



## SKILL DEMONSTRATION EVENT

# Fashion Sketch – NOT OFFERED IN 2016-2017

**Fashion Sketch**, an individual event, recognizes members for their ability to design and sketch a croquis based upon a provided design scenario.

### EVENT CATEGORIES

Senior: grades 10–12

Occupational: grades 10–12

### ELIGIBILITY

1. Each chapter may submit up to three (3) entries in each category of this event. Entries at participating National Cluster Meeting locations will be available on a first come, first served basis. The number of entries will be determined by the conference facility and schedule.
2. Participation is open to any nationally affiliated FCCLA member.
3. Participants must be registered to attend the National Cluster Meeting and must stay at one of the official conference hotels. Hotel reservations will be verified prior to the meeting.

### PROCEDURES & TIME REQUIREMENTS

1. Participants must attend an event orientation session where they will:
  - be given a brief overview of the event
  - draw an identification number indicating the order of participation (participant must wear number during the event)
  - review time schedule
  - take a timed, 10 question test on general FCCLA knowledge, based on information found on the FCCLA national website, [www.fcclainc.org](http://www.fcclainc.org)
2. At the designated time, the participant will be given up to 5 minutes to take a timed, 10 question test on general FCCLA knowledge. Following the test, participants will remain in the orientation/holding room until their assigned presentation time and following presentation may not return to the holding room.
3. At the designated participation time, the event consultant will give the participant a design scenario. Once instructed, participants have 5 minutes to brainstorm. Using the design scenario, participants will have 35 minutes to design, sketch, color croquis, and complete the Elements and Principles of Design worksheet.
4. Participants are required to bring the following supplies: 1 *file folder* (plain, of any color); colored pencils, crayons, and/or markers; erasers; 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* per participant. Participants may draw their own croquis if they choose. Croquis of various sexes, ages, and body sizes will be provided.
5. At the designated time, participants will deliver an oral presentation of up to 5 minutes in length, using the completed croquis and completed Elements and Principles of Design worksheet. A 1-minute warning will be given 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 evaluators in the *file folder*.
6. Evaluators have up to 5 minutes to ask questions, score, and write comments for each entry. The decision of the evaluators is final.
7. Contents of the *file folder* will be returned to the participant with the scored rubrics.
8. Total time required for participation in this event (excluding orientation and testing) is approximately 50 minutes including brainstorming, design, sketching, croquis, completion of Elements and Principles of Design worksheet, oral presentation, and evaluator scoring.

### GENERAL INFORMATION

1. A corded microphone may be provided if required by event facility set up. A table will be provided.
2. Spectators are allowed to observe the oral presentation portion of this event, as space allows. Participants may only observe after they have already presented.
3. Participants are not allowed to discuss the event with other participants or to receive coaching from any spectators. Doing so will result in disqualification.
4. Presentations may not be recorded or photographed, except by the official FCCLA photographer.
5. Participants should follow the approved conference dress code for participation in this event.

## FASHION SKETCH Specifications

### Testing

A 10-question test on general knowledge of FCCLA programs and activities will be given during participant orientation. This test will be scored and included in the final event points. The test will be timed and in case of a tie, the participant with the highest score and lowest time will receive the higher rank. The maximum time allowed for this test is 5 minutes.

### Fashion Sketching

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

Sketching Techniques	Produce a design that is neatly rendered, sketched, colored and includes extra details (zippers, stitching, buttons, seam lines, etc.)
Design Scenario	Make appropriate choices to meet the design scenario.
Elements of Design	Evidence that all four parts of the elements of design are included in the sketch—color, line, texture, and shape.
Principles of Design	Evidence that all five parts of the principles of design are include in the sketch— proportion, balance, rhythm, emphasis, and harmony.
Accessories	Incorporate accessories into sketch—jewelry, gloves, hats, sunglasses, scarves, handkerchiefs, etc.
Creative and Original Designs	Execute original thought and planned out designs of croquis.
Craftsmanship	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 five (5) minutes in length and is delivered to evaluators. Evaluators will ask questions following the presentation.

Organization/Delivery	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.
Content Knowledge	Show evidence of fashion design knowledge and skills. Participants may use the Elements and Principles of Design worksheet, if desired.
Voice	Speak with appropriate force, pitch, and articulation.
Body Language/ Clothing Choice	Use appropriate body language including gestures, posture, and mannerisms. Wear clothing that meets the conference dress code.
Grammar/Word Usage/ Pronunciation	Use proper grammar, word usage, and pronunciation.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding the project. Questions are asked after the presentation.



## Skill Demonstration Events Point Summary Form **FASHION SKETCH**

Name(s) of Participant \_\_\_\_\_

State \_\_\_\_\_ Participant # \_\_\_\_\_ 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 staple all items related to the participant together.
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 Coordinator or National FCCLA Staff if there are any questions regarding the evaluation process.

