

# FASHION SKETCH

**Fashion Sketch**, an individual state competitive event, recognizes participants for their ability to design and sketch a croquis based upon a provided design scenario. This event is based on the National Skill Demonstration Event but this event does not continue on to a national level conference.

## CAREER CLUSTER/ PATHWAY

- ◆ Career, Community and Family Connections
- ◆ Textiles, Fashion and Apparel

## EVENT CATEGORIES

**Senior:** grades 10—12

**Occupational:** grades 10 – 12

## EVENT PROCEDURE & TIME REQUIREMENTS

1. Participants will attend a required Orientation Meeting at a time and place designated prior to the event.
2. At designated participation, participants will be given the design scenario. Participants will have 5 minutes to brainstorm and then have 35 minutes to design, sketch, color croquis, and complete the Elements and Principles of Design worksheet.
3. Participants are required to bring the following supplies: 1 file folder (plain, of any color); colored pencils, crayons, and/ or markers; pencil sharpener(s), and ruler(s). No reference materials are allowed. FCCLA will provide one copy of the Elements and Principles of Design worksheet, one croquis, and plain paper to each participant. Participants may draw their own croquis if they choose.
  - Croquis of different sexes, ages, and body types will be provided.
4. Participants will deliver an oral presentation of up to 5 minutes in length, using completed croquis and Elements and Principles of Design worksheet. A 1-minute warning will be give at 4 minutes. Participants will be asked to stop at 5 minutes. Following the oral presentation, the participant will provide the completed croquis and worksheet to the evaluators in the file folder.
5. Evaluators will have up to 5 minutes to ask questions, score, and write comments for each participant.
6. Contents of the file folder will be returned to the participant with scored rubrics.

## GENERAL INFORMATION

Individual or Team Event	Prepare Ahead of Time	Brainstorm Time	Design Time	Maximum Oral Presentation Time	Evaluation Interview Time	Equipment Provide	Total Time
Individual	File Folder	5 minutes	35 minutes	5 minutes	5 minutes	Croquis, scenario, worksheet	50 minutes

## PRESENTATION ELEMENTS ALLOWED

Audio	Costumes/ Uniforms	Easel(s)	File Folder	Flip Chart(s)	Portfolio	Props/ Pointers	Skits	Visual Equipment	Visuals
			X						

**FASHION SKETCHING**

At designated time, each participant will receive a design scenario. Participants will have 5 minutes to brainstorm about the outfit to incorporate into the scenario, 35 minutes to design, sketch, and color one outfit on a croquis. Participants will complete the Elements and Principles of Design Worksheet.

<b>Sketching Techniques</b>	Produce a design that is neatly rendered, sketched, colored and includes extra details (zippers, stitching, buttons, seam lines).
<b>Design Scenario</b>	Make appropriate choices to meet the design scenario.
<b>Elements of Design</b>	Evidence that all four parts of the elements of design are included in the sketch—color, line, texture, and shape.
<b>Principles of Design</b>	Evidence that all five parts of the principles of design are include in the sketch— proportion, balance, rhythm, emphasis, and harmony.
<b>Accessories</b>	Incorporate accessories into sketch—jewelry, gloves, hats, sunglasses, scarves, handkerchiefs.
<b>Creative and Original Designs</b>	Execute original thought and planned out designs of croquis.
<b>Craftsmanship</b>	Croquis is clean and crisp with no excessive eraser marks. Outline the croquis in black pen or pencil.

**ORAL PRESENTATION**

The oral presentation may be up to 5 minutes in length and is delivered to the evaluators. Evaluators will ask questions following the presentation.

