

SENIOR SCHOOL CURRICULUM

2017-18

FASHION DESIGN & GARMENT TECHNOLOGY

Introduction

Fashion is dynamic and ever changing. It is one of the most powerful forces in our lives. It influences every facet of our lifestyle at a particular period in time e.g. the clothes we wear, the music we listen, the food we eat, where we go for holiday or the car we drive in etc.

Fashion is a big business and key driver for several industries e.g. apparel, accessories, textiles, automobiles etc.

The purpose of the stream of Fashion Design and Garment technology under the broad head of Professional Competency Education is to tell the students about the fundamentals of fashion design and production of garments. Fashion Design as profession includes the entire process of designing and producing fashion apparels from the fibre and yarn stage to the finished product. The papers of this course will give an overview of fashion design and elaborate on different aspects like elements of design, history of fashion, fabrics, and understanding of the body, pattern development and garment construction.

Employment Opportunities

- (a) As beginner assistants to designers of apparel.
- (b) As coordinators for sampling houses of apparel.
- (c) As liaison officers between production and merchandising departments of any export/ retail set-up in the field of apparel.
- (d) As assistants in product development department.
- (e) The Programme will help students setup boutiques and small scale manufacturing setups.

Objectives of the Course

The main objective of the course is to develop professional competency and employable skills in the fields of Design (apparel) and technology (garment related).

The specific objectives are

- To develop and initialize a design vocabulary, an essential tool for practicing as designers.
- To introduce the students to garment making.
- To understand the fashion business.
- To gain knowledge of the working and interrelationships of different industries and services that comprise fashion business.
- To introduce students to the world of fashion designing through pattern development.
- To develop employable skills in designing of apparel.
- To develop employable skills in assembly of garments.
- To develop employable skills in the field of export of apparel.

SCHEME OF STUDIES
FASHION DESIGN AND GARMENT TECHNOLOGY

CLASS–XI

1	2	3			4				5
S. No.	Subject	Period/Week			Examination				Total Marks
		Th.	Pr.	Total	Marks (Th.)	Hrs.	Marks (Pr.)	Hrs.	
1.	Introduction to Fashion Industry.	3	4	7	50	2.5	50	2.5	100
2.	Elements of Design & Fashion.	3	4	7	50	2.5	50	2.5	100
3.	Garment Construction.	3	4	7	50	2.5	50	2.5	100

CLASS–XII

1	2	3			4				5
S. No.	Subject	Period/Week			Examination				Total Marks
		Th.	Pr.	Total	Marks (Th)	Hrs.	Marks (Pr)	Hrs.	
1.	Fabric Study.	3	4	7	50	2.5	50	2.5	100
2.	Basic Pattern Development.	3	4	7	50	2.5	50	2.5	100
3.	Garment Construction.	3	4	7	50	2.5	50	2.5	100

CLASS–XI
ELECTIVE

INTRODUCTION TO FASHION INDUSTRY (775)

Objective of the Course

- To learn appropriate fashion terminology.
- To understand the fashion business.
- To gain knowledge of the working and interrelationships of different industries and services that comprise fashion business.
- To differentiate and appreciate the nuances of fashion terminology.
- To provide a comprehensive exposure to the structure and functioning of the global fashion industry.
- To introduce geographical and regional cultural variations in the global apparel and life style goods industry.

Learning Outcome

After finishing the course, the students shall be able.

- To use appropriate terminology used in fashion world.
- To understand the interrelationships in fashion business.
- To get the overview of different facets of Fashion Industry.
- To understand Fashion product categorization.

THEORY

Time: 2.5 Hours

Marks: 50

Chapter–1: Introduction and Understanding of Fashion Technologies

12

- 1.1 Fashion – An overview & Definitions in Different Aspects.
- 1.2 Fashion Categorization.
- 1.3 Fashion Dimensions.
- 1.4 Differentiation Between Style and Fashion.
- 1.5 Trend - Definitions and Origin.
- 1.6 Linkage and Difference Between Fashion, Design, Art and Craft.

