

Blueprint for Instruction and Assessment

Fashion Design and Operations

50.0407.00



Domain	Related Standards	Instructional Time
Domain 1 Foundations of Fashion	STANDARD 2.0 EXAMINE MEASUREMENT TECHNIQUES IN PATTERN DESIGN, GARMENT MANUFACTURING, AND MERCHANDISING STANDARD 3.0 ANALYZE THE PRINCIPLES AND ELEMENTS OF DESIGN STANDARD 6.0 EXAMINE THE SALE OF GOODS AND SERVICES TO END CONSUMERS THROUGH BRICK-AND-MORTAR AND E-COMMERCE PLATFORMS STANDARD 11.0 CONSTRUCT A GARMENT BY PRECISELY APPLYING THE PRINCIPLES OF QUALITY APPAREL CONSTRUCTION STANDARD 12.0 PREPARE FASHION DESIGNS	40 - 50%
Domain 2 Operations in Fashion	STANDARD 5.0 ANALYZE THE CHARACTERISTICS, MOTIVATIONS, AND BEHAVIORS OF CONSUMERS IN A TARGET MARKET STANDARD 7.0 EXAMINE MARKETING SKILLS FOR THE SUCCESS OF A DESIGN AND MERCHANDISING BUSINESS STANDARD 8.0 DISTINGUISH AMONG DIVERSE INFLUENCES ON THE FASHION DESIGN INDUSTRY STANDARD 9.0 ANALYZE A FASHION DESIGN AND MERCHANDISING BUSINESS STANDARD 10.0 ANALYZE FACTORS THAT DETERMINE THE SELECTION OF CLOTHING STANDARD 14.0 ANALYZE ETHICAL ISSUES IN FASHION DESIGN AND MANUFACTURING	30 - 40%
Domain 3 The Fashion Industry	STANDARD 1.0 APPLY MATHEMATICAL CALCULATIONS TO PROJECTS IN DESIGN AND MERCHANDISING STANDARD 4.0 EVALUATE TEXTILES, FIBERS, AND FABRICS FOR THE OVERALL LOOK AND FUNCTIONALITY OF A GARMENT STANDARD 13.0 EXPLAIN THE IMPORTANCE OF ACCESSORIES IN FASHION TO ENHANCE AND DEFINE INDIVIDUAL STYLE	15 - 25%

Content domains are knowledge, skills, and abilities to be taught and assessed. They illustrate the relationship among technical standards, instructional time, and student success on the Technical Skills Assessment. This blueprint corresponds with the Technical Standards endorsed on January 24, 2024.