<b>Organization/ Delivery</b>	Deliver oral presentation in an organized, sequential manner; concisely and thoroughly summarize project. This delivery will need to explain the use of elements and principles of design in the sketch.
<b>Content Knowledge</b>	Show evidence of fashion design knowledge and skills. Participants may use the Elements and Principles of Design worksheet, if desired.
<b>Voice</b>	Speak with appropriate force, pitch, and articulation.
<b>Body Language/ Clothing Choice</b>	Use appropriate body language including gestures, posture, and mannerisms. Wear clothing that meets the conference dress code.
<b>Grammar/ Word Usage/ Pronunciation</b>	Use proper grammar, word usage, and pronunciation.
<b>Response to Questions</b>	Provide clear and concise answers to evaluators' questions regarding the project. Questions are asked after the presentation.

# FASHION SKETCH POINT SUMMARY

Name of Participant \_\_\_\_\_  
 Chapter \_\_\_\_\_ State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_ Category \_\_\_\_\_

## DIRECTIONS

1. Make sure all information at top is correct. If the participant does not show, please write "No Show" across the top and return with other forms.
2. At the conclusion of scoring, verify evaluator scores and fill in information below. Calculate the final score and ask for evaluators' verification. Place this form in front of the completed rubrics and paper clip all items related to the participant together. Please do **NOT** staple.
3. At the end of competition in the room, double check all scores, names, and team numbers to ensure accuracy.
4. Please check with the Event Consultant or Colorado FCCLA Staff if there are any questions regarding the evaluation process.

Event Consultant Check			Points
<b>Orientation</b> <i>0 or 2 points</i>	<b>0</b> Did not attend	<b>2</b> Attended orientation	
<b>File Folder</b> <i>0 or 2 points</i>	<b>0</b> No File Folder presented	<b>2</b> File Folder is presented with correct labeling	
<b>Punctuality</b> <i>0 or 1 point</i>	<b>0</b> Participant was late for presentation	<b>1</b> Participant was on time for presentation	

## EVALUATORS' SCORES

Evaluator 1 \_\_\_\_\_ Initials \_\_\_\_\_

Evaluator 2 \_\_\_\_\_ Initials \_\_\_\_\_

Evaluator 3 \_\_\_\_\_ Initials \_\_\_\_\_

Total Score \_\_\_\_\_ divided by number of evaluators

\_\_\_\_\_ = **Average Evaluator Score**

## Event Consultant Total

(5 points possible)

## Average Evaluator Score

(95 points possible)

## Final Score

(Average Evaluator Score plus Room Consultant Total)

## VERIFICATION OF FINAL SCORE AND RATING

Evaluator 1 \_\_\_\_\_ Evaluator 2 \_\_\_\_\_ Evaluator 3 \_\_\_\_\_

Event Consultant \_\_\_\_\_

# FASHION SKETCH RUBRIC

Name of Participant \_\_\_\_\_  
 Chapter \_\_\_\_\_ State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_ Category \_\_\_\_\_

Personal Appearance					Points
<b>Sketching Technique</b>	<b>0-1-2-3</b> No attempt has been made to add realistic detail, shading or a variety of line to add texture and interest	<b>4-5-6-7</b> An attempt has been made to add realistic detail, shading or a variety of line to add texture and interest	<b>8-9-10-11</b> Participant is able to add realistic detail, shading or a variety of line to add texture and interest	<b>12-13-14-15</b> Drawing techniques are applied in an expressive, thoughtful manner to add realistic detail, shading or a variety of line to add texture and interest	
	<b>0</b> The situation was not taken into consideration when planning the outfit	<b>1-2</b> The situation was somewhat considered but not fully realized in planning the outfit	<b>3</b> Situation was taken into consideration when planning the outfit		
<b>Elements of Design</b>	<b>0-1-2-3</b> Only one element was utilized in the outfit.	<b>4-5-6-7</b> Only two out of four elements were visible in the outfit	<b>8-9-10-11</b> Only three out of four elements were visible in the outfit	<b>12-13-14-15</b> It was evident that color, shape, texture, and line all played a role in the design of the outfit	
	<b>0-1-2-3</b> Only one principle was utilized in the outfit.	<b>4-5-6-7</b> Only two out of five principles were visible in the outfit	<b>8-9-10-11</b> Only three or four out of five principles were visible in the outfit	<b>12-13-14-15</b> It was evident that balance, rhythm, proportion, emphasis, and harmony all played a role in the design of the outfit	
<b>Accessories</b>	<b>0</b> No evidence of accessories	<b>1</b> One accessory was used	<b>2</b> Accessories were used to complement the outfit, but were not various in assortment	<b>3</b> Accessories were creatively used to complement the basic outfit. Various types of accessories were included	
	<b>0</b> Design shows little or no evidence of original thought	<b>1</b> Design lacks sincere originality	<b>2</b> Design demonstrates originality	<b>3</b> Design demonstrates a unique level of originality	
<b>Craftsmanship</b>	<b>0-1</b> Final sketch is not outlined. There are excessive eraser marks. Lacks neat and clean presentation	<b>2</b> Final sketch somewhat outlined. There are some eraser marks on sketch. It is a neat and somewhat clean presentation	<b>3-4</b> Final sketch outlined with eraser marks not apparent. There are some small scuffs or other markings on paper. It is a neat and clean presentation.	<b>5-6</b> Final sketch outlined with eraser marks not apparent. There are no small scuffs or other markings on paper. It is a neat and clean presentation.	

