The Virtual Passion for Fashion Design Challenge Competitive Event is a State Event conducted prior to the NJ FCCLA Fall Leadership Conference. It is an individual event that allows participants to exhibit fashion design savvy by creating fashion sketch designs.

## NEW JERSEY CORE CURRICULUM STANDARDS

| SL.9-10.1 | Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and <br> teacher-led) with peers on grades 9-10 topics, texts, and issues, building on others' ideas and expressing <br> their own clearly and persuasively. |
| :--- | :--- |
| SL.11-12.2 | Integrate multiple sources of information presented in diverse media or formats (e.g., visually, quantitatively, <br> qualitatively, orally) evaluating the credibility and accuracy of each source. |
| SL.11-12.4 | Present information, findings, and supporting evidence, conveying a clear and distinct perspective, such that <br> listeners can follow the line of reasoning, alternative or opposing perspectives are addressed, and the <br> organization, development, substance, and style are appropriate to purpose, audience, and a range of formal <br> and informal tasks. |
| WHST.11-12.6Use technology, including the Internet, to produce, share, and update writing products in response to ongoing <br> feedback, including new arguments or information. |  |
| W.11-12.2 | Write informative/explanatory texts to examine and convey complex ideas, concepts, and information clearly <br> and accurately through the effective selection, organization, and analysis of content. |
| W.11-12.8 | Gather relevant information from multiple authoritative print and digital sources, using advanced searches <br> effectively; assess the strengths and limitations of each source in terms of the task, purpose, and audience; <br> integrate information into the text selectively to maintain the flow of ideas, avoiding plagiarism and |
| overreliance on any one source and following a standard format for citation. |  |

9.3.12.AR-VIS. 2 Analyze how the application of visual arts elements and principles of design communicate and express ideas.
9.3.12.AR-VIS. 3 Analyze and create two and three-dimensional visual art forms using various media.
9.2.12.CAP.6: Identify transferable skills in career choices and design alternative career plans based on those skills
9.2.8.CAP.9: Analyze how a variety of activities related to career impacts postsecondary options
9.2.8.CAP. 18 Explain how personal behavior, appearance, attitudes, and other choices may impact the job application process
9.4.8.CI. 3 Examine challenges that may exist in the adoption of new ideas
9.4.8.CI. 4 Explore the role of creativity and innovation in career pathways and industries.
9.4.12.CI.1 Demonstrate the ability to reflect, analyze, and use creative skills and ideas.
9.4.12.CI. 2 Explain the potential benefits of collaborating to enhance critical thinking and problem-solving.
9.4.12.CI.3 Investigate new challenges and opportunities for personal growth, advancement, and transition.
9.4.8.CT. 2 Develop multiple solutions to a problem and evaluate short-and long-term effects to determine the most plausible option.
9.4.8.CT.4 Compare past problem-solving solutions to local, national, or global issues and analyze the factors that led to a positive or negative outcome.
9.4.12.CT. 1 Identify problem solving strategies used in the development of an innovative product or practice.
9.4.12.CT. 2 Explain the potential benefits of collaborating to enhance critical thinking.
9.4.12.CT. 4 Participate in online strategies and planning sessions for course-based, school-based, or another project and determined strategies that contribute to effective outcomes.
9.4.12.DC. 1 Explain the beneficial and harmful effects that intellectual property laws can have on the creation and sharing of content.
9.4.8.IML. 3 Create a digital visualization that effectively communicates a data set using formatting techniques such as form, position, size, color, movement, and spatial grouping.
9.4.8.IML. $7 \quad$ Use information from a variety of sources, contexts, disciplines, and cultures for a specific purpose.
9.4.8.IML. 12
9.4.8.IML. 13
9.4.8.TL. 5
9.4.8.GCA. 1
9.4.8.GCA. 2 Demonstrate openness to diverse ideas and perspectives through active discussions to achieve a group goal.

