ABSTRACT

The purpose of this creative project is to create visual sample garments which will work as visual examples of a preexisting university level approved flat pattern method curriculum. The need for garment samples for beginning pattern making students to use as visual examples of the newly introduced techniques is essential to create positive learning outcomes. Positive learning outcomes have been clearly defined by the text *Tools for Teaching*, by Barbara G. Davis. This information coupled with the first phase, concrete experience, of Kolb’s learning cycle model provides excellent foundation as to the effectiveness of such a visual aid as the project addresses. Thirty-four garment samples were constructed in concordance with the current approved curriculum in the Department of Family and Consumer Sciences for both Fashion Merchandising and Apparel Design students. The execution of the project was a success, and the results were favorable to the original problem being addressed.