

Fashion Design SLO to ILO Alignment(No Results)_February 2017

CAN Institutional SLOs

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Color Harmony and Color Design Assignment: SLO 3. Demonstrate a knowledge of basic color theory (color wheel, color harmonies and terms) and be able to use and analyze color in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

CAN FASH 110 : Beg. Clothing Construction

Notebook w/samples: SLO 2. Complete construction techniques demonstrated in sample form.

CAN FASH 110 : Beg. Clothing Construction

Sewing terminology: SLO 3. Understand terminology used for garment construction.

CAN FASH 110 : Beg. Clothing Construction

Garment evaluation: SLO 1. Construct various garments during the semester.

CAN FASH 111 : Techniques of Fit

Seam allowance method for altering patterns: SLO 1. Define terms and concepts involved in Techniques of Fit.

CAN FASH 111 : Techniques of Fit

Cause of ill-fitting garments: SLO 3. Analyze ill-fitting garments and pinpoint the cause.

CAN FASH 111 : Techniques of Fit

Terms and concepts:

SLO 4. Create a basic muslin sloper from which students can make a tag board sloper.

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 111 : Techniques of Fit

Terms and concepts:

SLO 4. Create a basic muslin sloper from which students can make a tag board sloper.

CAN FASH 115 : Int Clothing Construction

Sample evaluation: SLO 1. Construct a variety of techniques as taught in the class.

CAN FASH 115 : Int Clothing Construction

Garment construction: SLO. 2 Present a portfolio with various construction samples.

CAN FASH 115 : Int Clothing Construction

Mid Term: SLO 3: Sew 2 garments demonstrating use of pattern, fabric, proper seams, construction details as well as good fit. construct garments demonstrating the use of patterns, fabrics, construction details and fitting techniques.

CAN FASH 116 : Tailoring

Pattern fitting and alterations: SLO 1. Demonstrate sewing techniques required for suits and coats.

CAN FASH 116 : Tailoring

Tailored Garments: SLO 3. Identify appropriate fabric for jackets and coats.

CAN FASH 118 : Flat Pattern Design

Dart Manipulation Principles on Midterm: SLO 1. Demonstrate an understanding of the 2 flat pattern principles of dart manipulation and added fullness.

CAN FASH 118 : Flat Pattern Design

Original garment for final: SLO 3 Illustrate an understanding of the relationship between pattern drafts, construction techniques and finished garment design.

CAN FASH 122 : Advanced Tailoring

Pattern fitting and alterations: SLO 1. Alter jacket patterns for personal fit.

CAN FASH 122 : Advanced Tailoring

Jacket Construction Using Traditional Tailoring Methods: SLO2. Construct a jacket or coat with the traditional method of tailoring.

CAN FASH 132 : Trouser Construction

pants construction techniques: SLO 1. Understand the various techniques and sequences appropriate for pant construction.

CAN FASH 132 : Trouser Construction

Garment Construction: SLO 2. Design and construct a pant using techniques learned in class.

CAN FASH 133 : Copying Ready-to-Wear

analysis of ready-to-wear garment: SLO 1. Identify and analyze how various elements on a pattern are generated from an existing garment.

CAN FASH 133 : Copying Ready-to-Wear

rub-off technique: SLO 2. Explain the process of how fabric grain functions in determining how individual pieces of the garment are drafted.

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 133 : Copying Ready-to-Wear

rub-off technique: SLO 2. Explain the process of how fabric grain functions in determining how individual pieces of the garment are drafted.

CAN FASH 133 : Copying Ready-to-Wear

Test Muslin Garment: SLO 3 Construct a muslin mock up to test the copied pattern.

CAN FASH 134 : Beginning Millinery

Basic Millinery Design: SLO 1. Identify the various elements of the basic millinery design.

CAN FASH 134 : Beginning Millinery

Construction Techniques: SLO 2. Prepare basic hat blocking and construction techniques.

CAN FASH 140 : Basic Serging

Proper Applications: SLO 2 Select proper tension and stitch formation for a variety of fabrics, threads and both practical and decorative applications.

CAN FASH 140 : Basic Serging

Serger Maintenance: SLO 3. Understand the steps included in serger maintenance.

CAN FASH 146 : Designer Techniques

Garments: SLO 1. Construct garments with unique details.

CAN FASH 146 : Designer Techniques

Garment Design: SLO 2. Understand how to change components of a garment for different designs.

CAN FASH 151 : Fashion Merchandising

SLO 1: Target Markets: SLO 1: Identify target markets and customer groups by segmentation strategies.

