Technology Education Key Learning Area
Knowledge Context - Technology and Living
"Green" Designs

Unit Three: "Green" Designs

Objectives:

Students should be able to:

- identify the characteristics, care and suitability of different fibres and fabrics
- choose and make use of suitable materials and resources for design and project work
- understand the importance of reusing and recycling resources for the sustainable development of our society
- apply the design cycle to create and develop fashion and textile products in meeting functional and aesthetic needs of a target group and occasion
- use appropriate principles and techniques in presenting design ideas
- choose and use sewing equipment and techniques in preparing fashion textile products
- develop a basic understanding of fashion business / apparel industry in Hong Kong
- develop fashion and dress sense through designing and selecting fashion and textile products
- develop working habits and systematic work practices in garment construction

Topic / Theme	Foundation		Extended Study		Additional Activities
	Teaching Points	**Suggested Activities**	**Teaching Point**	**Suggested Activities**	

Sustainable Textile Products	<u>Fashion and Dress Sense</u>
	● use of colours, forms, shapes in relation to fashion design and one's image
	● fashion design presentation
	  - front and back view
	
	<u>Clothing Technology</u>
	● body measurement for shorts / skirts
	● adaptation of basic block
	  - simple shorts / skirt
	● laying and cutting out
	● use of sewing machine
	● sewing process
	  - seam, casing, hem
	● basic sewing stitches
	  - running, back, slip hemming
	
	<u>Fibres and Fabrics</u>
	● choice and care of natural plant fibre (cotton and linen)
	● use of sustainable materials
		● investigate the current fashion trend for short / skirts
		● design and make a loose fitting shorts / skirts
		● prepare simple fashion design illustration for the simple shorts / skirts with front and back view
		● upcycling of used materials as decoration / accessories or the shorts / skits
			<u>Fashion and Dress Sense</u>
			● basic elements of fashion trend and examples
			● design elements
			  - primary and secondary colours
			● choice of clothing for family activities
			
			<u>Clothing Technology</u>
			● pattern drafting
			  - basic shorts / skirt block
			  - pattern styling
			● sewing process
			  - disposal of fullness, fastening, pocket, appliqué
			● embroidery stitches
			  - chain, blanket
			
			<u>Fibres and Fabrics</u>
			● types of natural plant fibre fabrics (cotton and linen)
			● use and care concepts of reuse, recycling and zero waste
				● design and make a simple shorts / skirts
				● upcycling of used materials to design and make a utility bag
				● collect and present designs / pictures of shorts / skirts for different family activities
				● conduct burning tests for cotton and / linen
					● collect different styles of shorts/ skirts from magazines / internet / fashion show, use fashion design illustrations to present one of the styles
					● collect different cotton and linen fabric samples and suggest their uses

Topic / Theme	Foundation		Extended Study		Additional Activities
	Teaching Points	**Suggested Activities**	**Teaching Point**	**Suggested Activities**	

Being Fashionable	Fashion and Dress Sense
	● use of lines, textures and pattern in relation to fashion design and one's figure
	● fashion design presentation
	  - style features and colour
	● design cycle for garments / textile products
	● wardrobe planning
	  - use of colour and styles in relation to different occasions
	
	Clothing Technology
	● body measurement for bodice
	● adaptation of basic blocks
	  - simple top
	● sewing process
	  - seam, opening, fastenings, neckline / armhole finishes
	
	Fibres and Fabrics
	● choice and care of natural animal fibres (wool and silk)
	● basic fabric construction
	  - weaving, knitting
		● design and make a loose fitting top for a target group / function
		● investigate the current fashion trend for tops
		● design a top to reflect specific features of current fashion trend
		● prepare fashion design illustration for the top with a total look
			Fashion and Dress Sense
			● silhouettes and figure types
			● style features and colour combination
			● use of mood / theme board
			● specific features and elements of current fashion trend
			● wardrobe planning
			  - total image different occasions
			
			Clothing Technology
			● pattern drafting
			  - basic bodice block
			  - pattern styling
			● sewing process
			  - neatening of raw edges (binding / facing), fullness arrangement, opening, fastenings, trimmings, patchwork
			● embroidery stitches
			  - cross
			
			Fibres and Fabrics
			● types of natural animal fibre fabrics (wool and silk)
				● design and make a simple top
				● develop a series of tops for different silhouettes and figures
				● apply design cycle to design and produce a household textile product for a target group / function
				● conduct tests for tensile strength of woven and knitted fabrics
					● collect pictures of garments to illustrate the current fashion trend
					● investigate the properties and differences of woven and knitted fabrics
					● suggest application of woven and knitted fabrics

Topic / Theme	Foundation		Extended Study		Additional Activities
	Teaching Points	**Suggested Activities**	**Teaching Point**	**Suggested Activities**	

From Design to Market	Fashion and Dress Sense
	● development of fashion trend
	● use of visual aesthetic effects in relation to fashion design and one's figure
	● features of design cycle
	● mood board
	
	Clothing Technology
	● adaptation of basic blocks / refashioning of garments
	● sewing process
	  - opening, fastenings, collar / sleeve
	
	Fibres and Fabrics
	● types of man-made fibres
	  - regenerate (rayon, acetate)
	  - synthetic (nylon, acrylic, polyester)
	
	Business Environment
	● characteristic of an entrepreneur
		● investigate factors affecting the availability of fashion products of a selected fashion brand / company
		● develop and make a series of new fashion products for the fashion brand / company
		● present design ideas by mood board
			Fashion and Dress Sense
			● life cycle of fashion products
			● Eco-fashion
			● wardrobe planning
			  - interview and social activities
			
			Clothing Technology
			● pattern construction
			  - collar / sleeve
			● sewing process
			  - setting in sleeve / collar, attachment of pocket
			● decorative process (e.g. quilting / stuffing)
			
			Fibres and Fabrics
			● non-woven fabrics
			● fabric finishes
			
			Business Environment
			● factors affecting business environments
			● business organisation of the fashion business / apparel industry
			● costing and marketing of fashion product
				● use fashion design illustration to analyse existing fashion products of the fashion brand / company
				● develop marketing strategies for the fashion brand / company
				● apply decorative process to garments / textile products
				● conduct test on abrasion / insulation / absorbency of different fabrics
					● a study on a local or global fashion brand / company
					● develop a series of fashion products with the styles / features of fashion products of a local or global fashion brand / company

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