FASHION SKETCH

Missouri Competitive Event
Fall Leadership Conference

FASHION SKETCH, *an individual event*, recognizes members for their ability to design and sketch a fashion croquis based on a provided design scenario. Participants are required to bring several of their own supplies for this event so please be sure to read through the competition procedures and time requirements.

ELIGIBILITY INFORMATION

1. Each chapter may submit three (3) entries in each level of this event. Entries will be available on a first-come, first-served basis. The conference facility and schedule will determine the number of entries.
2. Participation is open to any nationally affiliated FCCLA member.
3. Participants must be registered for the Missouri Fall Leadership Conference.

GENERAL INFORMATION

1. A table will be provided.
2. Spectators are not allowed.
3. Participants are not allowed to discuss this event with other participants or receive coaching from any spectators. Doing so will result in disqualification.
4. Presentations may not be recorded or photographed during competition except by official Missouri FCCLA photographers.
5. Participants must follow the approved conference dress code for participation in this event.

CAREER PATHWAYS ALIGNMENT					
Visual Arts & Design	**Hospitality & Tourism**	**Financial Services**	**Education & Training**	**Human Services**	**Public Service**
✓					

EVENT LEVELS			
Level 1: Through Grade 8	**Level 2: Grades 9-10**	**Level 3: Grades 11-12**	**Level 4: Postsecondary**
	✓	✓	✓

GENERAL INFORMATION			
Number of Participants per Entry	**Prepare Ahead of Time**	**Equipment Provided for Competition**	**Competition Dress Code**
1	Equipment	Table – Yes Wall Space – No Supplies – No	Missouri FCCLA Official Dress

PRESENTATION ELEMENTS ALLOWED								
Audio	**Easel(s)**	**File Folder**	**Flip Chart**	**Portfolio**	**Props/Pointers**	**Skits**	**Presentation Equipment**	**Visuals**
		✓						

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COMPETITION PROCEDURES & TIME REQUIREMENTS

TIME	ALL LEVELS
Participants must check in to the event holding room, where they will be given a brief overview of the event. **Participants are required to bring the following supplies: 1 file folder (plain, of any color, with participant's name, chapter, event title, and level in the upper left corner); colored pencils, crayons, and/or markers; erasers; pencil sharpener(s), and ruler(s).** No reference materials are allowed. FCCLA will provide one copy of the Elements and Principles of Design worksheet, one croquis, and plain paper per participant. Participants may draw their own croquis if they choose. Croquis of various sexes, ages, and body sizes will be provided. Contents of the file folder will be returned to the participant.	
40 minutes	The event consultant will give the participant a design scenario. Participants will have 40 minutes to design, sketch, color croquis, and complete the Elements and Principles of Design worksheet.
5 minutes	Using the completed Croquis and completed Elements and Principles of Design worksheet, participants will have 5 minutes to deliver an oral presentation. A 1-minute warning will be given at 4 minutes. Participants will be asked to stop at 5 minutes. Following the oral presentation, the participant will provide the completed croquis and worksheet to evaluators in the file folder.
5 minutes	Evaluators have up to 5 minutes to ask questions, score, and write comments for each entry. The decision of the evaluators is final.
Evaluators will score participants as they work and must have scoring completed within the 5-minute clean-up period.	
Total Time: 50 minutes	

SPECIFICATIONS

EVENT FORMAT	
Fashion Sketching	At the designated time, each participant will receive a design scenario. Participants will have 40 minutes to design, sketch, and color one outfit on a croquis. Participants will complete the Principles and Elements of Design worksheet.
SPECIFICATIONS	**ALL LEVELS**
Sketching Techniques	Produce a design that is neatly rendered, sketched, colored and includes extra details (zippers, stitching, buttons, seam lines, etc.)
Design Scenario	Make appropriate choices to meet the design scenario.
Elements of Design	Evidence that all 4 parts of the elements of design are included in the sketch – color, line, texture and shape.
Principles of Design	Evidence that all 5 parts of the principles of design are included in the sketch – proportion, balance, rhythm, emphasis and harmony.
Accessories	Incorporate a minimum of 3 accessories into sketch (jewelry, shoes, gloves, hats, sunglasses, scarves, handkerchiefs, etc.)
Creative and Original Designs	Executed original thought and planned out designs of croquis
Craftsmanship	Croquis is clean and crisp with no excessive eraser marks. Outline the croquis in black pen or pencil.

