

FASHION DESIGN

Fashion Design at Macademia Daytime Academy introduces younger learners to the creative world of clothing, style, and self-expression. Students explore how fashion is designed, where ideas come from, and how clothing can tell stories, while developing creativity, confidence, and visual skills through drawing and hands-on activities.

The course is designed as flexible learning blocks for home-educated children, with 2-hour sessions that are semi-structured and project-based. Students are encouraged to explore ideas freely, experiment with materials, and build confidence in their own creative voice within a supportive studio environment.

Through practical projects, students design outfits, explore fabrics, and develop their own ideas into finished pieces, learning how fashion connects creativity, culture, and real-world careers.

Introduction to Fashion

1. What fashion is and how it communicates ideas
2. Inspiration from everyday life and culture
3. Understanding clothing and outfits
4. Exploring fabrics and materials
5. Basic fashion drawing
6. Sharing ideas and confidence building

Garment Design

- Designing for people and comfort
- Function vs style
- Simple pattern ideas
- How clothes are made (basic understanding)
- Developing a design
- Reviewing and improving ideas

Drawing & Visual Communication

1. Drawing simple fashion figures
2. Movement and proportion (simplified)
3. Colour and texture
4. Adding detail to designs
5. Developing a final drawing
6. Visual presentation

Fashion Industry & Awareness

1. How fashion works in the real world
2. Fast vs slow fashion (simple ideas)
3. Sustainability and making better choices
4. Identity and personal style
5. Sharing and presenting ideas
6. Creative pitch

Textiles & Materials

1. Exploring different fabrics
2. Texture, weight and feel
3. Simple sustainability ideas
4. Surface design (patterns, prints)
5. Experimenting with materials
6. Textile presentation

My First Fashion Collection

1. Choosing a theme
2. Creating a mood board
3. Developing outfit ideas
4. Final drawings
5. Organising a collection
6. Final presentation and sharing

