

CATALOG INFORMATION

Dept and Nbr: FASH 62A Title: FLAT PATTERN DSGN 1
Full Title: Flat Pattern Design 1
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	26.25
Minimum	2.00	Lab Scheduled	1.50	17.5	Lab Scheduled	26.25
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

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: 39 - Total 2 Times
Also Listed As:
Formerly: CLTX 50A

Catalog Description:
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 required. (Grade or P/NP)
Prerequisites/Corequisites:

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

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Total 2 Times

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area	Effective:	Inactive:
CSU GE:	Transfer Area	Effective:	Inactive:
IGETC:	Transfer Area	Effective:	Inactive:
CSU Transfer:	Transferable	Effective: Fall 1987	Inactive:
UC Transfer:		Effective:	Inactive:

CID:

Certificate/Major Applicable:

Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:

Upon completion of the course, students will be able to:

1. Apply 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.
2. Compare body measurements to pattern pieces in order to make necessary alterations for a proper fit, for themselves or for others.
3. Create a basic sloper used for pattern design which will fit their personal body proportions.
4. Interpret 3-dimensional garment designs into 2-dimensional "flat" pattern pieces.
5. Manipulate the basic sloper pattern to create patterns for various parts of a garment, including, but not limited to: bodices, skirts, pants, sleeves, collars, and dresses.
6. Create a final pattern with accurate markings, including grain lines and seam allowances, which could be used and understood by others.
7. Demonstrate their understanding of the above processes by designing 2 full-scale garments from their personal sloper and completing one garment in fashion fabric.
8. Research some ways in which computers are used in flat pattern development in the fashion industry.
9. Based on subsequent repeats, students will be able to apply techniques to:
 - a. increasingly complex applications
 - b. increasingly complex patterns
 - c. fabric manipulation with a variety of fabric textures
 - d. increasingly complex fitting issues and adjustments
 - e. gain confidence and speed

Topics and Scope:

1. Taking measurements for proper fit.
2. Alterations of basic pattern.
3. Fitting and final adjustments of basic fitting shell.
4. Interpreting 3-D design into flat pattern pieces
5. Creation and use of basic cardboard sloper from fitted shell.
6. Using sloper to create basic designs:
 - A. Bodices
 - B. Skirts and pants.
 - C. Dresses.
 - D. Sleeves.
 - E. Collars.
 - F. Coats and jackets.
7. Flat pattern techniques for personal and industry use.
8. Basic demonstration of computer use for flat pattern design.

Assignment:

1. Practice pattern designs in 1/2 or 1/4 scale in each of the major categories of garment components.
2. Complete a fitting shell and personal cardboard sloper.
3. Submit 2 garment designs.
4. Complete 2 full-sized paper patterns for those designs with complete and accurate markings.
5. Complete one garment in fabric using one of the 2 patterns.
6. Read from text; variable number of pages per week.

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.

Writing
0 - 0%

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

Homework problems

Problem solving
10 - 30%

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

Class performances

Skill Demonstrations
40 - 70%

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.

GRADING OF COMPLETED PATTERNS AND FINAL GARMENT (MODELED IN CLASS)

Other Category
10 - 30%

Representative Textbooks and Materials:

Patternmaking for Fashion Design, Helen J. Armstrong, 4th Edition, 2001, Prentice-Hall.