



Republic of the Philippines

Department of Education

DepEd Complex, Meralco Avenue, Pasig City

STRENGTHENED SENIOR HIGH SCHOOL CURRICULUM

GARMENTS ARTISANRY

Grade 11/12

Course Description:

This course covers the components of garments making such as dressmaking and tailoring. This will equip learners with technical and practical skills in pattern drafting, selecting fabrics, designing and crafting clothes, and applying complex sewing methods. Upon completion, learners are eligible to take assessments to earn National Certificate level II in Dressmaking or Tailoring, pursue higher education and careers relative to garments industry.

Elective: Technical Professional

Prerequisite: None

Time Allotment: In Grade 11, 320 hours for two semesters, 8 hours per week. In Grade 12, 320 hours for one semester, 16 hours per week

Schedule: First/Second Semester

QUARTER I

CONTENT STANDARD	The learners demonstrate essential knowledge and skills in designing, sewing and assembling upper garments.	
PERFORMANCE STANDARD	The learners create sustainable upper garments following occupational health and safety precautions.	
LEARNING COMPETENCIES	CONTENT	
1. Discuss the key components of dressmaking, tailoring, and fashion design following Occupational Health and Safety precautions.	<p>Key Components of Dressmaking, Tailoring and Fashion Design</p> <ul style="list-style-type: none"> ● Introduction to fashion and garment construction <ul style="list-style-type: none"> ○ garments industry standards and practices ○ terminologies ○ tools, materials, equipment, and maintenance ● Occupational Health and Safety precautions ● Career and business opportunities <ul style="list-style-type: none"> ○ fashion designer ○ dressmaker ○ tailor ○ couturier ○ sewing instructor 	

- boutique owner
- fashion merchandizer

Types of Garments

- Casual wear
- Formal wear
- Semi-formal
- Active wear
- Outer wear
- Lingerie and sleepwear

Garments Designs and Styles

- Ladies' blouse
 - button-down
 - bell sleeve
 - cropped
 - high neck
 - peplum
 - wrap
 - off-the-shoulder
 - cold-shoulder
 - sleeveless
 - ruffled/chiffon
 - kimono
- Men's polo
 - classic
 - modern fit
 - performance
 - long sleeves
 - luxury
 - retro and vintage

<p>2. Discuss the considerations in designing garments.</p>	<p>Factors to Consider in Garment Designing</p> <ul style="list-style-type: none"> ● Purpose <ul style="list-style-type: none"> ○ cultural, social expression and ethical considerations ○ physical protection (health and safety) ○ fashion and trend adoption ○ economic status/function ● Preferences <ul style="list-style-type: none"> ○ fashion trends and style ○ customer's needs ○ personal style and aesthetics (color, prints and pattern, silhouette and fit, embellishments, and trimming) ● Fabric selection according to: <ul style="list-style-type: none"> ○ event/occasion ○ season/weather adaption ○ activity (durability and strength) ○ breathability and comfort ○ color, patterns, and prints ○ care and maintenance ○ cost and budget ● Technical consideration <ul style="list-style-type: none"> ○ fit and proportion ○ construction and decorative methods
<p>3. Create own designs of ladies' blouse and men's polo.</p>	<p>Creating Garments Design</p> <ul style="list-style-type: none"> ● Techniques in designing garments <ul style="list-style-type: none"> ○ artistic stylized ○ detailed flat sketching ○ computer-aided design ○ croquis/fashion drawing

	<ul style="list-style-type: none"> ● Pattern Construction ● Draping ● Fashion branding ● Sketching of designs/embellishments <ul style="list-style-type: none"> ○ ladies' blouse ○ men's polo
<p>4. Perform pattern drafting for created designs following Occupational Health and Safety precautions.</p>	<p>Pattern Drafting for Ladies' Blouse and Men's Polo</p> <ul style="list-style-type: none"> ● Body measurements (upper garments) <ul style="list-style-type: none"> ○ shoulder width ○ bust point width ○ bust ○ neck circumference ○ waist ○ hips (hip 1 and hip 2) ○ armhole ○ arm girth ○ figure/back bodice ○ figure/front bodice ○ bust point height ○ sleeve length ○ length (blouse and polo) ○ chest ● Drafting basic/block patterns (blouse and polo) <ul style="list-style-type: none"> ○ front and back bodice ○ fleeves ○ collar ○ pocket ○ placket ● Drafting final patterns