CAN FASH 151 : Fashion Merchandising

SLO 2: Costing and Pricing: SLO 2: Analyze and understand costing and pricing strategies as they relate to apparel companies.

CAN FASH 151 : Fashion Merchandising

SLO 3: Domestic vs International Production: SLO 3: Demonstrate understanding of the advantages and disadvantages of domestic vs. international production.

CAN FASH 162 : Advanced Flat Pattern

Notebooks: SLO 1. Draft a variety of patterns using the principles of flat pattern: dart manipulation, added fullness and contouring to create the patterns. These notebooks will be turned 2 times during the semester.

CAN FASH 162 : Advanced Flat Pattern

Presentation Boards: SLO 2. Create presentation boards

CAN FASH 162 : Advanced Flat Pattern

SLO4: Garment/Pattern: SLO 4: Make the pattern for 2 original garments

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 164 : Fashion Illustration

Textural Effect with Color Pencils: SLO 1 Use color pencils to create textural effects for the fashion figure.

CAN FASH 164 : Fashion Illustration

Proportional Illustrations: SLO 2. Use line to create proportional fashion illustrations.

CAN FASH 164 : Fashion Illustration

Dimensional Illustrations: SLO 2. Use line and shadow to create dimensional illustrations.

CAN FASH 164 : Fashion Illustration

Use of Watercolor: SLO 3. Use watercolor to express mood and attitude in the fashion figure.

CAN FASH 166 : Fashion Entrepreneurship

Markets & Goals: SLO 1. Evaluate potential business markets and establish business goals.

CAN FASH 166 : Fashion Entrepreneurship

Target Group Business Plan: SLO 2. Define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 166 : Fashion Entrepreneurship

Promoting/Pricing: SLO 3. Compare and contrast methods used for promoting and pricing goods and services.

CAN FASH 166 : Fashion Entrepreneurship

Record Keeping: SLO 4. Set up methods of record keeping used for fashion-based businesses.

CAN FASH 166 : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 167 : The Custom Dress Form

Shaping dress form to measurements: SLO 1: Demonstrate their ability to create a custom fitted form by accurately shaping a dress form to their measurements

CAN FASH 167 : The Custom Dress Form

Taking proper measurements: SLO 2 Take proper measurements in order to create an accurate fit in their dress form.

CAN FASH 168 : Fashion Draping

Fabric grain: SLO 1. Evaluate fabric grain and its affect on the hang of the garment.

CAN FASH 168 : Fashion Draping

Design principles: SLO 2. Identify and apply the design principles and techniques necessary for the draping process.

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 168 : Fashion Draping

Original garment: SLO 3. Demonstrate an understanding of these principles and techniques through the creation of an original design.

CAN FASH 170 : French Pattern Drafting

create accurate moulage: SLO 1. Demonstrate the ability to draft a moulage draft based on body measurement calculations.

CAN FASH 170 : French Pattern Drafting

test garmet: SLO 2. Sew a moulage test garment.

CAN FASH 171 : Pants Drafting

measurement calculations: SLO 1. Demonstrate the ability to take proper measurements and make the necessary calculations specific to the pant draft.

CAN FASH 171 : Pants Drafting

test garment: SLO 2 Make a muslin test garment of the basic pant draft

CAN FASH 172 : Bustier

Appropriate Materials: SLO 1. Select an appropriate fashion fabric and complete a finished bustier using coutil, flannel, boning, waist stays, etc.

CAN FASH 172 : Bustier

Test garment:

SLO 2. Select an appropriate pattern to make a test garment for fitting purposes.

CAN FASH 173 : Lingerie Design & Construction

Appropriate fabrics: LO 1. Analyze the fabric choices available to create lingerie.

CAN FASH 173 : Lingerie Design & Construction

Construction techniques: SLO 2. Identify the construction techniques specific to lingerie.

CAN FASH 173 : Lingerie Design & Construction

Appropriate Tools: SLO 3. Implement the appropriate tools for lingerie construction

CAN FASH 175 : Advanced Illustration

Rendering techniques and Media: SLO 1: Use Advanced rendering techniques and media to create original fashion illustrations focusing on attitude, flair, movement and a personal drawing style.

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 175 : Advanced Illustration

Technical Drawing Presentation Board: SLO 3: Create and use flats, specs and floats as technical drawing tools for fashion design.

CAN FASH 180 : Computerized Pattern Design

Use of computer equipment: SLO 2. Use the digitizer and plotter to accurately turn a paper pattern into a digital pattern.