Chapter–2: Raw Materials of the Fashion Industry

5

- 2.1 Fiber.
- 2.2 Yarn Classification.
- 2.3 Fabric Development.
- 2.4 Dyeing.
- 2.5 Printing.
- 2.6 Finishing Processes.
- 2.7 Textile Industry – Today.
- 2.8 Transformation of Fabric into Garment.

Chapter–3: Aspects of Fashion Business

12

- 3.1 Apparel Sectors – An overview.
- 3.2 Export House.
- 3.3 Retail House/Retailer.
- 3.4 Buying House and its Role.
- 3.5 Apparel Manufacturing – An Overview.
- 3.6 Understanding the Role of Fashion Professionals Design, Stylist and Merchandiser.

Chapter–4: Categories of Products in Fashion

6

- 4.1 Introduction to the Fashion Industry.
- 4.2 Home Fashion Products.
- 4.3 Apparel Product Category.

4.4 Leather Product Category.

Chapter-5: Global Trade of Fashion Industry **11**

- 5.1 Glamour of Fashion – An Overview.
- 5.2 Influential Designers of the Early Twentieth Century.
- 5.3 Designers with Indelible Identity.
- 5.4 Designers in India.
- 5.5 Business of Fashion – An Overview.
- 5.6 Brands: India and Abroad.
- 5.7 Role of Media in Glamorizing Fashion.
- 5.8 Trade Show.

Chapter-6: The Organizations and Associations in the Fashion Industry **4**

- 6.1 Introduction to the Handloom and Handicraft Sector.
- 6.2 Non-Governmental Organization.
- 6.3 Government Organization.
- 6.4 The Textile Testing Laboratories.
- 6.5 Fashion Week Organizers.
- 6.6 Fashion Institutes and Colleges in India.

PRACTICAL

Time: 2.5 Hours

Marks: 50

Practical No. 1: **3**

- To observe and appreciate the uniqueness of a craft.

Practical No. 2: **2**

- To observe, appreciate and explore the fashion trends demonstrated by surroundings in the current time.

Practical No. 3: **3**

- To observe and appreciate the classic silhouettes those have retained their identity through time.

Practical No. 4: **4**

- To creatively explore variations in forms and shapes from different mediums to generate prints from unusual inspirational sources.

Practical No. 5: **4**

- To creatively explore the patterns created by using dying process.

Practical No. 6: **4**

- To explore the print development through the surface structures of various products.

Practical No. 7:	4
• To understand the stencil printing technique.	
Practical No. 8:	2
• To observe, appreciate and explore the fashion trends demonstrated by society in the current time.	
Practical No. 9:	2
• To observe, appreciate and explore the fashion trends demonstrated by Indian Consumer in Indian ethnic wear category.	
Practical No. 10:	2
• To observe and understand the effect of costumes in films on the society.	
Practical No. 11:	2
• To observe, appreciate and explore the fashion trends demonstrated by Indian Consumer in menswear casual clothing.	
Practical No. 12:	2
• To observe and understand the product category in home fashion line.	
Practical No. 13:	2
• To observe and understand the product category in leather.	
Practical No. 14:	2
• To observe and appreciate the uniqueness of product detail created by listed designers.	
Practical No. 15:	2
• To introduce students to various national and international apparel brands.	
Practical No. 16:	2
• To introduce students to various national design and fashion institutes/colleges.	
Practical No. 17:	2
• To understand the design path followed by an established designer.	
Practical No. 18:	2
• To introduce students to various kids wear brands.	
Practical No. 19:	2
• To observe, appreciate and explore the fashion trends demonstrated by society in the current time.	
Practical No. 20:	2
• To introduce students to the roles played by an NGO in our society.	

Recommended – Full day Practical

- Survey a Department of Lifestyle store and study the products on display. Make a presentation incorporating the following information – Range of products, clientele, price range, and visual display.
- Visits to at least three support institutes and study of their working- report on the same.
- Presentation on study on designer/design house/brand/store.

Methodology of Teaching

- Illustrated lectures with slides and visuals.
- Presentations.
- Market survey and research.

Evaluation Criteria

- Theory – Written Exam for 50 marks (2.5 hours).
- Practical – 50 marks – 30 marks viva file with practical projects to be created with 10 marks internal and 10 marks external faculty.

