



Slides 05.19: Careers in Textiles, Apparel, and Design, and Unit 5 Review and Test

Lesson 5.19, two days (days 142 and 143). Slides 1 to 14 are Day 1. Slides 15 to 20 are Day 2.

Slide 1: Day 1. Do now

- List every job you can think of that has something to do with clothing.
- Sixty seconds. List form.

Notes: take the list on the board fast. Most classes produce designer, model, and store worker, and stop. Hook: point at the display tables. There are thirteen jobs on my list. Three of them are things you did this month: you repaired a garment, you inspected four garments for quality, and you designed and built a product from a used material.

Slide 2: Day 1. Careers, 1 to 3: the hands

- **Tailor.** Makes and alters garments to fit one specific body. Measures, marks, cuts, stitches. Often self-employed.
- **Alterations specialist.** Hems, takes in seams, replaces zippers and buttons, all day. In a dry cleaner, a bridal shop, a department store, or a shop of their own.
- **Upholsterer.** Strips a chair to the frame and rebuilds it with new springs, foam, and fabric. Furniture, car interiors, boat seats.
- All three: **train on the job or through an apprenticeship.** Two of them are commonly small businesses.

Image: a tape measure and chalk on a jacket shoulder; a rack of pinned hems with paper tickets; a chair stripped to its frame with a roll of fabric beside it.

Slide 3: Day 1. Careers, 4 to 6: the care and the machines

- **Dry cleaner and garment care specialist.** Cleans, presses, spot-treats, and repairs. Reads every care symbol and decides how a garment can be cleaned without ruining it.
- **Sewing machine technician.** Services and repairs home and industrial machines: timing, tension, feed, motors. A stopped machine costs money every minute.
- **Quality inspector.** Checks finished garments against a written spec: measurements, seam type, stitches per inch, thread ends, labels, closures. Rejects what fails.
- **You already did the quality inspector's job in Lesson 5.13.**

Slide 4: Day 1. Careers, 7 to 9: the design side

- **Fashion designer.** Decides what a garment will be. Sketches it, picks the fabric, chooses the details. Four-year degree plus a portfolio is the common route.
- **Technical designer.** Turns the sketch into the exact measurements, seam types, and instructions a factory can build from. Fits the sample and writes down every correction.
- **Costume designer.** Builds clothing for a play, a film, or a dance company, to a character, a period, a budget, and a deadline that does not move.

Slide 5: Day 1. Careers, 10 to 12: the numbers side

- **Merchandiser.** Decides what the store shows, where it sits, and at what price.
- **Buyer.** Decides what the store buys, how much, and when, months before customers see it. Guesses what people will want and lives with being wrong.

- **Sustainability analyst.** Measures a company's material, water, energy, and waste impact and writes the report that says what it actually did. **This job did not exist thirty years ago.** Where did it come from? (Lesson 5.14.)

Slide 6: Day 1. Career 13: the lab

- **Textile scientist.** Tests fiber and fabric for strength, shrinkage, colorfastness, water resistance, and flammability. Develops new fabrics and finishes.
- **Writes the standard that the quality inspector checks against.**
- Four-year degree, usually with chemistry or materials science. Some jobs want a graduate degree.

Image: a lab bench with a machine pulling a fabric strip until it tears, and a rack of dyed swatches.

Slide 7: Day 1. The pathway sort

- Three categories on the wall:
- **Train on the job or apprenticeship**
- **Certificate or two-year degree**
- **Four-year degree**
- Sort all thirteen cards at your station.
- Then mark: the **two** commonly run as a small business, and the **one** that most needs a science background.
- Some belong in more than one column. Pick the most common and be ready to argue.

Slide 8: Day 1. What “apprenticeship” means

- You learn the job **while being paid** by somebody who already does it.
- No tuition. You start earning.
- It takes longer to get good, and it depends on finding the person.
- Tailor, alterations, upholstery, dry cleaning, machine repair: all commonly learned this way.
- Fashion designer is the job everybody names and the one with the longest, least certain route.
- Alterations is the job nobody names and the one with the steadiest local work.

Notes: do not editorialize. Let the sort say it, then ask the deepen-learning question about steady work.

Slide 9: Day 1. Would I like this? Answer honestly.

1. Do I like working with my hands for hours?
2. Do I like fixing things other people gave up on?
3. Do I want to be around people all day, rather than mostly alone?
4. Do I like measuring and being exact?
5. Do I like deciding what things should look like?
6. Do I like numbers and money more than fabric?