CAN FASH 196 : Intro. to the Costume Industry

Character research and costume design: SLO 3. Demonstrate the ability to research a character and create an appropriate costume design for that character.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Create Pattern: SLO 1. Apply Flat Pattern techniques to create a pattern for a design from different historic periods, including the Renaissance, Baroque and 19th centuries.

CAN FASH 197 : Pattern Desgn fr Hist. Costume

Draping: SLO3. Apply Draping techniques to create a pattern for a design from different historic periods, including the Renanissance Baroque and 19th centuries.

CAN FASH 199 : Costuming for Theatrical Prod.

Costume Construction: SLO 1: Construct costumes to the standards and demands of a particular show, using techniques that are appropriate fora theatrical setting.

CAN FASH 225 : Apparel Analysis

Stitch types, seams and edge treatments: SLO 1. Compare the advantages and disadvantages of various stitch types, seams and edge treatments used in the apparel industry, and evaluate their differences in terms of price points and quality in the final garment.

CAN FASH 226 : Visual Merchandising & Display

Display fixtures and props: SLO 2: Compare and contrast the various display fixtures and props including usage and purpose.

CAN FASH 226 : Visual Merchandising & Display

Color: SLO 3: Apply principles of design and elements of color to the design, implementation and evaluation of window displays and in-store visual merchandising displays.

CAN FASH 226 : Visual Merchandising & Display

Analyze promotional activities: SLO 4: Critically analyze and assess current advertising and promotional activities

CAN FASH 228 : Fashion Show Production

Planning: SLO 1: Create a plan for a fashion show and use this plan as the blueprint for the event.

CAN FASH 228 : Fashion Show Production

Props/Scenery: SLO 2: Select appropriate props and scenery and/or color backdrops for the fashion show

CAN FASH 228 : Fashion Show Production

Lighting: SLO 3: Identify and implement appropriate lighting for a fashion show

CAN FASH 228 : Fashion Show Production

Choregraph models: SLO 4. Students will demonstrate the ability to choreograph and stage a fashion show.

Select, evaluate, and use information to investigate a point of view, support a conclusion, or engage in problem solving.

CAN FASH 228 : Fashion Show Production

Choreograph models: SLO 4. Students will demonstrate the ability to choreograph and stage a fashion show.

CAN FASH 680CD : Beginning Teen Sewing

Machine operation:

SLO 1. The student will learn how to operate a sewing machine and perform basic functions.

CAN FASH 680CD : Beginning Teen Sewing

Introduction to fabrics and patterns: SLO 2. The student will be introduced to fabrics, both knits and wovens, and to the language of patterns.

CAN FASH 680CD : Beginning Teen Sewing

Basic sewing skills and techniques: SLO 3. The student will learn basic sewing skills and techniques.

CAN FASH 680CD : Beginning Teen Sewing

Garments: SLO 4. The student will learn how to sew simple garments.

Produce, combine, or synthesize ideas in creative ways within or across disciplines.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Color Harmony and Color Design Assignment: SLO 3. Demonstrate a knowledge of basic color theory (color wheel, color harmonies and terms) and be able to use and analyze color in the creation of original garment designs.

CAN FASH 100 : Principles of Fashion Design

Elements of design: SLO 2: Identify, analyze and use the elements of design in the creation of original garment designs

CAN FASH 110 : Beg. Clothing Construction

Sewing terminology: SLO 3. Understand terminology used for garment construction.

CAN FASH 111 : Techniques of Fit

Seam allowance method for altering patterns: SLO 1. Define terms and concepts involved in Techniques of Fit.

CAN FASH 111 : Techniques of Fit

Tag board sloper: SLO 2. Demonstrate an understanding of the seam allowance and slash & spread methods of altering patterns to be presented in a notebook.

CAN FASH 111 : Techniques of Fit

Terms and concepts:

SLO 4. Create a basic muslin sloper from which students can make a tag board sloper.

CAN FASH 113 : Textiles

Demonstrate knowledge of fibers, yarns and fabrics.: SLO 1. Identify and demonstrate knowledge of the performance of fibers, yarns and fabrics.

CAN FASH 113 : Textiles

Define basic weave structures: SLO 2: Execute and define basic weave structures, and identify fabric swatches using those structures.

CAN FASH 113 : Textiles

Analyze and identify fabrics: SLO 3: Analyze and identify fabrics of unknown origin and be able to predict fabric performance based on knowledge of textile construction methods and fabric suitability for textile end use.

