Funding for Fashion FUNdamentals is provided by the American Honda Foundation.

If you are interested in participating in Fashion FUNdamentals, please complete the inserted application form and mail it by April 20, 2015 to:
Karen Hyllegard
1574 Campus Delivery
Colorado State University
Fort Collins, CO 80523-1574

Contact
Karen Hyllegard, Ph.D.
(970) 491-4627
karen.hyllegard@colostate.edu

Or visit us on the web:
fashionfundamentals.org

Reception
A culminating program reception for girls and their families will be held Friday, June 26, 2015, from 3-5 p.m. at the Lory Student Center.

Girls will model their original garment designs.

Program Particulars
Dates/Times:
June 15-26, 2015
Monday - Friday
9 a.m. - 5 p.m.

Location:
Colorado State University
Gifford Building
502 West Lake Street

A 2-week, no cost summer program designed to enhance girls’ interests and self-esteem in science, technology, engineering, and math.
is open to girls entering 6th, 7th, and 8th grades in fall 2015. The program was developed by faculty in Design and Merchandising at Colorado State University. This program represents an innovative, technology-rich learning experience comprising technical and social programming. Technical programming will engage girls in hands-on application of science, technology, engineering, and math concepts to develop solutions to real-world problems in the global fashion industry. Social programming will address topics of concern among adolescent girls, and thus, will have the potential to positively influence girls’ self-esteem as well as their academic performance.

**Technical Programming**

- **Fiber/Textile Science**: Girls will use optical microscopes to examine fibers like cotton and nylon and will explore synthetic fiber formation through spinning techniques. Girls will dye and compare the qualities of dyes on different fabrics.
- **Digital Textile Printing**: Girls will create digital textile designs using pattern repeat techniques. Girls will print their textile designs using digital printing technology and will use these textiles to create a sewn garment (e.g., a dress).
- **Apparel Engineering**: Girls will employ 3D body scanning technology to measure human body dimensions, which will be used to calculate critical measurements for garment construction.
- **Apparel Pricing and Costing**: Girls will cost garment production based upon choice of materials and location of production to inform the final retail price for their own product.
- **Merchandising Promotion**: Girls will develop a brand name, logo, and advertisements for a sewn product. Girls will reinforce math skills through the development of an advertising schedule and the calculation of advertising efficiency.
- **Quality Testing/Care Labels**: Girls will learn the processes used for evaluating textile/apparel product quality. Quality assurance tests will be conducted, and girls will design product care labels for the sewn garments that they create.
- **Store Design**: Girls will use computer technology to develop a retail store that involves application of spatial relations, measurement, and geometry concepts.

**Social Programming**

- **Body Image/Media Literacy**: Girls will build understanding of how media may influence body-related feelings and behaviors by analyzing the meanings and social consequences of media messages included in teen magazines.
- **Nutrition**: Girls will gain an understanding of what constitutes a healthy and balanced life-style by planning, preparing, eating, and analyzing the nutritional content of a healthy meal.
- **Physical Activity**: Girls will participate in creative movement activities that engage them in self-expression and build self-confidence. Girls also will partake in physical activities at the CSU Recreation Center or outdoors that promote self-confidence and team building.
- **Bullying**: Girls will engage in dialogue and activities that promote understanding about bullying, risk factors for bullying, and appropriate responses to bullying/bullying prevention.
- **Internet Safety**: Girls will participate in an interactive presentation that provides guidelines for safe Internet use and best-practices on how to avoid potential dangers online.