ROOM CONSULTANT CHECK			Points
<b>Orientation/Holding Room</b> 0 or 5 points	<b>0</b> Did not arrive on time for participant orientation/holding room	<b>5</b> Arrived on time for participant orientation/holding room	
<b>Testing Score</b> (0-5 points)			
<b>Testing Time in minutes and seconds</b> (will be used in case of ties)			
<b>EVALUATORS' SCORES</b>			<b>ROOM CONSULTANT TOTAL</b>
Evaluator 1 _____	Initials _____		(10 points possible)
Evaluator 2 _____	Initials _____		<b>AVERAGE EVALUATOR SCORE</b>
Total Score _____ divided by number of evaluators			(90 points possible)
_____ = <b>AVERAGE EVALUATOR SCORE</b>			<b>FINAL SCORE</b>
			(Average Evaluator Score plus Room Consultant Total)
<b>VERIFICATION OF FINAL SCORE AND RATING</b> (please initial)			<b>FINAL RANK</b>



# FASHION SKETCH Rubric

Name of Participant \_\_\_\_\_

State \_\_\_\_\_ Participant # \_\_\_\_\_ Category \_\_\_\_\_

SKETCH					Points
<b>Sketching Technique</b> 0-15 points	<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> Student 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 lines to add texture and interest	
<b>Design Scenario</b> 0-3 points	<b>0</b> The situation was not taken into consideration when planning the outfit	<b>1-2</b> Situation was somewhat considered, but not fully realized in the planning of the outfit	<b>3</b> Situation was taken into consideration when planning this outfit		
<b>Elements of Design</b> 0-14 points	<b>0-1-2-3</b> Only one element was utilized in the outfit	<b>4-5-6-7</b> Only two out of the four elements were visible in the outfit	<b>8-9-10-11</b> Only three out of the four elements were visible in the outfit	<b>12-13-14</b> It was evident that color, shape, texture, and line all played a role in designing the outfit	
<b>Principles of Design</b> 0-14 points	<b>0-1-2-3</b> Only one principle was utilized in the outfit	<b>4-5-6-7</b> Only two or three out of the five elements were visible in the outfit	<b>8-9-10-11</b> Only four out of the five elements were visible in the outfit	<b>12-13-14</b> It was evident that balance, rhythm, proportion, emphasis and harmony all played a role in designing the outfit	
<b>Accessories</b> 0-3 points	<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 assortments	<b>3</b> Accessories were creatively used to complement the basic outfit. Various types of accessories were included	
<b>Creative and Original Design</b> 0-3 points	<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> 0-3 points	<b>0</b> Final sketch is not outlined. There are excessive erase marks. Lacks neat and clean presentation	<b>1</b> Final figure somewhat outlined. There are some eraser marks on sketch. It is neat and somewhat clean presentation	<b>2</b> Final figure mostly outlined with eraser marks not apparent. There are some small scuffs or other markings on paper. It is a neat and clean presentation	<b>3</b> Final figure outlined with eraser marks not apparent. There are no scuffs or other markings on paper. It is a neat and clean presentation	
ORAL PRESENTATION					
<b>Organization/Delivery</b> 0-10 points	<b>0-1-2</b> Presentation is not completed or does not explain the elements and principles of design	<b>3-4-5</b> Presentation covers all project elements and principles of design, however with minimal explanation	<b>6-7-8</b> Presentation gives complete information the elements and principles of design, however it does not flow well	<b>9-10</b> Presentation covers all relevant information with a seamless and logical delivery	
<b>Content Knowledge</b> 0-5 points	<b>0</b> None shared or information shared was incorrect	<b>1-2</b> Minimal knowledge shared during presentation	<b>3-4</b> Knowledge of fashion design concepts is evident and shared at times during the presentation	<b>5</b> Knowledge of fashion design concepts is evident and incorporated throughout the presentation	
<b>Voice</b> 0-5 points	<b>0</b> No voice qualities are used effectively	<b>1-2</b> Voice quality is adequate	<b>3-4</b> Voice quality is good, though could improve	<b>5</b> Voice quality is outstanding and pleasing to listen to	

## Fashion Sketch (continued)

					<b>Points</b>
<b>Body Language/Clothing Choice</b> 0-5 points	<b>0</b> Body language shows nervousness and unease/inappropriate clothing	<b>1-2</b> Body language shows minimal amount of nervousness/ appropriate conference attire	<b>3-4</b> Body language portrays participant at ease/ appropriate conference attire	<b>5</b> Body language enhances the presentation/ appropriate conference attire	
<b>Grammar/Word Usage Pronunciation</b> 0-5 points	<b>0</b> Extensive (more than 5) grammatical and pronunciation errors	<b>1-2</b> Some (3-5) grammatical and pronunciation errors	<b>3-4</b> Few (1-2) grammatical and pronunciation errors	<b>5</b> Presentation has no grammatical or pronunciation errors	
<b>Responses to Evaluators' Questions</b> 0-5 points	<b>0</b> Did not answer evaluators' questions	<b>1-2</b> Responses to questions did not indicate adequate understanding of skills needed	<b>3-4</b> Responses to questions were appropriate and reflect good understanding of skills needed	<b>5</b> Responses to questions were appropriate and reflect excellent understanding of skills needed	

**VERIFICATION OF SCORE** (please initial)

Evaluator \_\_\_\_\_ Room Consultant \_\_\_\_\_ Event Consultant \_\_\_\_\_

**Evaluator's Comments:**

**TOTAL**  
(90 points possible)



## Skill Demonstration Events FASHION SKETCH

### Elements and Principles of Design Worksheet

Name of Participant \_\_\_\_\_ State \_\_\_\_\_ Category \_\_\_\_\_

To be completed by participant at the designated participation time. Place completed worksheet in file folder, along with completed 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 the Principle and how it has been utilized in the sketch
Proportion	
Balance	
Emphasis	
Rhythm	
Harmony	