CAN FASH 115 : Int Clothing Construction

Garment construction: SLO. 2 Present a portfolio with various construction samples.

CAN FASH 115 : Int Clothing Construction

Mid Term: SLO 3: Sew 2 garments demonstrating use of pattern, fabric, proper seams, construction details as well as good fit. construct garments demonstrating the use of

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 115 : Int Clothing Construction

patterns, fabrics, construction details and fitting techniques.

CAN FASH 116 : Tailoring

Pattern fitting and alterations: SLO 1. Demonstrate sewing techniques required for suits and coats.

CAN FASH 116 : Tailoring

Samples: SLO 2. Analyze methods of pattern alteration for proper fit.

CAN FASH 116 : Tailoring

Tailored Garments: SLO 3. Identify appropriate fabric for jackets and coats.

CAN FASH 118 : Flat Pattern Design

Dart Manipulation Principles on Midterm: SLO 1. Demonstrate an understanding of the 2 flat pattern principles of dart manipulation and added fullness.

CAN FASH 118 : Flat Pattern Design

Draft patterns for notebook: SLO 2. Demonstrate how to draft a variety of patterns including many necklines, collars, sleeves, and skirts. Make these patterns each week in miniature or full scale and turn in for homework.

CAN FASH 118 : Flat Pattern Design

Original garment for final: SLO 3 Illustrate an understanding of the relationship between pattern drafts, construction techniques and finished garment design.

CAN FASH 122 : Advanced Tailoring

Pattern fitting and alterations: SLO 1. Alter jacket patterns for personal fit.

CAN FASH 122 : Advanced Tailoring

Jacket Construction Using Traditional Tailoring Methods: SLO2. Construct a jacket or coat with the traditional method of tailoring.

CAN FASH 122 : Advanced Tailoring

Speed Tailored jacket: SLO3. Construct a jacket or coat using speed tailoring methods and applying fusible interfacing.

CAN FASH 123 : Intro to the Fashion Industry

Aspects of the apparel industry: SLO 1. Discuss information learned from readings, guest speakers and industry field trips.

CAN FASH 123 : Intro to the Fashion Industry

SF Apparel industry: SLO 2. Submit a current article that relates to the fashion industry.

CAN FASH 123 : Intro to the Fashion Industry

Jobs in apparel industry: SLO 3. Create a journal which includes apparel industry information.

CAN FASH 132 : Trouser Construction

pants construction techniques: SLO 1. Understand the various techniques and sequences appropriate for pant construction.

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 132 : Trouser Construction

Garment Construction: SLO 2. Design and construct a pant using techniques learned in class.

CAN FASH 133 : Copying Ready-to-Wear

rub-off technique: SLO 2. Explain the process of how fabric grain functions in determining how individual pieces of the garment are drafted.

CAN FASH 133 : Copying Ready-to-Wear

Test Muslin Garment: SLO 3 Construct a muslin mock up to test the copied pattern.

CAN FASH 134 : Beginning Millinery

Basic Millinery Design: SLO 1. Identify the various elements of the basic millinery design.

CAN FASH 134 : Beginning Millinery

Construction Techniques: SLO 2. Prepare basic hat blocking and construction techniques.

CAN FASH 140 : Basic Serging

Skills: SLO 1. Demonstrate basic serging skills that include threading, tension adjustment and proper selection of basic seam and edge finishes.

CAN FASH 146 : Designer Techniques

Garments: SLO 1. Construct garments with unique details.

CAN FASH 146 : Designer Techniques

Garment Design: SLO 2. Understand how to change components of a garment for different designs.

CAN FASH 146 : Designer Techniques

Design Ideas: SLO 3: Research new design ideas for creating garments.

CAN FASH 150 : History of Fashion

Historic influences on modern dress: SLO 2. Analyze modern dress in relation to historic dress and identify historic influences on modern dress.

CAN FASH 162 : Advanced Flat Pattern

Notebooks: SLO 1. Draft a variety of patterns using the principles of flat pattern: dart manipulation, added fullness and contouring to create the patterns. These notebooks will be turned 2 times during the semester.

CAN FASH 162 : Advanced Flat Pattern

Presentation Boards: SLO 2. Create presentation boards

CAN FASH 162 : Advanced Flat Pattern

Mid term: SLO 3. Explain basic concepts used in pattern making and demonstrate how these apply to pattern making.