Prescribed Reference Text

- Introduction to Fashion Industry Handbook + Practical Manual, Class–XI, Published by CBSE.

CLASS–XI ELECTIVE GARMENT CONSTRUCTION (776)

Objective of the Course

- To introduce the students to garment making.
- To familiarize them with sewing machine & its parts.
- To familiarize them with use of other sewing aids.
- To teach them basic hand and machine stitches.
- To teach them simple machine operations.

Learning Outcome

After finishing the course, the students shall be able.

- To work proficiently on the sewing machine.
- To rectify simple problems of the machine.
- To stitch different seams on the machine.
- To finish edges with hand stitches.
- To make gathers, pleats and tucks on the fabric.

THEORY

Time: 2.5 Hours

Marks: 50

Chapter–1:

- Introduction to sewing machine, its various parts.
- Functions of various sewing machine parts.
- Types of sewing machines.

Chapter-2:

- Sewing aids.

Chapter-3:

- Maintenance of sewing machine.
- Understanding the simple problems of sewing machine and the solutions.

Chapter-4:

- Selection of suitable needle and thread for various fabrics and suitable stitch per inch (SPI).

Chapter-5:

- Seams and Seam finishes.

PRACTICAL

Time: 2.5 Hours

Marks: 50

Practical No. 1:

4

- Develop Proficiency in use of Sewing Machines.

Practical No. 2:

4

- Stitching on Paper.

Practical No. 3:

4

- Basic Stitching Skills.

Practical No. 4:

4

- Develop Proficiency in Straight, Angular and Curved Seams.

Practical No. 5:

4

- Basic Hand Stitches.

Practical No. 6:

4

- Permanent Stitches.

Practical No. 7:

4

- Basic Machine Seams.

Practical No. 8:

4

- Fabric Manipulation: Darts.

Practical No. 9: 5

- Fabric Manipulation: Tucks - Plain Tucks.

Practical No. 10: 5

- Fabric Manipulation: Pleats.

Practical No. 11: 4

- Fabric Manipulation Gathers.

Practical No. 12: 4

- Fabric Manipulation: Shirring.

Methodology of Teaching

- Illustrated lectures with slides, visuals and demonstrations wherever required.

Evaluation Criteria

- Theory – Written Exam for 50 marks- 2.5 hour.
- Practical – 50 marks- Exam for 30 marks, File work to be marked 10 marks external and 5 marks internal faculty, 5 marks viva.

Prescribed Reference Text

- Garment Construction Handbook & Practical Manual, Class XI, Published by CBSE.

**CLASS–XI
OPTIONAL
ELEMENTS OF DESIGN & FASHION (774)**

Objective of the Course

- To introduce the students to the basic elements of design.
- To increase and build sensitivity to the forms around them.
- To develop and initialize a design vocabulary, an essential tool for practicing as designers.
- To introduce to the students the rudiments of sketching – perspective, shading, sizing etc.
- To introduce the students to the sketching of the human form.
- To introduce students to the basic elements of fashion.
- To teach students about movement of fashion, fashion cycle, categories of clothing etc.
- To sensitize students about different items of garments in each category i.e. menswear, womenswear and childrenswear.
- To teach students the difference between high fashion and mass fashion.
- To distinguish between custom made & ready to wear.

Learning Outcome

After finishing the course, the students shall be able.

- Demonstrate elementary knowledge of elements of design/fashion, its origin and components.
- To use their developed ability to observe finer details around them.
- To develop basic design language.
- To understand the elements of fashion.
- To be aware of movement of fashion.
- To understand the fashion cycle.
- To know the various categories of menswear, womenswear and childrenswear.
- To understand the difference between hi-fashion & mass fashion and custom made & ready to wear.

THEORY

Time: 2.5 Hours

Marks: 50

Chapter–1: Introduction to Design

10

- Understand the concept of design.
- Elements of design.
- Principles of Design.
- Textures, Shapes & forms.
- Colour – theories etc.

