

Fashion Designer: Accessories and Clothes with Technology

Adventure Description:

In this adventure, students will think like fashion designers and design a new piece of clothing that incorporates technology!



Activity

Step One: Background Information on Fashion Designers and Clothing with Technology (5 minutes)

- Ask students if they know what type of person creates new clothing. Explain that fashion designers are in charge of designing new clothes and accessories for people to wear! Show [Handout: Fashion Designers](#). Walk through the handout together as a class.
- Explain to students that fashion designers are working on coming up with more ways to put technology in clothing. Show [Handout: Technology in Clothes](#).
- Take a quick class vote if students would want to have technology in their clothes. What would they want the technology to do? Brainstorm ideas as a class. Encourage students to get creative!

Step Two: Designing a Sensor for Clothes (5-10 minutes)

- Explain to students that they will be designing their own coat that has a sensor on it. This sensor will track how warm it is outside! Then, the sensor will send an alert to student's phones that will let them know what clothes they should wear that day.
- Provide students with [Handout: My Coat](#).
- Explain to students that they should draw where the sensor will go on their coat. They will also decide what shape the sensor will be and what color it will be!

Step Three: Building a Sensor (20-25 minutes)

- Explain to students that they will now build a prototype of their sensor. Explain that a prototype is a small version of a real item. Show [Handout: Prototype of a Sensor](#).
- Ask students why it might be a good idea to build a prototype before they build the real item. (Explain that if a prototype is built, changes can be made to the prototype before the final product is built)

Please contact Allison Bischoff, Director of Teacher Support, at allison@rozzylearningcompany.com or 314-272-2560 with questions.

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- Provide students with art supplies and building materials.
- Teacher note: We suggest bringing in an old coat so students can see how their sensor will fit onto a coat while they are building.
- Extra Time? Have students create a way to attach their sensors to a real coat.

Materials List

Provided Online

- Handout: Fashion Designers
- Handout: Technology in Clothes
- Handout: My Coat
- Handout: Prototype of a Sensor

Not Provided (each student needs):

- Art Supplies and Building Materials

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