



Costume Design Challenge - GRASP

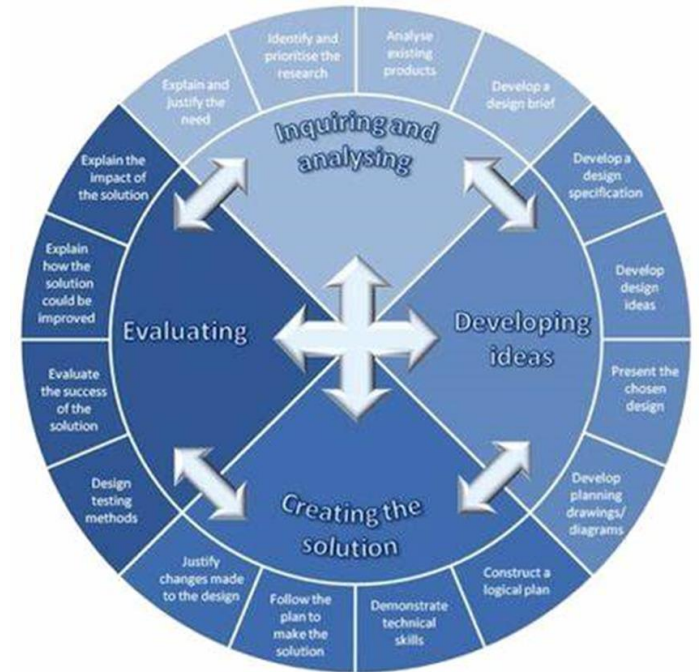
Goal: Design and create a costume that expresses personal or cultural identity.

Role: You are a costume designer.

Audience: Your classmates and school community.

Situation: The school is organizing a dress-up day to celebrate diversity and creativity.

Product: A complete costume design, including sketches, material choices, and a physical product.





Costume Design Challenge - Guidelines

- **Creativity and Originality:** Strive for a unique design that showcases your individual style. Consider innovative concepts that distinguish your costume from typical attire.
- **Functionality:** Make sure the costume is practical for wearing throughout the day. Consider comfort, mobility, and the ease of putting it on and taking it off.
- **Material Choices:** Select materials that not only look good but also suit the design and function of the costume.
- **Inspiration Sources:** Gather inspiration from various sources, such as art, literature, history, or fashion trends that resonate with your identity.



Costume Design Challenge - Guidelines

- **Sketches and Planning:** Create multiple sketch iterations of your costume before finalizing the design. This helps visualize different ideas and refine your concept
- **Feedback and Collaboration:** Share your ideas with peers or teachers to receive constructive feedback, which can help improve your design.
- **Time Management:** Develop a timeline for completing each stage of the project, from research and design to construction and final presentation.
- **Presentation:** Plan for how you will present your costume to the class. Consider discussing your design choices, cultural significance, and the inspiration behind your costume.



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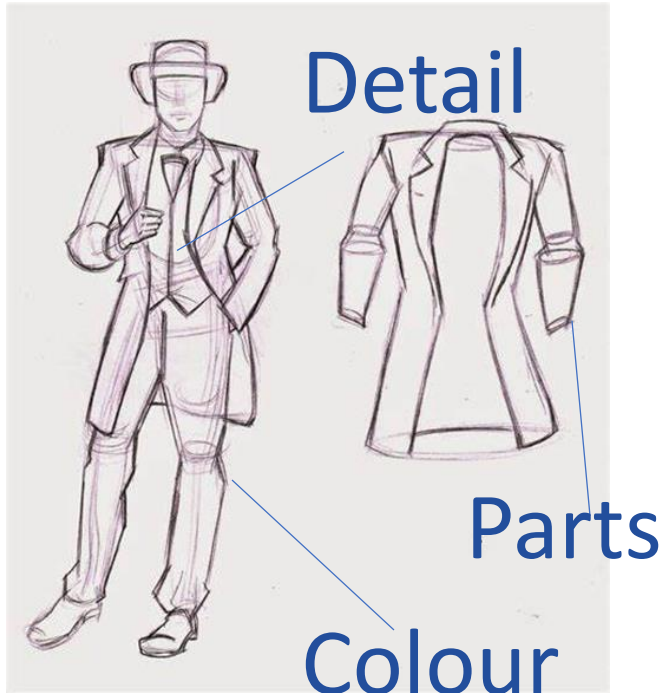
Guidelines

- **Creativity and Originality:**
- **Functionality:**
- **Material Choices:**
- **Inspiration Sources:**
- **Sketches and Planning:**
- **Feedback and Collaboration:**
- **Time Management:**
- **Presentation:**