Chapter–2: History of Fashion

15

- Origin of Fashion.
- Theories of clothing – adornment, protection, identification and ritualistic.
- Concept of fashion.
 - (a) Body decoration, painting, scarification.
 - (b) Draping – Greco, Roman, Indian and other continents.
 - (c) Stitched garments- war uniforms, amours inspired.
 - d) Comparison of western and oriental war uniforms.

Chapter–3: History of Modern Clothing

15

- Influence of world wars on fashion.
- Influence of industrial revolution - custom made, mass produced.
- Automation and the various technical and scientific developments shaping the finest classless society in many centuries.
- Evolution of Indian fashion in the last century.

Chapter–4: Fashion Market Dynamics

10

- Various categories of menswear, womenswear and childrenswear.
- Menswear – shirts, trousers, formal jackets suit and sporty suit.
- Womenswear – dresses, blouses, skirts, trousers, kameezes, saris, & blouses.

- Kids wear – categories of children for 0-15 years and various garments like frocks, skirts, blouses, trousers, dungarees, jackets etc.
- Age group relationship to design.

PRACTICAL

Time: 2.5 Hours

Marks: 50

Unit-1: Introduction to Design

15

- Colour wheel.
- Achromatic and monochromatic colour schemes.
- Textures.
- Placement of style-lines on a croquet.
- Fashion poses and properties.

Unit-2: History of Fashion

10

- Identifying Zeitgeist.
- Influence of iconic personalities on fashion.
- Body adornments as identification.
- Draped garments.
- Museums as a source of knowledge.

Unit-3: Evolution of Modern Fashion

10

- Impact of Industrial Revolution.
- Influence of war costumes on contemporary clothing.
- Identification of signature styles of designer.
- Historical costumes as inspiration for traditional Indian clothing.
- Movies as a source of historical reference costume.

Unit-4: Fashion Market Dynamics

15

- Print media as source of trend information.
- Fashion Cycle.
- Field visit to understand trends.
- Pendulum Swing as a component of fashion forecasting.
- Art, Craft Design.

Methodology of Teaching

- Illustrated lectures with slides and visuals.
- Demonstrations and individual feedback in practical.

Evaluation Criteria

- Theory – Written Exam for 50 marks- 2.5 hour.
- Practical – 50 marks- Exam for 30 marks, File work to be marked 10 marks external and 5 marks internal faculty, 5 marks viva.

Prescribed Reference Text

- Elements of Design and Fashion, Handbook & Practical Manual, Class–XI, Published by CBSE.

CLASS–XI GENERAL FOUNDATION COURSE (501)

Time: 3 Hours

Marks: 100

Part–I: (Compulsory to all Vocational Courses)

Marks: 50

- | | | |
|-----------|--|-----------|
| A. | Business Management and Entrepreneurship | 30 |
| | (a) Entrepreneurship Orientation
Importance and relevance in real life: Emphasis on self employment. | 5 |
| | (b) Entrepreneurship Values and Attitudes
Innovativeness, Independence, Risk Taking, Analytical ability. | 5 |
| | (c) Entrepreneurial Motivation
Achievement Planning, personal efficacy, entrepreneurial goal setting. | 5 |
| | (d) Launching of a Business Venture
Identification of project, steps in setting up a business, information about various institutions providing assistance, project formulation. | 15 |
| B. | Computational Skills | 10 |
| | (a) Percentage, ratio & proportion, profit & loss, discount, simple and compound interest, population growth and depreciation of value of articles using logarithm. | 6 |
| | (b) Area and volume: rectangle, parallelogram, circle, cube, cone, cylinder & sphere. | 4 |
| C. | Environmental Education | 5 |
| | (a) Environment and the society. | |
| | (b) Environment properties risks in different economic enterprises, in use of raw materials, in processing / manufacturing and designing. | |
| | (c) Poverty and environment. | |
| D. | Rural Development | 5 |
| | (a) Agriculture, the back bone of Indian Economy. | |
| | (b) Rural development projects in India including Integrated rural development programme. | |
| | (c) Agro based rural industries. | |
| | (d) Community approach to rural development. | |

Part–II

Marks: 50

- I. Study of traditional textiles of India, with special reference to their use in dress and costume. Study of designs (motifs and their arrangements), colours, fibre content, method of producing and the effect of history on the following textiles:

