PROGRAM OUTLINE



BEGINNER PATTERN MAKING - LEVEL 3

Learning Objectives*	Upon completion of this program the successful student will have reliably demonstrated the ability to:				
	 Develop pattern drafting techniques: measuring, drafting accurately, drawing curves, blending, squaring, documenting, trueing, calculating ease, transferring to card Understand block construction considerations: fabric, ease, function, and sizing Synthesize fitting: fitting on the body, making adjustments to pattern 				
Method(s) of Evaluation*	The course is broken up into small projects that ultimately come together to make an in-depth, hands-on understanding of Pattern Making.				
Completion	The state of the s	,,	ananig of racco	g.	
Requirements*	The Cut Academy will use the following grade scale to determine each student's grade through their work. NA for part-time programs. Part-time programs are evaluated by a complete or incomplete.				
	Letter Grade	Scale (%)	Notes		
	A+	90.00 - 100.00			
	A	85.00 - 89.99			
	A-	80.00 - 84.99		4	
		76.00 - 79.99			
		70.00 75.00			
	В	72.00 - 75.99			
	B B-	68.00 - 71.99		-	
	B B- C+	68.00 - 71.99 64.00 - 67.99		-	
	B B- C+	68.00 - 71.99 64.00 - 67.99 60.00 - 63.99		-	
	B B- C+ C	68.00 - 71.99 64.00 - 67.99 60.00 - 63.99 55.00 - 59.99			
	B B- C+	68.00 - 71.99 64.00 - 67.99 60.00 - 63.99	Temporary		





BEGINNER PATTERN MAKING - LEVEL 3

Students must receive 75% or above to pass the following assignments:

- Pant Block
- Pant, Pocket and Fly Manipulations
- Jean + Contoured Waistband Manipulations
- Final Pant Project (including innovative garment component and

- Spec Sheet and Tech Packs

sewn prototype with pattern revisions)

- Replica Book

Program Organization*

Title of Course/Work Experience Component *	# of Hours*	
BEGINNER PATTERN MAKING - LEVEL 3	16	

Term: 8 weeks x /2hrs = 16 hours

MATERIALS:

Please refer to program reminder letter.

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Patternmaking for Fashion Design by Helen Joseph-Armstrong

Student Name:		
Student Signature:		
Date:		