

Technical Theater: Costume Construction II

Section: CTS84QQB/28

Spring 2024

2023-2024 School Year

Instructor: S. Manas

Learning Standards:

Course Objective:

Students will create various items using both hand and machine sewing techniques, including, but not limited to: aprons, vest, bags, and more. Students will repair items of their own that need repairing. Students will learn various hand stitches and how these skills can be applied in the real world and translate to jobs after graduation.

CDOS Standards

2 - Integrated Learning: Commencement

1. Integrated learning encourages students to use essential academic concepts, facts, and procedures in applications related to life skills and the world of work. This approach allows students to see the usefulness of the concepts that they are being asked to learn and to understand their potential application in the world of work. .

Students:

- demonstrate the integration and application of academic and occupational skills in their school learning, work, and personal lives.
- use academic knowledge and skills in an occupational context, and demonstrate the application of these skills by using a variety of communication techniques (e.g., sign language, pictures, videos, reports, and technology)
- research, interpret, analyze, and evaluate information and experiences as related to academic knowledge and technical skills when completing a career plan.

3a - Universal Foundation Skills: Intermediate Basic Skills

1. Basic skills include the ability to read, write, listen, and speak as well as perform arithmetical and mathematical functions.

- Students listen to and read the ideas of others and analyze what they hear and read; acquire and use information from a variety of sources; and apply a combination of mathematical operations to solve problems in oral or written form.

3a - Universal Foundation Skills: Commencement Thinking Skills

2. Thinking skills lead to problem solving, experimenting, and focused observation and allow the application of knowledge to new and unfamiliar situations.

- Students demonstrate the ability to organize and process information and apply skills in new ways.

3a - Universal Foundation Skills: Commencement Personal Qualities

3. Personal qualities generally include competence in self-management and the ability to plan, organize, and take independent action.

- Students demonstrate leadership skills in setting goals, monitoring progress, and improving their performance.

3a - Universal Foundation Skills: Commencement Interpersonal Skills

4. Positive interpersonal qualities lead to teamwork and cooperation in large and small groups in family, social, and work situations.

- Students communicate effectively and help others to learn a new skill.

3b - Career Majors: Core Arts Humanities

1. Foundations Students:

- demonstrate a solid base of knowledge/skills in one or more of the disciplines and the related professions of visual art, dance, music, theater, and humanities.

Course Description:

Students will learn how to both fix and create garments from a pre-made pattern. Students will learn hand stitching and sewing machine stitching. They will create aprons, drawstring bags, and vests and repair clothing items of their own.

Calendar**:

Class Number	Classwork	HW
1.	Theater Safety; Costume Shop; Storage, hand and machine sewing tools review	Costume Shop safety review
2	Sewing review Hand: basting, whip, slip;	
3	Sewing review machine: straight, curved	
4	Machine sewing: a fitted shirt – layout, cutting	
5	Machine sewing: a fitted shirt – cutting, pinning	

6	Machine sewing: a fitted shirt – pinning, stitching	
7	Draping: measurements and padding up	
8	Machine sewing: a fitted shirt – pinning, stitching	
9	Machine sewing: a fitted shirt – stitching, finishing	
10	Draping: the grain CF, CB(striped sloper)	
11	Draping: marking and truing	
12	Draping: the neck and curves	
13	Draping: sleeve shapes	
14	Making a garment: the idea, research, design basics	
15	Making a garment: research, rendering	
16	Making a garment: draping from research	
17	Making a garment: draping from research	
18	Making a garment: draping from research	
19	Making a garment: draping from research	
20	Making a garment: draping from research	

21	Advanced sewing: zippers (making a zipper bag)	
22	Advanced sewing: zippers (making a zipper bag)	
23	Advanced sewing: zippers (making a zipper bag)	
24	Advanced sewing: project	
25	Advanced sewing: project	
26	Advanced sewing: project	
27	Advanced sewing: project	
28	Advanced sewing: project	
29	Advanced sewing: project	
30	Advanced sewing: project	

subject to change based on student needs

Materials and Texts:

- fabric
- Hand sewing needles
- thread
- Sewing machines
- Fabric pencils
- Fabric scissors

- Patterns
- Fabric rulers
- Clear rulers
- Pins
- Female dress form
- Male dress form

Grading Policy:

Projects -35%

Students will be assigned at least one project every semester. Some will have written components, some a performance/practical component, and some both. Students will be provided a rubric that the teacher will go over to assist them in completing the project to the best of their ability. Students are encouraged to frequently refer back to the rubric when completing projects.

Classwork – 25%

Students will first practice sound design and sound technician skills in class. You will either receive a 100% for having completed it with clear effort or a 0 for having not completed. Classwork must show an effort has been made to be considered complete.

Projects – 35%

For homework, you will either receive a 100% for having completed it with clear effort or a 0 for having not completed it. Homework must show an effort has been made to be considered complete.

Attendance – 20%

You must come to class and you must be on time. You will receive 2 points (100%) for being present and on time, 1 point (50%) for being late, and zero points (0%) for an unexcused absence or cut.

Participation – 20%

When you are in class please participate. This is an easy way to boost your grade.