1.	Embroidered Textiles of different parts of the country - Kashmir, Punjab, Himachal Pradesh, Rajasthan, Uttar Pradesh, Bihar, Bengal, Orissa, Gujrat and Karnataka.	15
2.	Woven textiles. Shawls of Kashmir, Jamdani and Baluchari of Bengal, Brocades of Banaras, Pathanis, Amru, Himru, Tanchoi, Weaving in North Eastern States.	10
3.	Tie and Dye and Ikat Textiles. Bhandhanis of Gujarat, Rajasthan and South India, Patolas of Gujarat, Ikat Fabrics of Orisssa and Andhra Pradesh, Mashru Fabrics.	5
4.	Printed and Painted Textiles. Printed Textiles of Rajasthan (Sanganer and Bagru), printed and painted textiles of Andhra Pradesh Kalamkari, Pichhwaris and Mutano Pacchadi, printed textiles of Gujarat, Sanganeri prints, Ajrakh.	10
II.	Visit to Museums and preparation of a catalogue of design of each of the special textiles.	10

CLASS–XII
ELECTIVE
BASIC PATTERN DEVELOPMENT (775)

Objective of the Course

- To introduce students to the world of fashion designing through pattern development.
- To explain important skill that enable the designer to convert a design sketch into a three dimensional form.
- To develop basic blocks for bodice, sleeve and Indian garments.
- To understand and implement the concept of test fits and to convert paper patterns into muslin.

Learning Outcome

After finishing the course, the students shall be able.

- To understand the basic skill of pattern making.
- To understand and appreciate the concept of fit and balance.
- To develop basic blocks from measurement charts.
- To test fit the pattern.
- To develop patterns for simple designs using basic blocks.

THEORY

Time: 2.5 Hours

Marks: 50

Chapter–1: Introduction to Pattern Making

10

- Understanding of body & its measurements.
- Methods of measuring body and dress form.

Chapter–2: Methods of Measuring

10

- Relationships of sizes and measurements.

• Measurement charts.	
Chapter–3: Tools and Terminology of Pattern Making	5
• Tools of pattern making.	
• Common terms used in pattern development.	
Chapter–4: Garment Details	5
• Garment details – Neckline/collar/sleeve/pocket/placket.	
Chapter–5: Pattern Making of Indian Garment	5
• Introduction to Indian Garments.	
Chapter–6: Pattern Development from Drapes and Measurement	5
• Difference of pattern from drape and measurements.	
Chapter–7: Garment Fit	10
• Introduction to Pattern Development for women wear - how patterns are made and developed, the importance of fit and balance and methods of achieving it.	

PRACTICAL

<i>Time: 2.5 Hours</i>	<i>Marks: 50</i>
Practical No. 1:	3
• Basic Bodice.	
Practical No. 2:	3
• Dart Manipulation.	
Practical No. 3:	4
• Salwar.	
Practical No. 4:	4
• Churidar Pyjamas.	
Practical No. 5:	4
• Saree Blouse.	
Practical No. 6:	3
• Sleeveless Saree Blouse.	
Practical No. 7:	3
• Choli Blouse.	
Practical No. 8:	3
• Necklines.	

Practical No. 9: 4

- Kameez.

Practical No. 10: 3

- A-line Kameez.

Practical No. 11: 4

- Kalidar Kurta.

Practical No. 12: 4

- Two Kali Kurta.

Practical No. 13: 4

- Sleeve.

Practical No. 14: 4

- Collar.

Final Product

Student will learn to develop patterns for Indian garments like salwar kameez, churidar-kalidar kurta, sari blouse and choli blouse also using basic blocks develop patterns for simple designs of skirts and blouses.

Evaluation Criteria

- Theory – Written Exam for 50 marks- 2.5 hour paper.
- Practical – 50 marks- Exam for 30 marks, File work to be marked 5 marks external and 5 marks internal faculty, 10 marks viva.

Prescribed Reference Text

- Basic Pattern Development, Students Handbook & Practical, Class XII, Published by CBSE.

