Goals and SLOs for a Costume Design Class:

Develop a minimum of two and a maximum of three goals. Each goal must have at least two and no more than three Student Learning Outcomes (SLOs)

Goal 1: Acquaint the students with fundamental skills in the basics of costuming, sketching, and costume design.
SLO 1.1: Demonstrate understanding of key design vocabulary terms and the fundamental skills required for costume design.
SLO 1.2: Apply the knowledge of fundamental costume design skills in independent work as well as collaborative settings.
SLO 1.3: Develop a set of effective personal processes or best practices according to national theatre standards.
Relevant Topics: Basics of Costuming, Sketching, Shop Basics

Goal 2: Develop skills required in the analysis of various types/genres of dramatic literature and time periods throughout theatre history.
SLO 2.1: Demonstrate the ability to analyze various types, genres, and styles of dramatic literature.
SLO 2.2: Develop a research process to obtain background knowledge on various time periods in theatre history.
SLO 2.3: Articulate the analysis of dramatic literature, any research processes, and findings within said research by relating it to the production of a theatrical event.
Relevant Topics: Playscript Analysis, Sketching, Costume Design

Goal 3: Create original costume designs and collaborate with or critique the work of other classmates.
SLO 3.1: Create multiple fully-realized costume designs for various pieces of dramatic literature.
SLO 3.2: Collaborate with a group or partner to create multiple fully-realized costume designs for various pieces of dramatic literature.
SLO 3.3: Analyze and critique the work done by students within the class including personal work and other classmate's work.
Relevant Topics: Sketching, Costume Design