Standard 16.0
Textiles and Apparel
Integrate knowledge, skills, and practices required for careers in textiles and apparel.

Members might...

Organize an “Interview Image” clothing demonstration. Invite local stores, as well as the school’s fashion design and clothing production students, to present clothing that is appropriate for young people to wear to job interviews. Coordinate, publicize, script, and emcee the event. (Career Connection)

Create a “tactile quilt” to teach young children about colors, textures, how to use buttons and zippers, etc. Donate the quilt to a nonprofit child care center. (Community Service)

Practice assertiveness and conflict management skills at work. First, research assertiveness. Identify situations in which to be more assertive at work. Use assertiveness techniques in that situation. Keep a journal about what happens. Continue to practice assertiveness, address conflicts, and write a journal for several weeks. Then, prepare a summary of what was done, how actions changed, and what was learned. Train other Family and Consumer Sciences students to practice assertiveness and conflict management at work. (Dynamic Leadership)

Set up a display that recommends easy care, easy-clean options for clothing and decorating textiles for families with young children. (Families First)

Propose a sale at the place of employment. Identify items to be put on sale. Evaluate how much sales need to increase to make up for lower profits. Plan how to promote the sale and reach sales goals. Present a proposal to the supervisor. Ask the supervisor to evaluate and improve the plan. Share what was learned with fellow students. (Leaders at Work)

Explore options for further education and preparation for careers in textiles and apparel. (Power of One, “Working on Working”)

Develop a fashion photo essay about fall fashion trends. Using technology, shoot and develop photos, and produce a portfolio with captions. (STAR Events Applied Technology*)

* Project ideas may not completely fulfill national STAR Events guidelines. They are provided as “thought provokers” to start members thinking about their own projects.