**CLASS–XII
ELECTIVE
GARMENT CONSTRUCTION (776)**

Objective of the Course

- To assemble a garment.
- To construct a bodice using different seams.
- To make a placket for bodice opening.
- To finish a neckline by both piping and facing and attaching a collar.
- To set in a sleeve in the arm hole and finish by attaching the cuff.
- To put gathers or pleats in the skirt and finish the waist with a waist band or attach a bodice.
- To stitch Indian garments using appropriate seams and finishes.

Learning Outcome

After finishing the course, the students shall be able.

- To join various parts of the garment and construct a complete garment.
- To finish a bodice with neckline & Armhole using both piping and facing.
- To set in the sleeve.
- To stitch a skirt.
- To stitch a salwar.
- To stitch a Churidar.
- To stitch a kameez.
- To stitch a kalidar kurta.
- To stitch a sari blouse.
- To stitch a choli blouse.

THEORY

Time: 2.5 Hours

Marks: 50

- Garment Assembly systems. **20**
- Garment finishing machines (button hole/button attach, bartack etc. **15**
- Fabric consumptions and estimations. **15**

PRACTICAL

Time: 2.5 Hours

Marks: 50

- Concept of placket, various kind of plackets – continuous, diamond, shirt placket with facing, pleated shirt placket, blouse placket, kurta placket. **3**
- Concept of slit and seam. **3**
- Concept of collar and Collar attachment - peter pan, Chinese, shirt. **3**
- Pocket – Application of pocket, patch pocket, inserted pocket, structured pocket, bound pocket, welt pocket, inseam pockets etc. **3**
- Assembling of bodice. **4**
- Yoke attachment. **3**
- Sleeve attachment. **3**
- Waist band attachment. **3**
- Constructing a skirt and blouse using pattern template. **5**
- Constructing a salwar-kameez. **5**
- Constructing a Churidar-kalidar kurta. **5**
- Constructing a Sari blouse. **5**
- Constructing a choli blouse. **5**

Methodology of Teaching

- Illustrated lectures with slides, visuals and demonstrations where ever required.

Evaluation Criteria

- Theory – Written Exam for 50 marks- 2.5 hour paper.
- Practical – 50 marks- Exam for 30 marks, File work to be marked 10 marks external and 10 marks internal faculty.

Prescribed Reference Text

- Garment Construction, Handbook & Practical Manual, Class–XI & XII, Published by CBSE.
- Encyclopaedia of dressmaking by Marshall Cave.
- Readers Digest book of Sewing.
- Encyclopaedia of Sewing.

CLASS–XII OPTIONAL FABRIC STUDY (774)

Objective of the Course

- To acquire an elementary understanding of fibres.
- To understand yarns and fabric structures along with their end uses.
- To develop understanding of basic techniques of value addition.
- To learn appropriate surface design of fabrics.

Learning Outcome

After finishing the course, the students shall be able.

- To use appropriate terminology used in fabrics.
- To understand the various techniques of fabric structure.
- To appreciate the traditional textiles of India.
- To be able to develop basic surfaces on textiles through embroideries and dyeing techniques.

THEORY

Time: 2.5 Hours

Marks: 50

- | | |
|--|----|
| • Introduction to fibre and yarn - definition, terminologies, properties, end users. | 10 |
| • Fabric structures- woven, knitted, non wovens - definition, terminologies, properties. | 10 |
| • End users of fabrics- Fabrics for apparel, home furnishing, special purposes. | 5 |
| • Surface value addition on textiles- Embroidery techniques, printing, resist dyeing techniques- Tie and Dye, Batik, Block Printing, Stencil Printing. | 10 |
| • Traditional textiles of India – Embroideries of states of India. | 5 |
| • Traditional textiles of India – Resist dye techniques in traditional Indian textiles. | 10 |

PRACTICAL

Time: 2.5 Hours

Marks: 50

Practical No. 1:

5

- Fiber, Yarn and Fabric.

Practical No. 2:

7

- Basic Embroidery Stitches.

Practical No. 3:

7

- Tie and Dye.

Practical No. 4:

7

- Batik.

Practical No. 5:

7

- Block Printing.

Practical No. 6:

7

- Stencil Printing.

Practical No. 7:

10

- Indian Traditional Embroideries.

