

Summer Fashion Design Program (ADST)

Course Name: Fashion Design

Duration: July 6 – 31, 2026 – 4 weeks

Time: Monday – Friday, 9:00 am – 3:30 pm

This four-week summer program is designed for high school students interested in fashion, textiles, illustration, and hands-on design learning. Through applied projects, students explore the fashion design process while developing practical skills, creative thinking, and visual communication aligned with Applied Design, Skills & Technologies (ADST) learning outcomes.

Students engage in experiential learning through investigation, experimentation, collaboration, and reflection, producing completed projects suitable for a beginner design portfolio.

What students will learn:

Design Fundamentals

- Introduction to the core principles of fashion design
- Elements & principles of design
- Create mood boards and early design ideas

Fashion Styling

- Coordinate garments, accessories, colors, and textures
- Apply styling concepts to express mood and theme
- Prepare outfits for photography and display
- Collaborate during styling and presentation activities

Embroidery

- Use embroidery tools and materials safely
- Practice foundational hand embroidery stitches
- Apply decorative techniques to fabric or garments

Fashion Illustration & Design

- Draw fashion figures
- Illustrate garments, textures, folds, and fabric movement
- Create inspiration boards & simple collection concepts

Textiles:

- Learn fabric types, properties, stretch
- Understand how to choose fabrics for durability, comfort & style

- Conduct hands-on fabric experiments

Fashion Photography

- Learn the basics of lighting, composition & styling
- Photographing garments and details
- Learn to create creative photos for a student portfolio

Draping:

- Intro to draping on a dress form
- Create basic shapes & silhouettes using muslin
- Explore how garments are built from 3D form

Patternmaking:

Students will learn foundational skills in pattern drafting, including:

- Understanding pattern symbols
- Measuring the body correctly
- Drafting simple blocks
- Altering patterns for beginner-friendly design changes

Projects include:

- Drawstring tote bag (beginner pattern)
- Original pattern for custom shorts
- Shorts (fly front, waistband, darts, pockets)

Garment Construction (Sewing Projects)

Students will develop sewing skills using domestic sewing machines and basic tools.

Skills include:

- Machine safety & operation
- Seams, hems, and finishing techniques
- Pressing & garment assembly
- Constructing garments from simple patterns

Finished projects:

- Drawstring tote bag (beginner pattern)
- Pajamas (Elastic Pants and simple top)

	Monday am	Tuesday am	Wednesday am	Thursday am	Friday am
9 – 12	Design Fundamentals	Fashion Illustration	Textiles	Patternmaking	Draping
	Monday pm	Tuesday pm	Wednesday pm	Thursday pm	Friday pm
12:30–3:30	Fashion Photography	Fashion Styling	Embroidery	Garment Construction	Garment Construction