



Fashion II Virtual Learning

HS/Textured Fashion Figures

(Day 3 of 4)

April 30th, 2020



HS/Fashion II
Lesson: April 30th, 2020

Objective/Learning Target:

Students will construct an outfit for their fashion figure, based on their design, using conventional and unconventional materials.

Standard:

16.3.3



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Bellwork:

Briefly describe the inspiration for your design. How did you make decisions for the elements that make up the design?

How to do bellwork and assignments

- Create a google doc for Fashion II
- Title it with your full name and the name of the class with a VL in front for Virtual Learning
- Each day, put that day's date and lesson on a new page of the same doc
- Under the date, have two sections:
 - Bellwork
 - Assignment



Example Google Doc

Melissa Montesano-VL Fashion ☆ 📄

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Lesson #1-Monday, April 6th

Bellwork:

Assignment

Activity

- ★ Now that you have created a design, use some of the materials and textiles that you found for your 'Fiber and Textile' Kit last week to put together a tactile design, demonstrating how you'd construct the garment.
- ★ Use as many materials and textiles as you'd like and even add more than what you found last week if you find new items.
- ★ Examples are shown on following slides

Previous Student Design Examples



Previous Student Design Examples



Previous Student Design Examples



Practice/Additional Resources

- ★ If you don't have access to physical materials, then you can use the following sketch tool online to draw your fashion figures. Use the same methods you learned in the videos to the best of your ability.
 - [Sketch.io](#)
 - [Sketch.io Tutorial](#)