	<p>Checking Pattern Pieces</p> <ul style="list-style-type: none"> ● Sizing ● Notching ● Darts ● Seam allowances <p>Cut Final Patterns (blouse and polo)</p> <p>Manipulate Pattern Pieces</p>
<p>5. Perform sewing and assembling of sustainable upper garments.</p>	<p>Laying Out Pattern Pieces (blouse and polo)</p> <ul style="list-style-type: none"> ● Grainlines and pattern placement strategies <p>Cutting Techniques</p> <ul style="list-style-type: none"> ● straight cutting ● bias cutting ● layer cutting ● notching <p>Cut Parts Preparation</p> <ul style="list-style-type: none"> ● Organize cut pieces ● Pressing ● Pinning ● Fusing <p>Set Up and Operate Machines</p> <p>Sew and Assemble Garment Parts (blouse and polo)</p> <ul style="list-style-type: none"> ● Bodice ● Sleeves ● Collar ● Cuff ● Placket

	<ul style="list-style-type: none"> ● Yolk ● Darts ● Facing and interfacing ● Lining
6. Apply post-garment construction procedures.	<p>Post Garment Construction Pecedures</p> <ul style="list-style-type: none"> ● Altering completed garments ● Finishing touches for finished garments <ul style="list-style-type: none"> ○ hem ○ buttonhole ○ buttons/fasteners ○ zippers ○ trimmings ● Pressing <ul style="list-style-type: none"> ○ pressing tools ○ pressing techniques ● Final Fitting and Adjustments of Finished Garments ● Packaging and Labeling
7. Discuss marketing strategy.	<p>Marketing Strategy</p> <ul style="list-style-type: none"> ● Product strategy ● Pricing strategy ● Promotion strategy ● Place/distribution strategy ● Other strategies

QUARTER II

CONTENT STANDARD	The learners demonstrate essential knowledge and skills in designing, sewing, and assembling lower garments.
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PERFORMANCE STANDARD	The learners create sustainable lower garments following Occupational Health and Safety precautions.	
LEARNING COMPETENCIES	CONTENT	
1. Discuss the types and parts of lower garments	Lower Garments <ul style="list-style-type: none"> ● Skirts and short pants <ul style="list-style-type: none"> ○ types ○ parts 	
2. Create own designs of skirts and shorts based on standards	Body Measurements for Skirt and Short Pants <ul style="list-style-type: none"> ● Body parts <ul style="list-style-type: none"> ○ front and back ○ waist ○ hips ○ crotch (shorts) ○ length (from waist to the desired length) ○ bottom circumference ● Fashion illustration/sketching of designs/embellishments <ul style="list-style-type: none"> ○ skirts ○ shorts 	
3. Perform pattern drafting for created designs	Pattern Drafting for Skirts and Shorts <ul style="list-style-type: none"> ● Basic/block patterns (skirts and shorts) <ul style="list-style-type: none"> ○ front and back parts ○ pocket ○ placket ○ waist band ● Final patterns (skirts and shorts) ● Pattern adjustments (sewing lines and seam allowance) Checking Pattern Pieces Cutting Final Pattern	

	<p>Manipulate Pattern Pieces (Skirt and Short Pants)</p> <ul style="list-style-type: none"> ● Layout pattern pieces ● Transfer pattern markings
4. Perform sewing and assembling and creating sustainable designs for lower garments	<p>Cut Fabrics</p> <p>Sew and Assemble Garment Parts (Skirt and Short Pants)</p> <ul style="list-style-type: none"> ● front and back parts ● darts ● plackets ● pockets ● waist band
5. Apply post-garment construction procedures	<p>Post-Garment Construction Procedures</p> <ul style="list-style-type: none"> ● Altering completed garments ● Finishing touches for finished garments <ul style="list-style-type: none"> ● hem ● buttonhole ● buttons/fasteners/zippers ● Pressing <p>Final Fitting and Adjustments of Finished Garments</p> <p>Packaging and Labeling</p>

QUARTER III

CONTENT STANDARD	The learners demonstrate essential knowledge and skills in designing, sewing, and assembling blazers and trousers.
PERFORMANCE STANDARD	The learners create blazers and trousers following Occupational Health and Safety precautions.
LEARNING COMPETENCIES	CONTENT

