric pad correctly
- \_\_\_\_\_ 15. Demo a simple "print" program
- \_\_\_\_\_ 16. Computer programs used in this industry

**D. COMPUTERIZED DESIGN & ILLUSTRATION (55 hrs)**

- \_\_\_\_\_ 1. Illustration vs. flat sketch
- \_\_\_\_\_ 2. Demonstrate design/illustration techniques

**E. TAILORING & PRODUCTION SEWING (55 hrs)**

- \_\_\_\_\_ 1. Use of tailoring trade tools
- \_\_\_\_\_ 2. Demonstrate tailoring & sewing techniques
- \_\_\_\_\_ 3. Tailoring vs. production sewing
- \_\_\_\_\_ 4. Quality sewing techniques

**F. COMPUTERIZED PATTERNMAKING (55 hrs)**

- \_\_\_\_\_ 1. Discuss/demo drafting techniques
- \_\_\_\_\_ 2. Discuss/demo digitizing techniques
- \_\_\_\_\_ 3. Purpose & tools for marker marking
- \_\_\_\_\_ 4. Special marker info to get accurate cutting
- \_\_\_\_\_ 5. Marker making techniques in patternmaking
- \_\_\_\_\_ 6. Production tech packs

**G. EMPLOYABILITY SKILLS REVIEW (2 hrs)**

- \_\_\_\_\_ 1. Employer requirements in employee
- \_\_\_\_\_ 2. Update list of potential employers
- \_\_\_\_\_ 3. Electronic social networking in job search
- \_\_\_\_\_ 4. Update sample resumes
- \_\_\_\_\_ 5. Importance of accurate/complete job app
- \_\_\_\_\_ 6. Sample job application
- \_\_\_\_\_ 7. Importance of job enthusiasm
- \_\_\_\_\_ 8. Importance of appropriate job appearance
- \_\_\_\_\_ 9. Importance of upgrading one's job skills
- \_\_\_\_\_ 10. Customer service in building relationships
- \_\_\_\_\_ 11. Appropriate interviewing techniques
- \_\_\_\_\_ 12. Resources to use for successful interview
- \_\_\_\_\_ 13. Appropriate follow-up procedures

**H. ENTREPRENEURIAL SKILLS (2 hrs)**

- \_\_\_\_\_ 1. Entrepreneurship
- \_\_\_\_\_ 2. Contributions to fashion design/industry

- \_\_\_\_\_ 3. Characteristics of successful entrepreneurs
- \_\_\_\_\_ 4. Variables to becoming an entrepreneur
- \_\_\_\_\_ 5. Personal goals prior to starting a business
- \_\_\_\_\_ 6. Purpose of a business plan
- \_\_\_\_\_ 7. Money investment in business opportunity
- \_\_\_\_\_ 8. Scenario with student as business owner