Oral Presentation					Points
	0-1-2	3-4-5	6-7-8	9-10	
<b>Organization Delivery</b>	Presentation is not completed or does not explain the elements principles of design	Presentation covers all project elements and principles of design, however with minimal explanation	Presentation gives complete information on the elements and principles of design, however it does not flow well	Presentation covers all relevant information with a seamless and logical delivery	
<b>Content Knowledge</b>	0 None shared or information shared was incorrect	1-2 Minimal knowledge shared during presentation	3-4 Knowledge of fashion design concepts is evident and shared at times during the presentation	5 Knowledge of fashion design concepts is evident and incorporated throughout the presentation	
<b>Voice</b>	0 No voice qualities are used effectively	1-2 Voice quality is adequate	3-4 Voice quality is good, though could improve	5 Voice quality is outstanding and pleasing to listen to	
<b>Body Language/ Clothing Choice</b>	0 Body language shows nervousness and unease/ inappropriate clothing	1-2 Body language shows minimal nervousness/ appropriate clothing	3-4 Body language portrays participant is at ease/ appropriate clothing	5 Body language enhances the presentation/ appropriate clothing	
<b>Grammar/ Word Usage/ Pronunciation</b>	0 Excessive (more than 5) grammatical and pronunciation errors	1-2 Some (3-5) grammatical and pronunciation errors	3-4 Few (1-2) grammatical and pronunciation errors	5 Presentation has no grammatical and pronunciation errors	
<b>Response to Questions</b>	0 Did not answer evaluator's questions	1-2 Responses to questions did not indicate adequate understanding of skills needed	3-4 Responses to questions were appropriate and reflect good understanding of skills needed	5 Responses to questions were appropriate and reflect excellent understanding of skills needed	

**Additional Comments:**

**Total Score**  
(95 points possible) \_\_\_\_\_

**Evaluator #** \_\_\_\_\_

**Evaluator Initial** \_\_\_\_\_

**Consultant Initial** \_\_\_\_\_

# ELEMENTS AND PRINCIPLES OF DESIGN WORKSHEET

Name of Participant \_\_\_\_\_  
 Chapter \_\_\_\_\_ State \_\_\_\_\_ Team # \_\_\_\_\_ Group # \_\_\_\_\_ Category \_\_\_\_\_

To be completed by participant at the designated participation time. Place completed worksheet in file folder, along with croquis, and provide to evaluators following the oral presentation.

## ELEMENTS OF DESIGN

Element	Explain Element and how it has been incorporated in the sketch
Line	
Shape	
Texture	
Color	

## PRINCIPLES OF DESIGN

Principle	Explain Principle and how it has been incorporated in the sketch
Proportion	
Balance	
Emphasis	
Rhythm	
Harmony	