7. Do I want to run my own thing rather than work for somebody?
 8. Am I willing to keep going when it does not work the first time?
- Yes, no, or maybe. **Nobody sees this but you, and it is not a grade.**

Slide 10: Day 1. The scoring strip

If you said yes to	Look at
1, 2, 4	Tailor, alterations, upholsterer, quality inspector
1, 2, 7	Alterations, upholstery, your own tailoring shop, dry cleaning
1, 4, 8	Technical designer, quality inspector, machine technician
4, 6, 8	Sustainability analyst, buyer, merchandiser, technical designer
3, 5, 6	Merchandiser, buyer, retail management
1, 5, 8	Costume designer, fashion designer, tailor
4, 8, plus you like science	Textile scientist
1, 2, 8, plus you like machines	Machine technician, upholsterer

- **I might like ____ because ____ .**

Slide 11: Day 1. The FACS-to-work bridge: the five-repair portfolio

- Five photographs. Five lines. One folder.
- Each line says **what was wrong** and **what you did**.
- Entry one is the item on the table behind you. You already wrote the description: it is your display card.
- Four more: a hem, a seam, a patch, a button. You can already do all four.

Slide 12: Day 1. Who looks at that folder

- An alterations shop, a dry cleaner, a costume shop, or a tailor, when a sixteen-year-old asks for work.
- A high school CTE apparel or design program, when you apply.
- *[Sal: put the real program name here, the county's BOCES or district CTE apparel and design program, and what it takes to get in.]*

Slide 13: Day 1. The ladder from here

1. Practice at home. Hem something. Patch something. Replace a button. Photograph each one.
2. A summer or after-school job: a dry cleaner, a fabric store, a resale shop, a costume shop.
3. A high school CTE program in apparel, fashion, or design.

4. Then one of three: an apprenticeship, a certificate, or a degree, depending on which card you want.
- Start the folder today. Entry one is already done.

Notes: *[Sal: thirty seconds on your own path here, Penn State, Oracle, hospitality, a business you built, and now a classroom. It is the best evidence in the room that these routes are not one-way.]*

Slide 14: Day 1. Exit card

- 3 careers in textiles or apparel, and what each one does
- 2 education paths, with one career in each
- 1 career you would look at again, and the first step you would take

Slide 15: Day 2. Do now

- Cost per wear: a \$48 jacket *[update]* worn 120 times is \$_____ per wear.
- Name the stitch you would use to close a seam that has to hold weight.

Notes: answers on the board: \$0.40 per wear; backstitch. Hook: fifteen minutes of game with your station, twenty minutes of test alone. The game is the test with help.

Slide 16: Day 2. Review game: Make It, Mend It, Grab It

- Seven categories, six cards each.
- Cards 1 and 2 are worth 1 point. Cards 3 and 4 are worth 2. Cards 5 and 6 are worth 3.
- A station picks a category and a point value.
- I read the whole card. **Then** you get 20 seconds.
- Every station writes an answer. Every correct board scores.
- The picking station picks next.

Slide 17: Day 2. The seven categories

1. Clothing for situations
2. Fibers and their properties
3. Care labels and laundry
4. Tools and safety
5. The four stitches and repairs
6. Cost per wear and smart shopping
7. Sustainability and careers

Notes: reteach in under two minutes any category two stations miss twice. Stop the game at minute 18 no matter what the score is.

Slide 18: Day 2. Scoreboard

Station 1	Station 2	Station 3



Notes: tally here or on the board. A category under 50 percent across stations gets the two-minute reteach before the test.

Slide 19: Day 2. Transition. Two minutes.

- Boards away.
- Desks apart.
- Test out. Calculator out.
- Rules: 20 minutes. Calculator on the two math items only. The vocabulary list as a word bank if you use one. If you are not sure, write what you think and why. The scenario and the written response are at the end, so leave five minutes.

Slide 20: Day 2. Unit 5 Test. 20 minutes.

- 20 items.
- Show your work on the two math items.
- Exit line on the back when you finish: the item I was surest about was number ____ ; the one I want to go over is number ____ .

Notes: clock calls at 10 minutes (“halfway; the scenario and the written response are at the end”) and 18 minutes (“two minutes; if you are done, the exit line on the back”). Collect at the bell. Return the upcycled items and Rubric 05 as students leave.