Methodology of Teaching

- Lectures, Practical, Demonstrations.
- Industry/field visits to craft centres, embroidery/tie-dye units.

Evaluation Criteria

- Theory – Written Exam for 50 marks - 2.5 hour.
- Practical – 50 marks- Exam and documentation for 20 marks (2.5 hrs), File work to be marked 5 marks external and 5 marks internal faculty.

Prescribed Reference Text

- Fabric Study, Students Handbook and Practical Manual, Class XII, Published by CBSE.
- 'Textiles' by Sara Kadolph & Anna Langford.
- Essentials of Textiles, by Marjorie Joseph.

CLASS–XII
GENERAL FOUNDATION COURSE (501)

Time: 3 Hours

Marks: 100

Part–I: (Compulsory to all Vocational Courses)

Marks: 50

A. Business Management and Entrepreneurship

30

Management of Business

Elementary treatment/exposure to basic conceptual frame work of the topic listed below:

- | | | |
|-----------|--|-----------|
| (a) | Basic Function. | 6 |
| (b) | Marketing Management. | 6 |
| (c) | Financial Management. | 6 |
| (d) | Production Management. | 6 |
| (e) | Personnel Management. | 6 |
| B. | Computational Skills | 10 |
| 1. | (a) Solution of linear equations and their application to problem of commercial mathematics. | 5 |
| | (b) System of linear equations and in equation in two variables. Applications in formation of simple linear programming problems. | |
| 2. | Statistics: Raw data, bar charts and Histogram; Frequency Tables; Frequency Polygon; Ogive; Menu, Median and Mode of ungrouped and grouped data; Standard Deviation; Introduction to Mortality tables; Price Index etc. Introduction to Computers. | 5 |
| C. | Environmental Education & Rural Development | 10 |
| 1. | Environmental Education | 5 |
| | (a) Modernisation of agriculture and environment, irrigation, water logging, use of fertilisers, pesticides, soil erosion, land degradation (desertification and deforestation), silting and drying of water resources. | |
| | (b) Rational utilisation, conservation and regeneration of environmental resources (soil, air, water, plant, energy, minerals). | |
| 2. | Rural Development | 5 |
| | Principles and goals of rural development, major problems/constraints in rural development in India. | |

Part-II

Marks: 50

- | | | |
|----|--|----|
| 1. | Origin of clothing - theories of origin of clothing - protection, modesty and adornment. | 5 |
| 2. | Study the costume of early civilisations - Egypt, Greek and Rome, their dress, hair-style, jewellery, cosmetics and accessories. | |
| 3. | Study the ancient Indian costume. | 10 |
| | <ul style="list-style-type: none">• Indus Valley civilisation and Vedic period.• Post Vedic period.• Mauryan and Sunga period.• Satavahana period.• Kushan period.• Gupta period. | |
| | With respect to dress including, royal, religious and military dress, headgear, hairstyle and jewellery, textiles and colours and the effect of important people and events. | |
| 4. | Study the costume during medieval India. | 10 |
| | <ul style="list-style-type: none">• Sultanate.• Mughal period. | |

- | | | |
|----|--|----|
| 5. | Study the modern Indian styles for dress. | 10 |
| 6. | Visits to museums and art galleries and preparation of a catalogue of materials under study. | 10 |

LIST OF EQUIPMENTS AND SOFTWARE
Lab Requirement for 30 Students

	Desirable	Minimum/Maximum
Batch Size	30	20/35
Lab size -		35 ft x 20 ft.
AC environment	Yes	
Industrial sewing machines with power (costs at least Rs. 4,500 each)	30	One per student
Pattern Making tables (size 5 ft x 4 ft cork top)	8	4 students/table
Dress forms (half) (costs Rs. 8000 each)	30	one for 2 students
Steam irons @ Rs.1000	4	2
Ironing boards @ Rs. 500/-	4	2
Soft boards	All around the walls	2 in each lab/class
Stools	30	One per student
White board	1	1
Black board	1	1

Selection Criteria of School

They should have ability to provide appropriate environment, well lit and ventilated space, equipment, machinery and maintenance, trained faculty, exclusive library for the course, willingness to upgrade facility and faculty.

