

Interior and Textile Design Studio (2011): Grades 9, 10, 11, 12

Adopted 2011

Essential Knowledge and Skills

0.1 Achieve additional academic knowledge and skills required to pursue the full range of career and postsecondary education opportunities within a career cluster.

1. Adapt language for audience, purpose, situation (i.e. diction/structure, style). 0.1.1
2. Compose focused copy for a variety of written documents (i.e. documents, notes, oral presentations reports). 0.1.2
3. Demonstrate knowledge of basic arithmetic operations such as addition, subtraction, multiplication and division. 0.1.3
4. Analyze data when interpreting operational documents. 0.1.4

0.2 Use oral and written communication skills in creating, expressing and interpreting information and ideas including technical terminology and information.

1. Interpret information, data and observations to apply information learned from reading to actual practice. 0.2.1
2. Communicate effectively with others to foster positive relationships. 0.2.2
3. Reference the sources of information. 0.2.3
4. Compose multi - paragraph documents clearly, succinctly, and accurately (i.e. correct grammar, spelling, punctuation and capitalization). 0.2.4
5. Deliver an oral presentation to provide information for specific purposes and audiences. 0.2.5

0.3 Solve problems using creativity, innovation and critical thinking skills (analyze, synthesize, and evaluate) independently and in teams.

1. Analyze elements of a problem to determine solutions (including how to think creatively). 0.3.1

0.4 Understand the importance of health, safety, and environmental management systems and follow organizational policies and procedures and contribute to continuous improvement in performance and compliance.

1. Follow operation manuals for all equipment and tools to maintain safe workplace for self and others. 0.4.1
2. Demonstrate safe work habits and procedures (i.e. personal habits, around electricity, storage of equipment). 0.4.2

0.5 Use leadership and teamwork skills in collaborating with others to accomplish organizational goals and objectives.

1. Exhibit leadership skills (i.e. management of resources, listening to others, respect, supporting others). 0.5.1
2. Work with others to achieve objectives in a timely manner (i.e. follow direction, take responsibility, respect for others and cooperation). 0.5.2

0.6 Know and understand the importance of professional ethics and legal responsibilities.

1. Follow code of ethics for the Arts, AV and Communications field in all projects, decisions and actions. 0.6.1

0.7 Know and understand the importance of employability skills, effectively manage careers and the importance of entrepreneurship skills.

1. Model behaviors of a good employee (i.e. reliability, dependability, professionalism). 0.7.1
 2. Create a record of work experiences, certifications and products. 0.7.2
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Technical Skills

1.0 Integrate knowledge, skills and practices required for careers in housing, interior, textiles and apparel.

1.1 Analyze career paths in housing, interior, textiles and apparel.

1. Review opportunities for employment and entrepreneurial endeavors. 1.1.1

1.2 Demonstrate technical skills related to careers in housing, interior, textiles and apparel.

1. Select manufacturers, products and materials considering care, maintenance, safety and environmental issues. 1.2.1
2. Apply measurement and estimation skills. 1.2.2
3. Apply elements and principles of design to create, construct, and/or alter textile products. 1.2.3
4. Create designs using industry computer software. 1.2.4
5. Demonstrate basic skills for producing and altering textile products. 1.2.5
6. Assess a variety of available resources for interiors, textile and/or apparel. 1.2.6
7. Critique design plans that address client's needs, goals and resources. 1.2.7
8. Select a variety of appropriate design and medium tools for construction, alteration and repair. 1.2.8
9. Produce renderings, elevations and sketches according to the needs of client(s). 1.2.9
10. Present designs utilizing a variety of visual presentation media such as digital imaging, video, computer applications and board. 1.2.10