CAN FASH 162 : Advanced Flat Pattern

SLO4: Garment/Pattern: SLO 4: Make the pattern for 2 original garments

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 162 : Advanced Flat Pattern

SLO4: Garment/Pattern: SLO 4: Make the pattern for 2 original garments

CAN FASH 163 : Pattern Grading

Grading Techniques: SLO 1. Demonstrate the ability to grade patterns into multiple sizes using manual techniques.

CAN FASH 163 : Pattern Grading

Grade Rule Charts: SLO 2. Create a grading chart that represents how patterns grow from size to size.

CAN FASH 163 : Pattern Grading

Identify Size Ranges: SLO 3. Identify and evaluate different size ranges and the body type that is appropriate for each size range.

CAN FASH 164 : Fashion Illustration

Proportional Illustrations: SLO 2. Use line to create proportional fashion illustrations.

CAN FASH 166 : Fashion Entrepreneurship

Markets & Goals: SLO 1. Evaluate potential business markets and establish business goals.

CAN FASH 166 : Fashion Entrepreneurship

Promoting/Pricing: SLO 3. Compare and contrast methods used for promoting and pricing goods and services.

CAN FASH 166 : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 170 : French Pattern Drafting

create accurate moulage: SLO 1. Demonstrate the ability to draft a moulage draft based on body measurement calculations.

CAN FASH 170 : French Pattern Drafting

test garmet: SLO 2. Sew a moulage test garment.

CAN FASH 171 : Pants Drafting

measurement calculations: SLO 1. Demonstrate the ability to take proper measurements and make the necessary calculations specific to the pant draft.

CAN FASH 171 : Pants Drafting

test garment: SLO 2 Make a muslin test garment of the basic pant draft

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 172 : Bustier

Appropriate Materials: SLO 1. Select an appropriate fashion fabric and complete a finished bustier using coutil, flannel, boning, waist stays, etc.

CAN FASH 172 : Bustier

Test garment:

SLO 2. Select an appropriate pattern to make a test garment for fitting purposes.

CAN FASH 175 : Advanced Illustration

Rendering techniques and Media: SLO 1: Use Advanced rendering techniques and media to create original fashion illustrations focusing on attitude, flair, movement and a personal drawing style.

CAN FASH 175 : Advanced Illustration

Fashion Ad Assignment and Ad Analysis Sheet: SLO 2: Draw and use the fashion figure as an advertising and communicative tool for fashion design.

CAN FASH 175 : Advanced Illustration

Technical Drawing Presentation Board: SLO 3: Create and use flats, specs and floats as technical drawing tools for fashion design.

CAN FASH 178 : Computerized Pattern Grading

Library of graded sizes: SLO 1: Utilize the PAD System to create a library of graded sizes for men and women.

CAN FASH 178 : Computerized Pattern Grading

Grade patterns: SLO 2: Utilize PAD system to grade a variety of pattern styles into multiple sizes, including tops, skirts, pants, and men's wear.

CAN FASH 180 : Computerized Pattern Design

PAD software commands: SLO 1. Accurately identify PAD software commands that relate to pattern making, and determine which command is appropriate for various pattern making operations

CAN FASH 180 : Computerized Pattern Design

Use of computer equipment: SLO 2. Use the digitizer and plotter to accurately turn a paper pattern into a digital pattern.

CAN FASH 180 : Computerized Pattern Design

Use of software: SLO 3. Effectively use the PAD software to create original, digital patterns for designs.

CAN FASH 195 : Portfolio Development

Portfolio Organization: SLO 1. Choose the right materials, organization and formats for the portfolio

CAN FASH 195 : Portfolio Development

Purpose of the Portfolio: SLO 2. Understand the purpose of the portfolio in fashion design and job search.

CAN FASH 195 : Portfolio Development

Portfolio layout techniques: SLO 3. Understand how to customize and target a portfolio.

CAN FASH 196 : Intro. to the Costume Industry

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 196 : Intro. to the Costume Industry

Costume Shop Organization: SLO 2. Demonstrate knowledge of the organization of a professional costume shop.

CAN FASH 196 : Intro. to the Costume Industry

Character research and costume design: SLO 3. Demonstrate the ability to research a character and create an appropriate costume design for that character.

CAN FASH 197 : Pattern Design for Hist. Costume

Create Pattern: SLO 1. Apply Flat Pattern techniques to create a pattern for a design from different historic periods, including the Renaissance, Baroque and 19th centuries.

