# Talking Points: Pyer Moss

## How can sharing your own experiences help you connect with people?

Pyer Moss is a [fashion](#) brand started by Kerby Jean-Raymond. The brand celebrates stories of culture and shared experiences, using clothing to show creativity, strength, and style, while also sharing messages about Black American history and community.

Take a look at the below images as well as videos and use the questions to form a discussion around Pyer Moss.

Please Note:

This page includes links and videos from external sites, verified at publication but subject to change.

Teachers should review all content for classroom suitability.

[Report any issues](#), and check school firewall settings if videos don't play.

# Pyer Moss

Pyer Moss (pronounced 'Pierre') founder Kerby Jean-Raymond grew up in Brooklyn, the son of Haitian immigrants, and has been engaging with the fashion industry since his teenage years, interning at 14, starting a label at 15. Now in his 30s, Jean-Raymond has been at the helm of Pyer Moss since 2013, naming it for his mother. After a long-standing collaborative relationship with Reebok, Jean-Raymond was announced as the vice president of creative direction for the sportswear behemoth in late September 2020.

See more collections on the [Pyer Moss website](#).

Please be aware that the Pyer Moss website contains some inappropriate language for Primary ages so ensure that you check pages and content before showing the class.

## Questions to Ask Children

What do you like/dislike about the garments in Pyer Moss' collection?

Where might you wear these clothes?

How do these clothes differ from the other garments you've explored throughout this half term?

Would you like to wear these clothes?

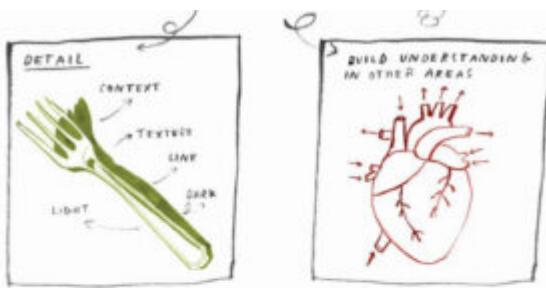# This Talking Points Is Used In…

## Pathway: Fashion Design



[This is featured in the 'Fashion Design' pathway](#)

using sketchbooks to make visual notes

# Show me what you see



DETAIL

CONTEXT

TEXTURE

LINE

DARK

LIGHT

BUILD UNDERSTANDING IN OTHER AREAS

SHOW ME WHAT YOU SEE METHOD:

1) GUIDE SEEING

"SHOW ME..."

2) RULES

SMALL   BIG   SHARP

3) CHALLENGE EXPECTATIONS

4) COUNT DOWN