

NEW

The Fashion Encyclopedia

An essential reference for clothing terminology in both historical and contemporary context. Learn essential key words, technical terms, clothing styles, components of garments, tailoring, and textiles. More than 300 fashion archive and runway images help demonstrate the techniques, fashion movements, and styles. 352 pages, 7¼" x 9½". Hardcover. ©2015. Sh. wt. 3 lbs.

WA34436H — \$29.50

DIY Wardrobe Makeovers:

Alter, Refresh & Refashion Your Clothes

By Suzannah Hamlin Stanley.

Unlock your closet's potential with simple, stylish wardrobe refashions. Learn how to alter sweaters, pants, and everything in your wardrobe for a more flattering fit with the step-by-step tutorials. Express your style and save money by embellishing and combining garments into newfound favorites. 160 pages, 8" x 10". ©2015. Sh. wt. 1.50 lbs.

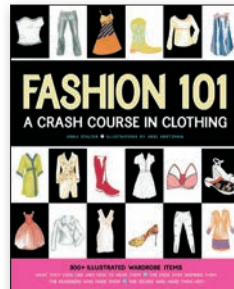
WA33702H — \$26.50

Fashion 101: A Crash Course in Clothing

By Erika Stalder.

Gr. 6+ Filled with intriguing facts about designers and celebrities and boasting more than 300 illustrations, this first-ever fashion encyclopedia for teens offers the total scoop on underwear, outerwear, accessories, and everything in between. 128 pages, 8" x 10". ©2008. Sh. wt. 1.25 lbs.

WA30077H — \$19.70



5-Minute Fashion and Technology Activities

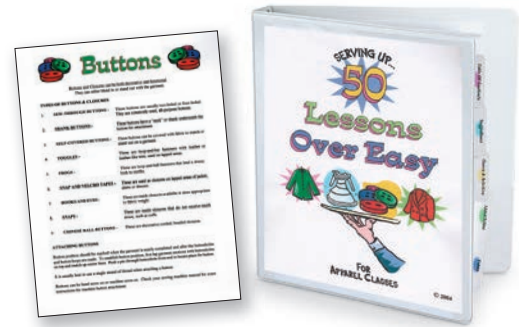
Gr. 7+ These 50 short activities get students thinking about textile innovation, computer aided design, apparel construction, wearable devices, and more. 52 pages, 8½" x 5½". Spiral-bound. ©2014. Sh. wt. 0.88 lbs.

WA32864H — \$29.95 5+ \$27.95

5-Minute Fashion Design Activities

Gr. 6-12 Activities that can be used to introduce lessons, reinforce earlier learning, and as conclusions to fashion design or clothing construction lessons. Each activity can be a creative and fun learning experience for students that allows them to get thinking about their clothing choices and what they wear. Each activity is calculated to last 5-10 minutes. 50 pages, 8½" x 5½". Spiral-bound. ©2009. Sh. wt. 0.81 lbs.

WA27906H — \$29.95 5+ \$27.95

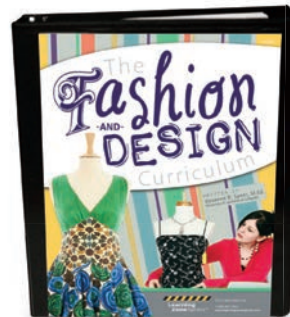


50 Lessons Over Easy for Apparel Classes

By Sunny Side Up!

Gr. 6+ Contains 50 lesson plans and activities. Easy-to-use format includes an introduction game or activity; lesson (a transparency/handout and a game/activity); and an evaluation worksheet or game. Lessons cover topics such as: fashion and style, the fashion cycle, fads, colors, elements of design, fabrics and finishes, brand names, design, sewing machines and equipment, garment construction, etc. 254 pages. For more information visit eNasco.com/lifeskills.html. Sh. wt. 4.25 lbs.

WA23866(X)H — \$139.95



The Fashion and Design Curriculum

Gr. 6+ Survey the world of fashion design! Students explore their talents within the fashion industry for higher education options and career choices. This resource follows industry specifications through research and hands-on activities, including fashion illustration, flat pattern making, draping, fashion design, fashion merchandising, advanced sewing techniques, event planning, and apparel marketing and advertising. 340 pages, 8½" x 11". Three-ring binder. ©2011. Sh. wt. 3.50 lbs.

WA32298H — \$99.95

Clothing/Fashion Merchandising Lesson Plans

Gr. 9+ This valuable resource saves you time and promotes realistic, applicable learning about the clothing/fashion merchandising world. These lesson plans will bring students to a higher level of thinking, through practical application and thought-provoking questions about topics such as: clothes and their message, consumerism and the power of advertising, decision-making for clothing choices, fabrics and fibers, clothing care, getting ready to sew, and the fashion merchandising industry and careers. 70 pages, 9½" x 11½". Three-ring binder. ©2003. Sh. wt. 1.75 lbs.

WA23282H — \$39.95

Nasco's The Clothes Game

By Carol Schmelzel.

Gr. 7-12 Watch your students grow in awareness of styles and fashion as they recognize styling details in the clothing they buy or make by playing this game. The card game, which is played similarly to "Old Maid," includes terms — such as raglan sleeve, boat neck, welt pocket, epaulets, gored skirt, etc. The game includes styles worn by men and boys, women and girls, as well as styles worn by either sex. The drawings on the picture cards in the deck clearly represent 26 different style terms. Each picture has a matching name card. All players want to avoid being left holding the odd FASHION FLOP card! Included in the game are six copies of the study guide and answer key (one for each player) for study before or after the game. The guide pictures all the styles in the game plus a brief description of each. For 2-6 players. Sh. wt. 0.63 lbs.

WA10356H — \$21.95