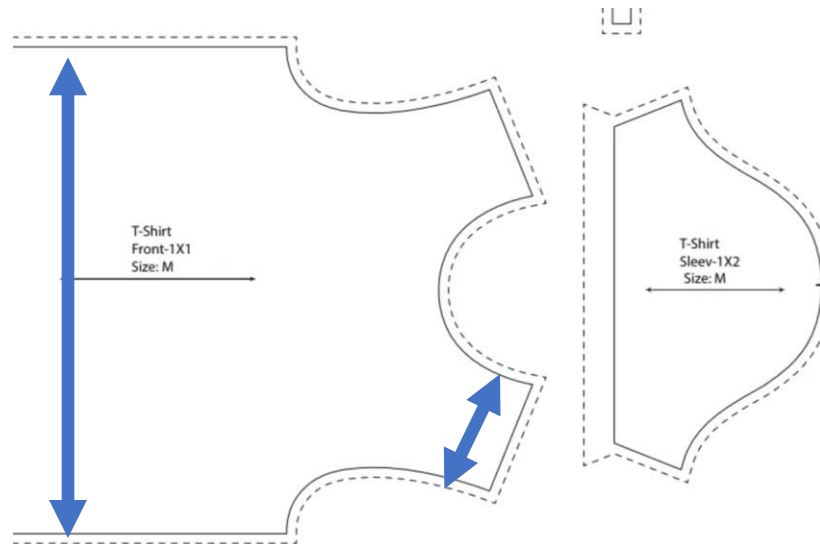


Portfolio

Sketch with annotations



Pattern Layout with dimensions



Material dimension and colour



Lavender

Width x length
e.g. 150 cm x 100 cm

Reference to
the colour or
pattern



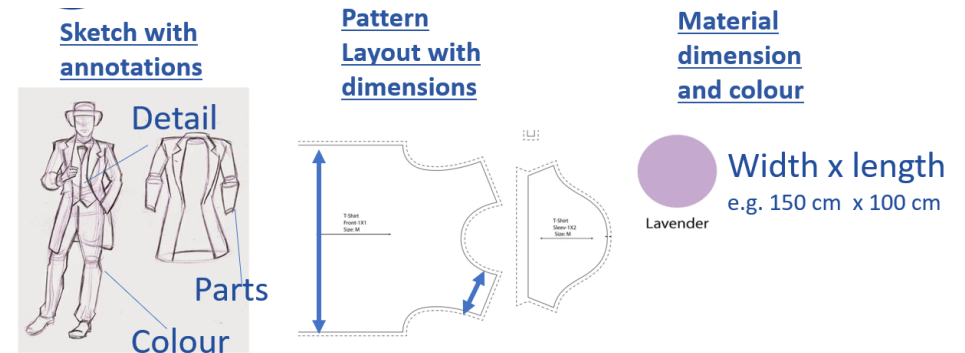
Portfolio

ORGANISATION & STRUCTURE

- Use clear sections aligned with Design Cycle:

Inquiry & Analysis
Developing Ideas
Creating Solutions
Evaluating

- Include clear dates and numbering system
- Create a consistent layout template
- Include a table of contents
- Label all images and sketches clearly





Assessment

Objective A: Inquiring and analysing

- ii. state and prioritize the main points of research needed to develop a solution to the problem
- iii. describe the main features of an existing product that inspires a solution to the problem
- iv. present the main findings of relevant research.

Objective B: Developing ideas

- i. develop a list of success criteria for the solution
- ii. present feasible design ideas, which can be correctly interpreted by others
- iii. present the chosen design
- iv. create a planning drawing/diagram, which outlines the main details for making the chosen solution.

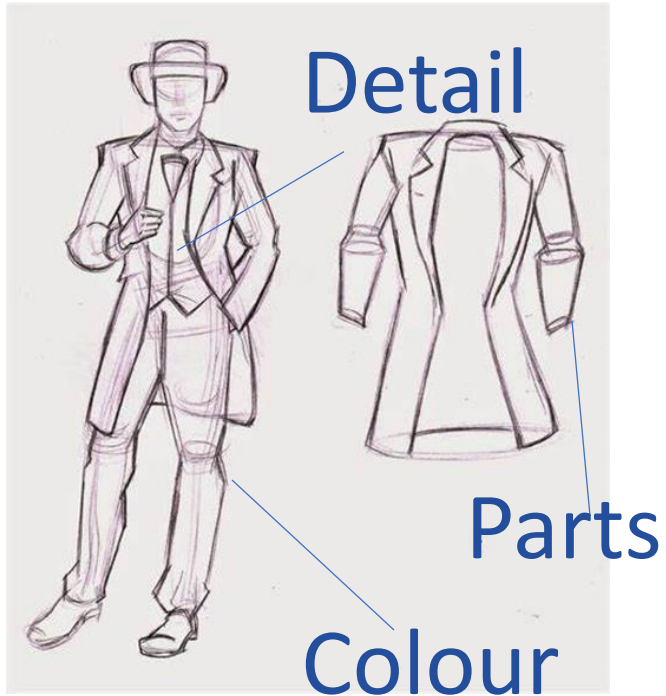
Objective C: Creating the solution

- ii. demonstrate excellent technical skills when making the solution
- iii. follow the plan to create the solution, which functions as intended
- iv. list the changes made to the chosen design and plan when making the solution.

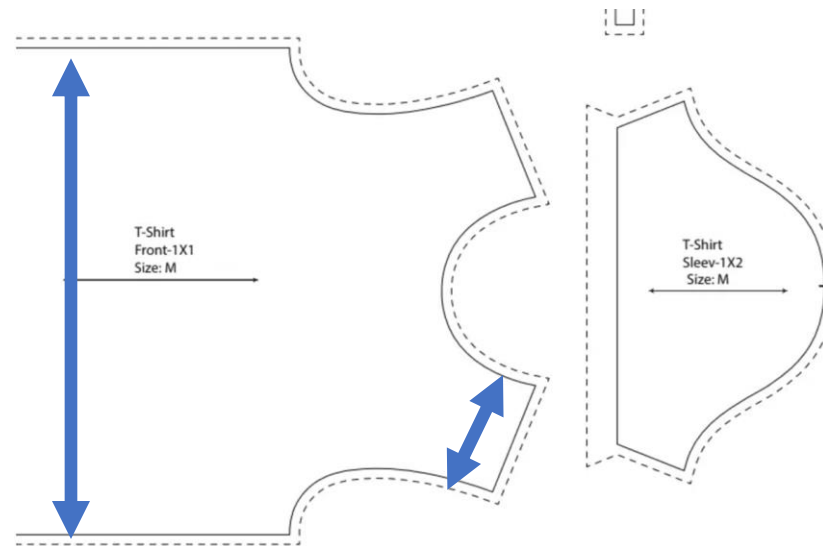


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