## CAREER READY PRACTICES

$\checkmark \quad$ Apply appropriate academic and technical skills.
$\checkmark \quad$ Communicate clearly and effectively with reason.
$\checkmark \quad$ Consider the environmental, social, and economic impacts of decisions.
$\checkmark \quad$ Demonstrate creativity and innovation.
$\checkmark \quad$ Employ valid and reliable research strategies.
$\checkmark \quad$ Utilize critical thinking to make sense of problems and persevere in solving them.
$\checkmark \quad$ Model integrity, ethical leadership and effective management.
$\checkmark \quad$ Plan education and career paths aligned to personal goals.
$\checkmark \quad$ Use technology to enhance productivity.

## NATIONAL STANDARDS FOR FAMILY AND CONSUMER SCIENCES EDUCATION

16.2.4 Analyze effects of textile characteristics on design, construction, care, use, and maintenance of products.
16.2.5 Apply appropriate procedures for care of textile products.
16.3.2 Apply basic and complex color schemes and color theory to develop and enhance visual effects.
16.3.3 Utilize elements and principles of design in designing, constructing, and/or altering textile, apparel, and fashion products.

## EVENT CATEGORIES

Junior: $\quad$ Participants in grades 6-8
Senior: $\quad$ Participants in a comprehensive program in grades $9-12$
Occupational: Participants in an occupational program in grades $9-12$

## ELIGIBILITY

1. Participation is open to any affiliated FCCLA member. Affiliation for each participant must be submitted by October 29, 2021.
2. A chapter may enter two (2) entries in each event category for this event.
3. An entry is defined as one (1) participant.
4. An event category is determined by the participant's grade in school and type of Family and Consumer Sciences program.

## PROCEDURES \& REGULATIONS

1. Registration for this event must be submitted by October 15, 2021.
2. The Passion for Fashion Design Challenge must be developed and completed beginning September 1 of the current school year.
3. The Passion for Fashion Design Challenge project must be planned and prepared by the participant only, while under the supervision of the Chapter Adviser or Fashion instructor.
4. The Virtual Passion for Fashion includes centers around a specific Design Challenge that is explained below: Challenge:
There are 5 reasons why we wear clothing.
5. Adornment: Added decoration or ornamentation.
6. Protection: Clothing that provides physical safeguards to the body, preventing harm from climate and environment.
7. Identification: Establishing who someone is or what they do.
8. Modesty: Covering the body according to the code of decency established by society.
9. Status: One's position or rank in comparison to others.

Clothes tells people who we are. You will create a look that begins with traditional business attire which is very conservative and tailored and does not say much about who is wearing it. You will transform this look into business attire that is a celebration of culture. The new look should be acceptable for business but at the same time tells people something about the culture of the individual.

Hand-draw original garments in color using the medium of your choice. Remember that the right styling will make the difference. You can try changing the hair, make up and mixing different accessories. Both design options must be on the same piece of paper. Include back views of the each look on an additional figure
5. Consider the fabrication for the separates in the design for the Fabric Profile. Scan or photograph real fabric and identify those fabrics (fabrics weave/knot and fiber; for example, wool gabardine, silk charmeuse, cotton gauze, etch,). Identify important characteristics and performance of the fabric.
6. Create a mood/inspiration board (8.5 X 11 inches) for your "Traditional Business to Celebration of Culture Business" design. The mood board should be an image or images that has inspired you to create the design. Include a short-written explanation of how the designs have been inspired by the mood page and list the destinations ad season of the year your design will be worn.
7. All entries must be submitted by November 2, 2021, and privacy settings must be viewable to anyone with the link.
8. Participants must submit the following:
A. A Project Identification Page
B. Original designs in full color, drawn by hand in the medium of your choice
C. Fashion Forecast (attached sheet).
D. Mood/ Inspiration Board
E. Explanation of the Mood Board
9. The Project Identification page must include:
A. Participant Name
B. School
C. Chapter Name
D. Event Name (Passion for Fashion Design Challenge)
E. Event Category
F. In 150 words description of the project

## PASSION FOR FASHION DESIGN CHALLENGE SPECIFICATIONS

| Project Identification Page | One 81/2" x 11" page on plain paper. Participant must include <br> participant’s name, school, chapter name, event name (Virtual Passion <br> for Fashion Design Challenge), event category |
| :--- | :--- |
| Description of Project | Description is clearly stated and relevant. |

