Group Project: Fast Fashion

By: Tatum, Thea, Angela, Maricela, Erin

Art History Presentation

- Includes information about fast fashion, what it is & how to combat it.
- Includes a Vice Youtube video about the harm fast fashion does.
- Concludes with a brainstorming worksheet for the student's project.

What is Fast Fashion

Fast Fashion is the rapid creation of inexpensive clothing by mass-market retailers in response to the latest trends.



Fast Fashion is Harmful to Artists

Platforms like Fashion Nova, Wish, Zaara, and Forever 21 are quick to take the designs of other artists and create cheap, mass-produced, knock offs.





Anticipatory Set: The Problem With Fast Fashion | Teen Vogue



Worksheet

- True and False
 assessment after
 watching the Fast
 Fashion Video
- Easy & tests students knowledge fresh after gaining the information from the video

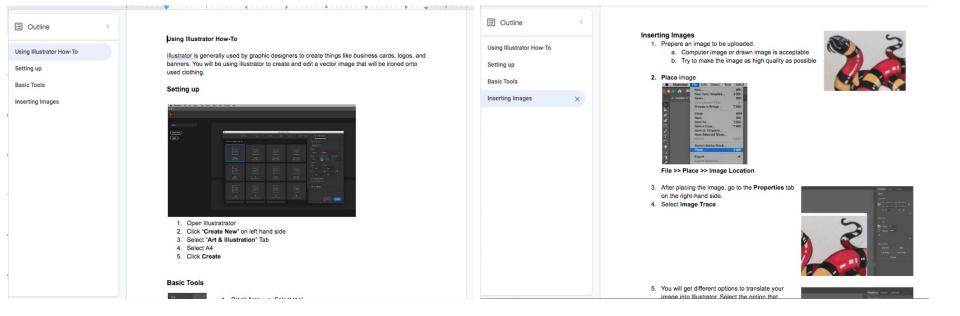
Directions: After watch video about Fast-Fashion, check whether the statement is true or false.

	True	False
1. The number of new garments produced yearly is 50 Billion.		
According to the Council for textile recycling, 2.5 Billion pounds of fabric waste was removed from the waste stream.		
3. Fast-fashion contributes to 5 % of the global carbon footprint which contributes to the effects of climate change.		
4. Fashion is the second biggest polluter of clean water on the planet.		
Toxic chemicals used to dye and treat clothing have been linked to miscarriages, birth defects, and cancer.		

		True	False	7.
1. The number of new gar is 50 Billion.	ments produced yearly		*	Billion
2. According to the Council 2.5 Billion pounds of fabric from the waste stream.	, ,			
 Fast-fashion contribute carbon footprint which control climate change. 	ı ı		*	70%
4. Fashion is the second clean water on the planet.	biggest polluter of			
Toxic chemicals used to clothing have been linked to defects, and cancer.	•			

Instruction sheet for using Illustrator

- Instruction sheet for using illustrator with sidebar outline for quick navigation.
- Contains easy to understand foundational knowledge needed for student's project



Grading Rubric

- Utilizes illustrator knowledge
- Emphasizes creative thinking
- Importance of participation

Project: Fast Fashion

Student Name:

Students are able to demonstrate above their knowledge of the illustrator program through the fast fashion project	Students are able to demonstrate standard knowledge of the illustrator program through the	Students had one requirement not met of the illustrator program through the	Students had more than one requirement not met of the illustrator
exceeding expectation. Expectations being set up, ability to use basic tools inserting images and editing.	fast fashion project in a standard level. Standard level being able to use basic tools, inserting images and edit to the standard ability.	fast fashion project. A requirement being either set up, ability to use basic tools inserting images and editing.	program through the fast fashion project. A requirement being either set up, ability to use basic tools inserting images and editing.
Product shows a large amount of original thought. ideas are creative and inventive.	Product shows some original thought. Work shows new ideas and insights.	Uses other peoplet's ideas (giving them credit), but there is little evidence of original thinking.	Uses other people's ideas, but does not give them credit.
Student actively participated in anticipatory set, project making, reflection and discussion.	Student participated mostly in anticipatory set, project making, reflection and discussion.	Student participated hardly in anticipatory set, project making, reflection and discussion.	Student did not participate in anticipatory set, project making, reflection and discussion.
	Expectations being set up, ability to use basic tools inserting images and editing. Product shows a large amount of original thought. Ideas are creative and inventive. Student actively participated in anticipated in anticipatory set, project making, reflection and	Expectations being set up, ability to use basic tools inserting images and edit to the standard ability. Product shows a large amount of original thought. Ideas are creative and inventive. Student actively participated in anticipatory set, project making, reflection and	Expectations being set up, ability to use basic tools inserting images and editing. Product shows a large amount of original thought. Ideas are creative and inventive. Student actively participated in anticipatory set, project making, reflection and inventive and inventive, and inventive, project making, reflection and inventive ability to use tools, inserting images and editing. Product shows some lideas some original thought. Work shows new lideas and insights. Uses other people's lideas (giving them credit), but there is little evidence of original thinking.

