

Sample Lesson Plan

APPAREL DESIGN

Middle School Art | Grades 6–8 | 2–3 class periods (45 minutes each)



LESSON OVERVIEW

Students explore how clothing can communicate identity, interests, and style. Through brainstorming, sketching, and refinement, students will design an original apparel graphic for a T-shirt or hoodie.



ESSENTIAL QUESTION

How can apparel design express personality and communicate a message?



LEARNING OBJECTIVES

- Identify elements of strong apparel graphics
- Brainstorm themes, symbols, words, and visuals
- Develop thumbnail sketches
- Refine one concept into a final apparel design
- Present and explain design choices



MATERIALS

- sketchbook or drawing paper
- pencils, erasers
- black fine-tip marker
- colored pencils or markers
- ruler
- apparel design examples



VOCABULARY

apparel, graphic, composition, typography, contrast, theme, balance, identity.



PROCEDURE

1. Introduce apparel design and show examples.
2. Brainstorm interests, slogans, hobbies, and style ideas.
3. Create 4–6 thumbnail sketches.
4. Choose one concept and refine layout, lettering, and imagery.
5. Create a clean final apparel design.
6. Share and reflect on design choices.



ASSESSMENT

Students are assessed on creativity, craftsmanship, clarity of message, use of design elements, and completion of the final concept.



DIFFERENTIATION

Provide templates, brainstorming prompts, and one-on-one support. Encourage advanced students to experiment with layout, typography, or layered graphics.



TEACHER NOTES

Encourage bold, simple, wearable designs. Remind students that good apparel graphics should be visually clear and work well on clothing.



EXIT TICKET

“What design choice helped your apparel graphic best represent your idea?”



CROSS-CURRICULAR CONNECTIONS



MARKETING/BRANDING
Explore logos, target audiences, and brand identity.



LANGUAGE ARTS
Study messaging, slogans, and persuasive language.



TECHNOLOGY
Use digital design tools to create and refine apparel graphics.

STUDENT SKETCH EXAMPLES

1



SKATE CLUB

2



ART SQUAD

3



WILD ABOUT READING

4



GAME ON

5



CREATE EVERYDAY

EXAMPLE FINAL APPAREL DESIGN IDEAS

1



SKATE CLUB

2



ART SQUAD

3



WILD ABOUT READING

4



GAME ON

5



CREATE EVERYDAY