

RECYCLE, REINVENT, REDESIGN: Breathing Life into an Old Fashion

FIDM's Just for Educators Classroom Projects & Activities



Objective:

Students will learn ways to reuse old clothing. This exercise helps students to think before throwing an item away, making them better consumers for the future. In addition, they will learn a new way to satisfy their endless quest for new fashions.

Suggested for use in the following Departments: *Clothing*

Student Activities:

Students research trends using fashion magazines. Students bring in vintage garments and research the time period of that garment. Students work with a partner, sketching, cutting and pinning their fabric shapes together on the live body. When satisfied with the fit, they hand or machine sew the garment together and add buttons, lace or trim to make a fashion statement.

Arizona State Standards:

• Visual Arts:

PO 101

The student will describe the visual effects created by an artist's use of tools, materials and techniques in an artwork or project.

California State Standards:

• Fashion and Interior Design Industry Sector:

- A1.2 The student will know how such resources as periodicals, mass media and the internet are used in the fashion industry.
- A7.1 The student will know the resources available in the fashion industry that provide information on fashion trends and color forecasting.
- A9.3 The student will use a variety of equipment, tools, supplies and software to construct or manufacture garments.

Washington State Standards:

• Essential Academic Learning Requirements: The Arts:

- 2. The student demonstrates thinking skills using artistic processes.

4. The student makes connections within the arts to other disciplines life, cultures and work.

Materials Needed:

- Old articles of clothing
- Sewing machine
- Thread
- Pins
- Scissors
- Fabric paints
- Trims such as button, laces, buckles, zippers, seam tapes, old jewelry, etc.

Warm-Up Exercise:

Invite a guest speaker from FIDM into your classroom to talk about fashion trends. The day before you plan to utilize this project, have students choose to make a fashion item. Then have students research on their own fashion trends that appeal to them.

Use high fashion magazines that cover some of the European shows. Students should come to class prepared with several trends to share with the other students.

Project Guidelines:

1. Have students find one or two very old garments from their parents' wardrobes or from a thrift/vintage store. They should be sure that the garments are in good condition.

2. The day before the sewing project, have students research the time period of the garment. This research can be used to inspire them.
3. Have students select a partner who wears approximately the same size clothing.
4. Using the trends that they found when researching, students should rough sketch their concepts first.
5. Next, have the students cut out the shapes from the fabric of their garment.
6. Students should use their partner as a fit model and pin the shapes together on the live body.
7. When students are satisfied with the fit, instruct them to sew the garment together using hand sewing or the sewing machine.
8. Have students add trims in unusual ways to create a fashion statement (i.e. buckles as buttons, lace as straps, jewelry as buttons, etc.).
9. Encourage students to think “outside the box.” For example, they might want to use pockets to create a top, waistbands as shoulder straps, zippers in unusual places, etc.

Possible Follow-up:

Have students search online for a company that offers vintage fashion or textiles for sale. Have them bring to class information about that company to share with the other students.