Lesson Plan

Name:	Theophania Kim, Maricela Romero, Angela Carlisle, Erin Castillo	
	and Tatum Langdon	
Lesson Title:	Fast Fashion, Environmentally Harmful to Society and	
Grade Level:	10-12 grade	

Vocab, Art History, Interdisciplinary Connections

Artist/Culture/Movement Connections Harmful constantly buying, teach students to buy used clothing/Give away used clothing.	Interdisciplinary Connections Economics, Science/Environmental, Damaging to Society.
Art Vocabulary: Illustrator Tools: - Select tool - Direct Select tool - Pen tool - Curvature tool Mass media Fast fashion	Elements/Principles of Art Texture Shape Color

Content Standards

PRESENTING

Anchor Standard 6: Present a PowerPoint that explains what FastFashion is to students. Provide small clip that explains why Fast Fashion is not good for the environment. Explain to students ways they can support fashion in a way that does not support mass-media market retailers.

RESPONDING

Anchor Standard 9: Have a gallery walk, have students share their ideas of FastFashion.

CONNECTING

Anchor Standard 10: Provide knowledge to students by using top models that promote this fashion by wearing it. Explain to students the motive these companies have in making money without being cautious and or caring the harmful effects it creates to society, environment or people. Provide a list of companies that mass produce cheap clothing.

Lesson Plan

Learning Objectives

- To know the harmful effects of FastFashion has on society, environment and people
- 2. To find ways to reuse fashion and donate old fashion.

Anticipatory Set:

Students will watch a video and take notes on a worksheet while watching

See attached worksheet

Have students get into pairs/groups. Have students share information about FastFashion, preferably something they did not know before to their partner/group.

Big Idea: Mass-producing fashion hurts society's environment and people.

Essential Question: Is Fast Fashion something that needs to be regulated or changed or is FastFashion something we should continue to support as consumers?

How can you find ways to be more environmentally friendly and not support Fast Fashion?

Objective/Purpose: Students will be able to identify the harmful effects of Fast Fashion have on society, environment and people.

Model: I will complete a T shirt/paper template on Illustrator that will be printed onto a recycled article of clothing.

Check for Understanding: Group work, teacher will grade the handout

Teacher will check Illustrator Project to see if students are using the proper tools

Lesson Plan

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Step by Step Instruction of Lesson

Instructional Strategies	Activities
Day 1 Present PowerPoint on history and anticipatory set	Day 1 Students will do a worksheet along side watching a video on Fast Fashion.
Day 2 Teacher will explain Illustrator to students	Day 2 Students will begin their projects.
Day 3-Day6 Teacher will access students if the prompt was understood and adjust accordingly.	Day 3 Students will design a T-shirt on illustrator that will promote using old fashion not buying new fashion.
Day 7 Teacher can guide the discussion.	Refection/discussion- students will have a gallery walk and have a discussion about other students work.

Critique/Discussion: (What method of review and evaluation will be used to complete the lesson?): -Teacher will walk around in class and monitor group participation. - Teacher will grade posters created by students. -Teacher will grade final project based on completion of assignment, understanding of assignment and demonstration of creativity.

Teacher Samples of our Project

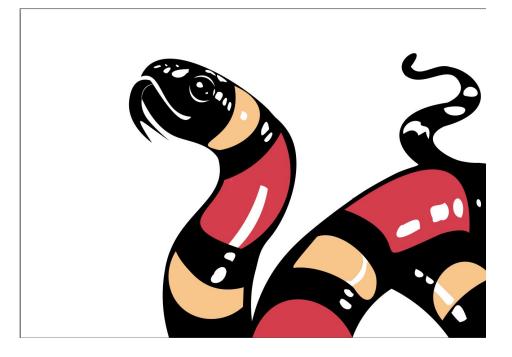
Fast Fashion

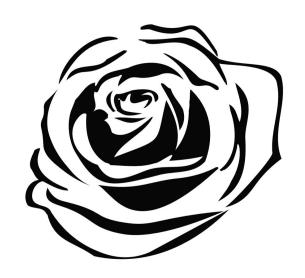
50% Cotton 25% Sweat 25% Blood Made by Cheap Labor

Do not Wear Do not Wash When you learn about fast fashion, while wearing fast fashion



Teacher Samples of our Project





Teacher Samples of our Project



Bibliography:

https://en.wikipedia.org/wiki/Fast_fashion

https://www.thegoodtrade.com/features/what-is-fast-fashion

https://www.vox.com/2019/9/12/20860620/fast-fashion-zara-hm-forever-21-boohoo-environment-cost

https://www.latimes.com/business/story/2019-11-03/fast-fashion-sustainable

https://www.youtube.com/watch?v=7qeehDLYa8g - Clip from movie Made in La

https://www.youtube.com/watch?v=LtQ1qMuuL60 - Trailer Made in LA

https://www.youtube.com/watch?v=juvhOO2RdgA - The Cost of a Low Price

https://www.youtube.com/watch?v=RXmnBbUjsPs - Thrift store challenge!

Bibliography (cont.):

https://www.youtube.com/watch?v=MMCVV2tZWY8 - Is fashion destroying our environment?
https://www.fireflypath.com/news/2020/1/30/wishcom-is-ripping-us-off-along-with-a-lot-of-other-fast-fashion-sites-?fbclid=IwAR1kNezZbFAEmHblmbExmZS_aPdXGbz6rfWCD2xPa-k08PFCR5KgpH-puE4

https://www.youtube.com/watch?v=OaGp5_Sfbss#action=share

https://www.youtube.com/watch?time_continue=1&v=mPM9lhackHw&feature=emb_logo