



Family and Consumer Sciences (Grade 6)

My Style



ORGANIZING THEME/TOPIC

FOCUS STANDARDS & SKILLS

<p>Unit Topic: What is My Style?</p> <ul style="list-style-type: none"> • Style preferences for clothing and accessories • Clothing care • Consumer skills <p>Time Frame: 1 week and integrated throughout projects</p>	<p>FCS 7.3 Analyze social and cultural influences that affect fashion and clothing choices.</p> <ul style="list-style-type: none"> • Discuss relationship between clothing choice and image • Recognize wise consumer choices and behaviors related to clothing selection and care.
<p>Unit Topic: Introduction to Sewing</p> <ul style="list-style-type: none"> • Introductory project • Hand and machine sewing • Sewing tools • Simple seams • Safety <p>Time Frame: 1 week and integrated throughout projects</p>	<p>FCS 7.1 Demonstrate how to safely use sewing machines, equipment, and technology related to sewing project construction.</p> <p>Appropriately use sewing tools</p> <ul style="list-style-type: none"> • Hand sewing tools • Machine sewing tools <p>Demonstrate simple sewing techniques in a project</p> <ul style="list-style-type: none"> • Simple seams • Variety of stitches • Finishing techniques/stitching • Machine safety
<p>Unit Topic: Machine Made Projects</p> <p>Sewing Construction using tools and technologies such as: Sewing machine Embroidery machine Serger Cricut electronic cutter</p> <p>Time Frame: 3 weeks</p>	<p>FCS 7.1 Demonstrate how to safely use sewing machines, equipment, and technology related to sewing project construction.</p> <p>Sewing project construction.</p> <ul style="list-style-type: none"> • Practice sewing safety guidelines. • Demonstrate proper use of sewing tools, and equipment. • Use hand and machine sewing skills to create projects. • Select and embellish projects to represent personal style.

<p>Unit Topic Creative Design and Community Service</p> <p>Design process Creating designs to meet a challenge or purpose Prototype creation Presentation and display</p> <p>Time Frame: 4 weeks</p>	<p>FCS 7.0 Integrate knowledge, skills, and practices required for careers in fashion, textiles, or interior design.</p> <p>FCS 3.0 Solve problems using creativity, innovation and critical thinking skills (analyze, synthesize, and evaluate) independently and in teams.</p> <p>Utilize design thinking to solve a challenge or meet a need/purpose</p> <ul style="list-style-type: none"> • Identify a challenge or need • Design a solution to meet the challenge or need • Develop a prototype utilizing skills learned • Present or display prototype created
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Instructional approach

- Immerse students in content so they see it, experience it, and use the vocabulary and skills of professionals in the field.
- Provide hands-on experiences
- Engage students through design thinking, problem-based or service learning related to the content