EVENT FORMAT	
Oral Presentation	The oral presentation may be up to five (5) minutes in length and is delivered to evaluators. Evaluators will ask questions following the presentation.
SPECIFICATIONS	**ALL LEVELS**
Organizing/Delivery	Deliver oral presentation in an organized, sequential manner; concisely and thoroughly summarize the project. The delivery will need to explain the use of elements and principles of design in the sketch.
Content Knowledge	Show evidence of fashion design knowledge and skills. Participants may use the Elements and Principles of Design worksheet if desired.
Voice	Speak with appropriate force, pitch and articulation.
Body Language/Clothing Choice	Use appropriate body language including gestures, posture and mannerisms. Wear clothing that meets the conference dress code.
Grammar/Word Usage	Use proper grammar, word usage and pronunciation.
Responses to Evaluators' Questions	Provide clear and concise answers to evaluators' questions regarding the project.

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POINT SUMMARY FORM

Participant Name: _____ Level: _____

Chapter: _____ Team #: _____ Station #: _____ Presentation Time: _____

1. Make sure all information at the top is correct. If the participant does not show, write "No Show" across the top and return with other forms.
2. At the conclusion of scoring, verify evaluator scores and fill in information below. Calculate the final score and ask for evaluators' verification. Place this form in front of the completed rubrics and staple all items related to the participant together.
3. At the end of competition, double check all scores and participant information to ensure accuracy.
4. Check with the Event Consultant or Missouri FCCLA Staff if there are any questions regarding the evaluation process.

	ROOM CONSULTANT CHECK			POINTS
Check-In 0 or 5 points	**0** Did not arrive on time for participant check-in	**5** Arrived on time for participant check-in		
File folder and Supplies 0-5 points	**0** Did not bring any required materials	**2 3 4** Missing multiple pieces of required materials	**5** Brought all required materials per participant	
			ROOM CONSULTANT TOTAL (10 points possible)	
EVALUATORS' SCORES				
Evaluator 1: _____ Initials: _____ Evaluator 2: _____ Initials: _____			**AVERAGE EVALUATOR SCORE** (90 points possible)	
Total Score: _____	*Divide by number of evaluators*		**FINAL SCORE** (Average Evaluator Score + Room Consultant Score)	
_____	**= Average Evaluator Score**		**FINAL SCORE**	

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EVENT RUBRIC

Participant Name: _____ Level: _____

Chapter: _____ Team #: _____ Station #: _____ Presentation Time: _____

SKETCH						POINTS
Sketching Technique 0-14 points	**0 1 2 3** No attempt has been made to add realistic detail, shading or a variety of line to add texture and interest	**4 5 6 7** An attempt has been made to add realistic detail, shading or a variety of line to add texture and interest	**8 9 10 11** Student can add realistic detail, shading or a variety of line to add texture and interest	**12 13 14** Drawing techniques are applied in an expressive thoughtful manner to add realistic detail, shading or a variety of lines to add texture and interest		
Design Scenario 0-4 points	**0** The situation was not taken into consideration when planning the outfit	**1 2 3** Situation was somewhat considered, but not fully realized in the planning of the outfit	**4** Situation was taken into consideration when planning this outfit			
Elements of Design 0 or 14 points	**0 1 2 3** Only one element was utilized in the outfit	**4 5 6 7** Only two out of the four elements were visible in the outfit	**8 9 10 11** Only three out of the four elements were visible in the outfit	**12 13 14** It was evident that color, shape, texture, and line all played a role in designing the outfit		
Principles of Design 0-14 points	**0 1 2 3** Only one principle was utilized in the outfit	**4 5 6 7** Only two or three out of the five elements were visible in the outfit	**8 9 10 11** Only four out of the five elements were visible in the outfit	**12 13 14** It was evident that balance, rhythm, proportion, emphasis and harmony all played a role in designing the outfit		
Accessories 0-3 points	**0** No evidence of accessories	**1** One accessory was used	**2** Accessories were used to compliment the outfit, but were not various in assortments	**3** Accessories were creatively used to compliment the basic outfit. Various types of accessories were included		
Creative and Original Design 0-3 points	**0** Design shows little or no evidence of original thought	**1** Design lacks sincere originality	**2** Design demonstrates originality	**3** Design demonstrates a unique level of originality		
Craftsmanship 0-3 points	**0** Final sketch is not outlined. There are excessive eraser marks. Lacks neat and clean presentation	**1** Final figure somewhat outlined. There are some eraser marks on the sketch. It is neat and somewhat clean presentation	**2** Final figure mostly outlined with eraser marks not apparent. There are some small scuffs or other markings on paper. It is a neat and clean presentation	**3** Final figure outlined with eraser marks not apparent. There are no scuffs or other markings on paper. It is a neat and clean presentation		

