

VoCATS Course Blueprint

Family and Consumer Sciences Education

7036 Apparel Development II

*Public Schools of North Carolina
State Board of Education • Department of Public Instruction
Curriculum and School Reform Services
Division of Instructional Services*

*Raleigh, North Carolina
Winter 2004*

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This blueprint has been reviewed by business and industry representatives for technical content and appropriateness for the industry. Contact jsimon@dpi.state.nc.us for more information

VoCATS Course Blueprint

A course blueprint is a document laying out the framework of the curriculum for a given course.

Shown on the blueprint are the units of instruction, the core competencies in each unit, and the specific objectives for each competency. The blueprint illustrates the recommended sequence of units and competencies and the cognitive and performance weight of the objective within the course.

The blueprint should be used by teachers to plan the course of work for the year, prepare daily lesson plans, construct instructionally valid interim assessments. Statewide assessments are aligned directly with the course blueprint.

For additional information about this blueprint, contact program area staff. For additional information about VoCATS, contact program area staff or VoCATS, Career-Technical Education, Division of Instructional Services, North Carolina Department of Public Instruction, 6358 Mail Service Center, Raleigh, North Carolina 27699-5358, 919/807-3876, email: rwelfare@dpi.state.nc.us.

Interpretation of Columns on VoCATS Course Blueprints

No.	Heading	Column information
1	Comp# Obj.#	Comp=Competency number (two digits); Obj.=Objective number (unique course identifier plus competency number and two-digit objective number).
2	Unit Titles/Competency and Objective Statements	Statements of unit titles, competencies per unit, and specific objectives per competency. Each competency statement or specific objective begins with an action verb and makes a complete sentence when combined with the stem "The learner will be able to. . ." (The stem appears once in Column 2.) Outcome behavior in each competency/objective statement is denoted by the verb plus its object.
3	Time Hrs	Space for teachers to calculate time to be spent on each objective based on the course blueprint, their individual school schedule, and analysis of students' previous knowledge on the topic.
4&5	<u>Course Weight</u> Cognitive Performance	Shows the relative importance of each objective, competency, and unit. Weight is broken down into two components: cognitive and performance. Add the cognitive and performance weights shown for an objective in columns 4 and 5 to determine its total course weight. Course weight is used to help determine the percentage of total class time that is spent on each objective. The breakdown in columns 4 and 5 indicates the relative amount of class time that should be devoted to cognitive and performance activities as part of the instruction and assessment of each objective. Objectives with performance weight should include performance activities as part of instruction and/or assessment.
6	Type Behavior	Classification of outcome behavior in competency and objective statements. (C=Cognitive; P=Performance)
7	Integrated Skill Area	Shows links to other academic areas. Integrated skills codes: A=Arts; E=English Language Arts; CD=Career Development; CS=Information/Computer Skills; H=Healthful Living; M=Math; SC=Science; SS=Social Studies.
8	Core Supp	Designation of the competencies and objectives as Core or Supplemental. Competencies and objectives designated "Core" must be included in the Annual Planning Calendar and are assessed on the statewide assessments..

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FAMILY AND CONSUMER SCIENCES EDUCATION
COURSE BLUEPRINT for 7036 APPAREL DEVELOPMENT II

(Recommended hours of instruction: 135-180)

The live project can be incorporated throughout the course.

Comp # Obj #	Unit Titles/Competency and Objective Statements (The Learner will be able to:)	Time Hours	Course Weight		Type Behavior	Integrated Skill Area	Core Supp
			Cognitive 4	Performance 5			
1	2		4	5	6	7	8
	Total Course Weight		100%				
	Total Cognitive and Performance Weights		40%	60%			
A	APPAREL AND TEXTILE DESIGN AND CONSTRUCTION		18%	22%			
AD01.00	Analyze the performance characteristics of textiles used in apparel.		4%	4%	C3P	CS/M/SC	Core
<i>AD01.01</i>	<i>Interpret the performance characteristics of fibers used in apparel.</i>		3%		C2	CS/M/SC	Core
<i>AD01.02</i>	<i>Analyze the performance characteristics of fabrics used in apparel.</i>		1%	4%	C3P	CS/M/SC	Core
AD02.00	Evaluate apparel design.		7%	3%	C3P	A/CS/M/SS	Core
<i>AD02.01</i>	<i>Apply the elements and principles of design in apparel.</i>		1%	3%	C3P	A/CS/M	Core
<i>AD02.02</i>	<i>Interpret design cycles in the apparel industry.</i>		6%		C2	A/SS	Core
AD03.00	Evaluate apparel construction.		7%	15%	C3P	A/CS/M/SC	Core
<i>AD03.01</i>	<i>Evaluate basic construction of apparel according to industry standards.</i>		2%	6%	C3P	A/M	Core
<i>AD03.02</i>	<i>Demonstrate basic skills needed to produce apparel products to standard.</i>		5%	9%	C3P	A/CS/M/SC	Core
B	ENTREPRENEURSHIP AND PROFESSIONAL PRACTICES		22%	38%			
AD04.00	Analyze a marketable apparel product.		17%	3%	C3P	A/CSM/SS	Core
<i>AD04.01</i>	<i>Summarize resources and concerns for an entrepreneurial project.</i>		10%		C2	A/CS/M/SS	Core
<i>AD04.02</i>	<i>Set goals for an entrepreneurial project.</i>		6%		C3P	A/CS/M/SS	Core
<i>AD04.03</i>	<i>Evaluate the success of an entrepreneurial project within the classroom.</i>		1%	3%	C3P	A/CS/M/SS	Core
AD05.00	Demonstrate workplace communication skills needed for the apparel industry.		2%	2%	C3P	A/CS/CD/SS	Core
<i>AD05.01</i>	<i>Apply workplace readiness standards necessary to succeed in the world of work.</i>		1%	1%	C3P	CD/SS	Core
<i>AD05.02</i>	<i>Demonstrate foundation skills used in a successful business.</i>		1%	1%	C3P	CS/CD/SS	Core
AD06.00	Explore career opportunities in the apparel industry.		3%	3%	C2	CD/SS	Core
<i>AD06.01</i>	<i>Describe job trends that affect career planning.</i>		1%		C2	CD/SS	Core
<i>AD06.02</i>	<i>Discuss job-seeking skills used to establish a successful career.</i>		2%	3%	C2	CD/SS	Core
AD07.00	Implement an apparel-related live project within the classroom.			30%	C3P	A/CD/M/SS	Core