<p>1. Discuss the types and parts of blazers and trousers</p>	<p>Blazers and Trousers</p> <ul style="list-style-type: none"> ● Types ● Parts
<p>2. Create own designs of blazers and trousers</p>	<p>Body measurements for Blazers and trousers</p> <ul style="list-style-type: none"> ● Body parts <ul style="list-style-type: none"> ○ blazers <ul style="list-style-type: none"> ➤ chest/bust ➤ waist ➤ hips ➤ shoulders ➤ sleeve length ➤ armhole ➤ neck ➤ bust ➤ cuff ○ trousers <ul style="list-style-type: none"> ➤ waist ➤ hips ➤ thighs ➤ knee ➤ rise/crotch ➤ inseam ➤ outseam ➤ bottom circumference/ankle ● Fashion illustration/sketching of designs/styles <ul style="list-style-type: none"> ○ blazers ○ trousers ● Draping

3. Perform pattern drafting for created designs

Pattern Drafting for Blazers and Trousers

- Basic/block patterns
 - blazers
 - front and back parts
 - pocket
 - placket
 - collar
 - cuff
 - trousers
 - front and back parts
 - pocket
 - zipper placket
 - waistband
- Final patterns (blazers and trousers)
- Pattern adjustments (sewing lines and seam allowances)

Check Pattern Pieces

Cut Final Pattern

Manipulate Patterns

- Layout pattern pieces
 - grain lines
 - pattern placement
 - marking notches
 - seam allowances
- Transfer pattern markings on fabrics

4. Perform sewing and assembling sustainable blazers and trousers	Cut Fabrics Sew and Assemble Garment Parts <ul style="list-style-type: none"> ● Blazers ● Trousers
5. Apply post-garment construction procedures	Alter Completed Garments Apply Finishing Touches <ul style="list-style-type: none"> ● Buttonhole ● Buttons/Fasteners ● Hem ● Press Final Fitting and Adjustments of Finished Garments Packaging and Labeling

QUARTER IV

CONTENT STANDARD	The learners demonstrate essential knowledge and skills in designing, sewing, and assembling sleeping garments.
PERFORMANCE STANDARD	The learners create sustainable sleeping garments and children’s wear following Occupational Health and Safety precautions.
LEARNING COMPETENCIES	CONTENT
1. Discuss the types and parts of sleeping garments and children’s wear	Sleeping Garments and Children’s wear <ul style="list-style-type: none"> ● Types ● Parts
2. Create own designs of sleeping garment and children’s wear	Garment Designs for Sleeping Garments and Children’s wear <ul style="list-style-type: none"> ● Upper Dody parts <ul style="list-style-type: none"> ○ bust/chest ○ bust height

- waist
- shoulders
- sleeve (width and length)
- armhole
- neck circumference
- cuff

- Lower body parts

- hips
- thigh circumference
- knee circumference
- rise/crotch
- inseam
- bottom circumference
- torso (for one-piece garment)

Design/Style

- Sleeping garments

- nightgowns
- ringerie
- robe
- onesie
- sleep shirt
- camisole and boxer
- hoodie
- pajama
- sleep shorts

- Children's wear

- casual Dress
- jeans and pants
- sweatshirts and hoodies
- suits and blazers

	<ul style="list-style-type: none"> ○ trunks ○ rash guards ● Fashion illustration/sketching of designs/embellishments <ul style="list-style-type: none"> ○ sleeping garments ○ children's wear
<p>3. Perform pattern drafting for sleeping garments and children's wear</p>	<p>Pattern Drafting for Sleeping Garments and Children's wear</p> <ul style="list-style-type: none"> ● Upper <ul style="list-style-type: none"> ○ front and back parts ○ placket ○ pocket ○ collar ● Lower <ul style="list-style-type: none"> ○ front and back parts ○ pocket ○ placket ○ waistband ● Onesie and robe <ul style="list-style-type: none"> ○ body ○ sleeves ○ legs ○ hood ○ cuffs ○ footies ○ pocket ○ collar ○ belt/tie <p>Patterns</p> <ul style="list-style-type: none"> ● Drafting basic/block patterns (sleeping garments) <ul style="list-style-type: none"> ○ front and back parts ○ lapel

