

CREATIVE DESIGNS

Creative Designs is a one-credit course taught in grades 9-12. This course is designed to provide students with skills needed to effectively organize and manage a business while also learning the necessary employability (soft) skills to be an affective employee in the workforce. These skills are taught thru the use of a variety of equipment, which may include heat transfer/digital printers, cutters, embroidery machine, heat presses, quilting machine, and computer design software programs. Instructional strategies may include a school-based enterprise, computer/technology applications, projects related to business ownership, real and simulated occupational experiences, Technology is designed to be interwoven throughout the course instruction allowing students to create artwork to produce marketable finished products.

Family, Career and Community Leaders of America (FCCLA), an integral part of the curriculum, provides opportunities to apply instructional competencies and workplace readiness skills, enhances leadership development skills, and provides opportunities for community service.

NOTE: The following learning experiences will be more effective with the integration of these activities in a simulated workplace or similar experience.

Students will:

WORKFORCE BEHAVIORS

1. Examine and analyze appropriate behaviors and skills needed for the workforce:
 - a. These include attitude, work ethic, responsibility, dependability, punctuality, integrity, time management, effort, adherence to dress code, communication (written, verbal, and nonverbal), teamwork, problem solving, and technical skills.
 - b. Be engaged in a workplace environment providing rigorous training and support, while developing the necessary skill set to be a work ready employee.
Example: Utilize the Simulated Workplace Manual, track attendance by using a time clock or a formal recording system with possible mock paycheck showing required payroll deductions.
2. Identify, evaluate, and demonstrate safety and health standards in the workplace for daily procedures, emergency procedures, equipment/tools, dress, use of technology, and work area maintenance.
3. Apply employability skills and business principles through the use of variety of equipment which may include heat transfer/digital printers, cutters, embroidery machine, heat presses, quilting machine, and computer design software programs.

BUSINESS PRINCIPLES

4. Analyze the selection process for selecting products to manufacture or services to sell in a small business.
5. Research and develop names of product(s) and/or business(es).
6. Compare and contrast business logos.
7. Determine methods of advertising and promoting the sale of a product or service sold in a small business to create advertising ads utilizing both traditional and non-traditional forms of media for a product.
8. Formulate a plan to utilize selling skills to promote services and products for a wide market.

9. Utilize factors that determine the price of products or services to create a pricing guide for products or services.
10. Compare and contrast profit margin and mark-up.
11. Identify and analyze the importance of business records and the types of records necessary for a small business (sales, purchasing, invoice, inventory, customer lists, expenses, payroll, equipment, etc.).
12. Use quality standards practices for inspecting products.
13. Develop interpersonal skills through customer service training that can be applied to interactions between employees, interactions with suppliers, interactions with managers, and interactions with customers.
14. Analyze how to create customer loyalty, how to determine the needs and wants of customers, and how to deal with difficult customer personalities.

PRODUCT/EQUIPMENT CARE, MAINTENANCE, USE, AND SAFETY

15. Demonstrate safe and responsible handling of materials, including cleanup, storage, and replenishment of supplies where applicable.
Example: use and storage of printer paper, substrates, clothing, sharp instruments, etc.
16. Utilize equipment in a safe and correct manner.
Example: Use of gloves with heat press, safety with cutters and sewing equipment, troubleshooting, correct settings for presses, printers, cutters, etc.

DESIGN ELEMENTS

17. Apply the elements and principles of design to produce a marketable digital design product.
18. Evaluate a variety of methods for recycling, redesigning, or repurposing products that do not meet marketable standards.

TECHNOLOGY/COMPUTER SKILLS

19. Demonstrate advanced technology skills, including converting, importing, exporting, backing up files, transferring data among applications, and uploading templates.
20. Utilize a variety of equipment and software programs to design and create finished products.
Examples: photo shop, creative studio, inkscape, corel draw, cutting software, embroidery software, quilting software, etc.
21. Interpret copyright laws and policies with regard to ownership and use of digital content.

CAREERS

22. Research and communicate various related career opportunities, credentials, and entrepreneurial endeavors.