CAN FASH 197 : Pattern Design for Hist. Costume

Identify Historic Periods: SLO 2. Identify styles of different historic periods

CAN FASH 197 : Pattern Design for Hist. Costume

Draping: SLO3. Apply Draping techniques to create a pattern for a design from different historic periods, including the Renaissance Baroque and 19th centuries.

CAN FASH 199 : Costuming for Theatrical Prod.

Costume Construction: SLO 1: Construct costumes to the standards and demands of a particular show, using techniques that are appropriate for a theatrical setting.

CAN FASH 199 : Costuming for Theatrical Prod.

Play script: SLO 2: Learn how to read a script and analyze the characters and setting of a play in order to be able to design costumes for that play.

CAN FASH 199 : Costuming for Theatrical Prod.

Terminology and Organization: SLO 3: Learn the terminology and organizational structure unique to a costume shop.

CAN FASH 225 : Apparel Analysis

Stitch types, seams and edge treatments: SLO 1. Compare the advantages and disadvantages of various stitch types, seams and edge treatments used in the apparel industry, and evaluate their differences in terms of price points and quality in the final garment.

CAN FASH 225 : Apparel Analysis

Style terminology: SLO 2. Identify common style terminology used in the fashion industry for garments, shoes and accessories

CAN FASH 225 : Apparel Analysis

Fabrics: SLO 3. Identify commonly used fabrics in the garment industry.

CAN FASH 226 : Visual Merchandising & Display

Components of store's environment: SLO 1: Define and explain the components of a store's visual and merchandising environment

CAN FASH 228 : Fashion Show Production

Planning: SLO 1: Create a plan for a fashion show and use this plan as the blueprint for the event.

Use language to effectively convey an idea or a set of facts, including the accurate use of source material and evidence according to institutional and discipline standards.

CAN FASH 228 : Fashion Show Production

Planning: SLO 1: Create a plan for a fashion show and use this plan as the blueprint for the event.

CAN FASH 228 : Fashion Show Production

Choreograph models: SLO 4. Students will demonstrate the ability to choreograph and stage a fashion show.

CAN FASH 680CD : Beginning Teen Sewing

Introduction to fabrics and patterns: SLO 2. The student will be introduced to fabrics, both knits and wovens, and to the language of patterns.

CAN FASH 680CD : Beginning Teen Sewing

Garments: SLO 4. The student will learn how to sew simple garments.

Understand and interpret various points of view that emerge from a diverse world of peoples and cultures.

CAN Dept - Fashion Design

CAN FASH 100 : Principles of Fashion Design

Principles of design: SLO 1. Identify, analyze and use the principles of design in the creation of original garment designs.

CAN FASH 113 : Textiles

Demonstrate knowledge of fibers, yarns and fabrics.: SLO 1. Identify and demonstrate knowledge of the performance of fibers, yarns and fabrics.

CAN FASH 123 : Intro to the Fashion Industry

Aspects of the apparel industry: SLO 1. Discuss information learned from readings, guest speakers and industry field trips.

CAN FASH 123 : Intro to the Fashion Industry

Jobs in apparel industry: SLO 3. Create a journal which includes apparel industry information.

CAN FASH 146 : Designer Techniques

Garment Design: SLO 2. Understand how to change components of a garment for different designs.

CAN FASH 150 : History of Fashion

Attributes of non-western styles: SLO 3: Identify major styles of dress in Western history from ancient cultures to the 20th Century.

CAN FASH 150 : History of Fashion

Styles of dress: SLO 1. Recognize the unique attributes of particular non-western or folk styles of dress.

CAN FASH 151 : Fashion Merchandising

SLO 3: Domestic vs International Production: SLO 3: Demonstrate understanding of the advantages and disadvantages of domestic vs. international production.

CAN FASH 166 : Fashion Entrepreneurship

Target Group Business Plan: SLO 2. Define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 166 : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.

CAN FASH 196 : Intro. to the Costume Industry

Areas of Interest in a Costume Shop: SLO 1. Identify areas of personal interest and expertise in the costume industry and make contact with professional within the local costume industry.

CAN FASH 199 : Costuming for Theatrical Prod.

Play script: SLO 2: Learn how to read a script and analyze the characters and setting of a play in order to be able to design costumes for that play.

Represent complex data in various mathematical forms (e.g., equations, graphs, diagrams, tables, and words) and analyze these data to draw appropriate conclusions.

CAN Dept - Fashion Design

CAN FASH 166 : Fashion Entrepreneurship

Business Plan: SLO 5: Students will define customer and niche within the marketplace and develop a working business plan targeted to that group.