## Fashion Forecast

Each participant must submit a Fashion Forecast (attached sheet) with the following information:
$\left.\begin{array}{|l|l|}\hline \text { Sketch of Clothing Label } & \text { The Label is interesting, appropriate and connects to the design. } \\ \hline \text { Fabric Profile } & \begin{array}{l}\text { Define the criteria for selecting fabrics for the collection design and } \\ \text { include a picture of the fabric swatches for each material used with a } \\ \text { description including, at a minimum, the following information for each } \\ \text { swatch: } \\ \text { - General fabric appearance (plaid, solid, matte, shiny, etc.) } \\ \text { - Fiber content }\end{array} \\ \hline \text { - Fabric care }\end{array}\right\}$

Fashion Forecast
Name and Sketch of the Clothing Label

Fabric Profile

| Target Audience(s) | Target Retailer | Pricing |
| :--- | :--- | :--- |
|  |  |  |

Explanation of this Design

## Elements and Principles of Design Worksheet

Name of Participant $\qquad$ Category $\qquad$
Chapter $\qquad$
To be completed by participant.
Elements of Design

| Element | Explain Element and how it has been incorporated in the sketch |
| :--- | :--- |
| Line |  |
| Shape |  |
| Texture |  |
| Color |  |

## Principles of Design

| Principle | Explain the Principle and how it has been utilized in the sketch |
| :--- | :--- |
| Proportion |  |
| Balance |  |
| Emphasis |  |
| Rhythm |  |
| Harmony |  |

## PASSION FOR FASHION DESIGN CHALLENGE RATING SHEET

Name: $\qquad$ School: $\qquad$
Check One Event Category: $\qquad$ Junior

12" (Fashion) $\qquad$ 18" (American Girl)
Check One Doll Category:
Write the appropriate rating under the "SCORE" column. Point
Where information is missing, assign a score of 0 . Total the points and enter under "TOTAL SCORE."

| Evaluation Criteria | Poor | Fair | Good | Very <br> Good Excellent | Score | Comments |
| :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| FILE FOLDER |  |  |  |  |  |  |
| Project Identification Page | $0-1$ | 2 | 3 | 4 | 5 |  |
| Description of Project | $0-1$ | 2 | 3 | 4 | 5 |  |
| Mood Board and Explanation | $0-2$ | $3-4$ | $5-6$ | $7-8$ | $9-10$ |  |
| Design Sketch: <br> Original design, full color, by hand <br> Realistic detail, shading or a variety <br> of line to add texture and interest | $0-3$ | $4-6$ | $7-9$ | $10-12$ | $13-15$ |  |
| Elements and Principles of <br> Design were evident. <br> Explanation sheet competed | $0-2$ | $3-4$ | $5-6$ | $7-8$ | $9-10$ |  |
| Styling (complimentary <br> accessories and hair styling) | $0-2$ | $3-4$ | $5-6$ | $7-8$ | $9-10$ |  |
| Craftmanship/ Level of difficulty | $0-2$ | $3-4$ | $5-6$ | $7-8$ | $9-10$ |  |
| Garments were appropriate for the <br> scenario | $0-1$ | 2 | 3 | 4 | 5 |  |
| FASHION FORCAST | $0-1$ | 2 | 3 | 4 | 5 |  |
| Label is interesting and unique | $0-1$ |  |  |  |  |  |
| Fabric Profile Appropriate for <br> design | $0-2$ | $3-4$ | $5-6$ | $7-8$ | $9-10$ |  |
| Target Audience - Appropriate for <br> Design | $0-1$ | 2 | 3 | 4 | 5 |  |
| Projected retailer and Pricing - <br> realistic | $0-1$ | 2 | 3 | 4 | 5 |  |
| Explanation of the Design/ <br> Appropriate to the design Scenario | $0-1$ | 2 | 3 | 4 | 5 |  |

TOTAL SCORE:
Verification of Total Score (please initial):
Evaluator
Room Consultant
Lead Consultant $\qquad$