	<ul style="list-style-type: none"> ○ collar ○ sleeve ○ pockets (chest and front) ● Drafting final pattern ● Pattern adjustments (sewing lines and seam allowances) ● Cutting final patterns ● Checking pattern pieces <p>Manipulate Patterns for Sleeping Garments and Children’s Wear</p> <ul style="list-style-type: none"> ● Layout pattern pieces <ul style="list-style-type: none"> ○ grain lines ○ pattern placement ○ marking notches ○ seam allowances ● Transfer pattern markings on fabrics
4. Perform sewing and assembling of sustainable sleeping garments and children’s wear	<p>Cutting Fabrics</p> <p>Sew and Assemble Garment Parts</p> <ul style="list-style-type: none"> ● sleeping garments ● children's wear
5. Apply post-garment construction procedures.	<p>Post-Garments Construction Procedures</p> <ul style="list-style-type: none"> ● Alter completed garments ● Apply finishing touches <ul style="list-style-type: none"> ○ buttonhole ○ buttons/ fasteners ○ hem ○ press ● Final fitting and adjustments of finished garments

- Packaging and labeling

GLOSSARY

Accents	refer to accessories/materials used to enhance and glamorize dresses. Examples are beads, pearls, rhinestones, metals, laces and bias.
Blazer	refers to the kind of dress for women otherwise called as overcoat
Casual Dress	refers to a dress used for everyday wear (vogue and comfortable)
Design	a combination of lines or shapes to form a decoration
Design Interpretation	refers to sketches of design either white or colored interpreted into pattern
Fabric grain	refers to woven fabric composed of two sets of yarns (threads) that run at right angle to each other
Finishing Touches	refer to work done on a dress to enhance the total quality feature of a product
Gown	refers to a long dress sometimes made of beads and expensive materials
Manipulation	the process of producing another pattern adapting existing blocks pattern

Mannequin	a three-dimensional model of human form used for fitting clothes. It may be made of either fiber glass, ivory, porcelain, wood or paper mache'
Off grain	when the two sets of grain do not run at right angle to each other
On grain	a fabric is on grain when the lengthwise threads run exactly at right angles to each other
Selvedge	edge of woven fabric finished to prevent raveling
Specification Sheet	refers to data containing the final instructions regarding sizes, stitches, etc.
Style/Design	refers to a kind of outlook based on printed materials, shows, trends and market choice
Warp	the lengthwise yarn (threads) that run vertically in a woven fabric
Weft	the crosswise yarn (threads) that run horizontally in a woven fabric
Workplace Quality Standards	refers to the expected characteristics of finished garment. The quality standard that applies in the candidate workplace is the standard that is appropriate for assessment

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MATATAG K TO 10 CURRICULUM OF THE K TO 12 PROGRAM

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TOOLS, MATERIALS, AND EQUIPMENT

TOOLS	EQUIPMENT	MATERIALS
Tape Measure	Single Needle Lock Stich Machine	Band Roll
Hip curve	High Speed Machines attachment	Hook and Eye (big)
Meter stick	3 Thread Over lock machine	Hook and eye (small)
Pinking Shears	Bar Tack Machine	Machine oil
French curve	Feed of the Arm Machine	Eraser
Scissors	Flat iron	Needle DB x1 #14
Cutting shears (8")	Steam press	Needle DB x1 #11
l- Square	Ironing Board	Needle DC x1 #14
Transparent ruler with grid 24	Cutting table	Needle DP x5 #14

Basin/pail	Stools	Hand needle
Sewing box	Button Holer	Fabric for blouse
Tracing wheel	Body form/model	Fabric for skirt
Hanger	Calculator	Fabric for polo
Screw driver flat(small)	Hanger rack	Fabric for trousers
Screw driver flat(medium)	Bobbin case	Fabric for blazer
Triangle 16" 45x90	Bobbin spool	Fabric for children's wear
Hand spray	Button holler attachment	Fabric for short pants
Seam ripper	Zipper foot	Fabric for sleeping garments
Pin caution	Zipper foot invisible	Clothesline
Triangle 16" (45°, 90°)	Shirring foot	Pins
Emery bag	Sleeve board/ Ham	Garter
Paper Mache' Medium size dress form up to 2 nd hip	Display Cabinet	Zipper
USB Drive 8GB	Life size mirror	Buttons Flat
Camera 12 Mega pixel	Gauge foot 1/4	
	Gauge foot 1/16	