## CATALOG INFORMATION

Dept and Nbr: FASH 62A Title: FLAT PATTERN DSGN I
Full Title: Flat Pattern Design I
Last Reviewed: 2/24/2020

| Units |  | Course Hours per Week | Nbr of Weeks |  | Course Hours Total |
| :--- | ---: | :--- | ---: | :--- | ---: |
| Maximum | 2.00 | Lecture Scheduled | 1.50 | 17.5 | Lecture Scheduled | 226.25

Total Out of Class Hours: 52.50
Total Student Learning Hours: 105.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 05 - May Be Taken for a Total of 4 Units
Also Listed As:
Formerly: CLTX 50A

## Catalog Description:

In this course, the student will learn basic patternmaking skills using the Flat Pattern Method. A basic fitting pattern is developed and used to create patterns for original, individual designs.
Patterns for skirts, pants, tops, dresses, sleeves, collars and knits are discussed. Construction of a garment from an original design and pattern required.

## Prerequisites/Corequisites:

## Recommended Preparation:

FASH 70A (formerly CLTX 70A, CLTX 7A).

## Limits on Enrollment:

## Schedule of Classes Information:

Description: Basic patternmaking skills using the Flat Pattern Method. Development of a basic fitting pattern; use of that pattern to create original designs. Patterns for skirts, pants, tops, dresses, sleeves, collars and knits included. Construction of a garment from an original pattern.
(Grade or P/NP)
Prerequisites/Corequisites:

## ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

| AS Degree: | Area |
| :--- | :--- |
| CSU GE: | Transfer Area |

IGETC: Transfer Area
CSU Transfer: Transferable Effective:

UC Transfer:

## CID:

Certificate/Major Applicable:
Certificate Applicable Course

## COURSE CONTENT

## Outcomes and Objectives:

Upon completion of this course, students will be able to utilize the basic skills of flat pattern making to interpret a garment design and successfully translate it into a paper pattern and a final, completed garment.
Objectives of this course: Students will be able to:
Compare body measurements to pattern pieces in order to make necessary alterations for a proper fit, for themselves or for others. Create a basic sloper used for pattern design which will fit their personal body proportions.
Interpret 3 dimensional garment designs into 2 dimensional "flat" pattern pieces.
Manipulate the basic sloper pattern to create patterns for various parts of a garment, including, but not limited to: bodices, skirts, pants, sleeves, collars, dresses.
Create a final pattern with accurate markings, including grain lines and seam allowances, which could be used and understood by others. Demonstrate their understanding of the above processes by designing two full-scale garments from their personal sloper and completing one garment in fashion fabric.
Understand some ways in which computers are used in flat pattern development in the fashion industry.

## Topics and Scope:

-taking measurements for proper fit
-alterations of basic pattern
-fitting and final adjustments of basic fitting shell

Effective: Inactive:
Effective: Inactive:
Effective: Inactive:
Inactive:

Inactive:
-creation and use of basic cardboard sloper from fitted shell
-use sloper to create basic designs:
bodices
skirts and pants
dresses
sleeves
collars
coats and jackets
-use of flat pattern techniques for personal and industry use
-basic demonstration of computer use for flat pattern design

## Assignment:

Practice pattern designs in $1 / 2$ or $1 / 4$ scale in each of the major categories of garment components.
Complete a fitting shell and personal cardboard sloper.
Submit 2 garment designs.
Complete 2 full-sized paper patterns for those designs with complete and accurate markings.
Complete one garment in fabric utilizing one of the 2 patterns.

## Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or noncomputational problem solving skills.

Homework problems
Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances
Exams: All forms of formal testing, other than skill performance exams.

## None

Exams
$0-0 \%$
Other: Includes any assessment tools that do not logically fit into the above categories.

Problem solving 10-30\%


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10-30 \%
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0
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## Representative Textbooks and Materials:

Patternmaking for Fashion Design, Helen J. Armstrong, 2nd Ed. Kundel, 6th Ed., 1994