ORAL PRESENTATION						POINTS
Organization/ Delivery 0-10 points	**0 1 2** Presentation is not completed or does not explain the elements and principles of design	**3 4 5** Presentation covers all project elements and principles of design, however with minimal explanation	**6 7 8** Presentation gives complete information the elements and principles of design, however it does not flow well	**9 10** Presentation covers all relevant information with a seamless and logical delivery		
Content Knowledge 0-5 points	**0** None shared or information shared was incorrect	**1 2** Minimal knowledge shared during presentation	**3 4** Knowledge of fashion design concepts is evident and shared at times during the presentation	**5** Knowledge of fashion design concepts is evident and incorporated throughout the presentation		
Voice 0-5 points	**0** No voice qualities are used effectively	**1 2** Voice quality is adequate	**3 4** Voice quality is good, though could improve	**5** Voice quality is outstanding and pleasing to listen to		
Body Language/ Clothing Choice 0- 5 points	**0** Body language shows nervousness and unease/inappropriat e clothing	**1 2** Body language shows minimal amount of nervousness/ appropriate conference attire	**3 4** Body language portrays participant at ease/ appropriate conference attire	**5** Body language enhances the presentation/ appropriate conference attire		
Grammar/ Word Usage Pronunciation 0-5 points	**0** Extensive (more than 5) grammatical and pronunciation errors	**1 2** Some (3-5) grammatical and pronunciation errors	**3 4** Few (1-2) grammatical and pronunciation errors	**5** Presentation has no grammatical or pronunciation errors		
Responses to Evaluators' Questions 0-5 points	**0** Did not answer evaluators' questions	**1 2** Responses to questions did not indicate adequate understanding of skills needed	**3 4** Responses to questions were appropriate and reflect good understanding of skills needed	**5** Responses to questions were appropriate and reflect excellent understanding of skills needed		

Evaluator Comments – Include two things done well and two opportunities for improvement:	**TOTAL** (90 points possible)	
	Evaluator #: _____ **Eval. Initials: _____** **RC Initials: _____**	

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ELEMENTS AND PRINCIPLES OF DESIGN WORKSHEET

Participant Name: _____ Level: _____

Chapter: _____ Team #: _____ Station #: _____ Presentation Time: _____

ELEMENTS OF DESIGN	
Element	Explain Element and how it has been incorporated in the sketch
Line	
Shape	
Texture	
Color	

PRINCIPLES OF DESIGN	
Principle	Explain the Principle and how it has been utilized in the sketch
Proportion	
Balance	
Emphasis	
Rhythm	
Harmony	

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SUPPLIES CHECK-IN FORM

Participant Name: _____ Level: _____

Chapter: _____ Team #: _____ Station #: _____ Presentation Time: _____

1. Only the following items are allowed in Fashion Sketch. Any additional items will not be allowed for competition and must be removed from the participant's supplies.
2. **Each** student must have their own set of equipment and may not share items during the competition.
3. Participants bringing all items as required will earn 5 points on the Point Summary Form.

CHECK WHICH ITEMS PARTICIPANTS BROUGHT:				
(1) File Folder (Plain, of any color with appropriate label)	**Colored Pencils, Crayons, and/or Markers**	**Erasers**	**Pencil Sharpener(s)**	**Ruler(s)**