

# **Higher National Unit specification**

### **General information for centres**

**Unit title:** Designing and Producing Fashion Garments: Advanced

Unit code: F1F4 35

**Unit purpose:** The Unit is designed to give candidates the opportunity to create a collection of fashion garment design ideas and produce finished garments. This Unit is suitable for those who are studying textiles, fashion or design or those working in a related industry.

On completion of the Unit the candidate should be able to:

- 1 Research and analyse a fashion design brief.
- 2 Produce a folio of garment designs to meet a fashion design brief.
- 3 Construct fashion garments.
- 4 Present a folio of design ideas and fashion garments.

**Credit points and level:** 2 HN credits at SCQF level 8: (16 SCQF credit points at SCQF level 8\*)

\*SCQF credit points are used to allocate credit to qualifications in the Scottish Credit and Qualifications Framework (SCQF). Each qualification in the Framework is allocated a number of SCQF credit points at an SCQF level. There are 12 SCQF levels, ranging from Access 1 to Doctorates.

**Recommended prior knowledge and skills:** While access is at the discretion of the centre, candidates should have prior knowledge of designing and producing a fashion garment from sketches through to pattern drafting and full garment production. This could be evidenced by successful completion of the Unit F1F5 34 *Designing and Producing a Fashion Garment: An Introduction* or a similar Unit at SCQF level 7.

**Core Skills:** There are opportunities to develop the Core Skills of Communication at SCQF level 5 and Problem Solving at SCQF level 6 although there is no automatic certification of Core Skills or Core Skills components.

**Context for delivery:** If this Unit is delivered as part of a Group Award, it is recommended that it should be taught and assessed within the subject area of the Group Award to which it contributes.

**Assessment:** The candidates will produce a portfolio of fashion garment ideas, fashion garments and associated patterns and mock-up garments.

# **Higher National Unit specification: statement of standards**

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The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Where evidence for Outcomes is assessed on a sample basis, the whole of the content listed in the Knowledge and/or Skills section must be taught and available for assessment. Candidates should not know in advance the items on which they will be assessed and different items should be sampled on each assessment occasion.

## Outcome 1

Research and analyse a fashion design brief

### Knowledge and/or Skills

- ♦ Types of media
- Types of materials
- ♦ Design source
- ♦ Fashion trends
- ♦ Colour palette
- ♦ Design details

### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can research a fashion design brief relating to current trends and produce visual evidence that shows analysis of two different fashion trends.

This visual evidence should:

- Meet the needs of a design brief in terms of suitability.
- Use a variety of research sources including the internet, magazines, books, and photographs and clearly reference all sources.
- Indicate a clear and concise colour palette.
- Highlight images suitable for silhouette development.
- ♦ The images highlighted should be clear and show a relation to the brief. This could be demonstrated by colour, images, shapes and fabrics that link to the brief.

#### **Assessment Guidelines**

See Assessment guidelines after Outcome 4.

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Designing and Producing Fashion Garments: Advanced

### Outcome 2

Produce a folio of garment designs to meet a fashion design brief

## Knowledge and/or Skills

- ♦ Types of media
- ♦ Types of materials
- Design source
- Drawing techniques
- ♦ Colour palette

## **Evidence Requirements**

Candidates will need evidence to demonstrate their skills and knowledge by showing that they can develop one of the trends researched in Outcome1 into a collection of fashion design ideas in sketch form showing garment ideas.

#### Candidates should:

- Generate a colour palette for use with the design ideas.
- Feature detail suitable for design development.
- Produce a minimum of 20 fashion design ideas showing development from the design source, which could be developed into a collection of dresses, skirts, tops or trousers or a combination of pieces. The ideas should show a relation to each other in terms of colour, use of techniques, scale and relationship to the brief.
- Two fashion design ideas should be identified for production and analysed for suitability to the brief and originality and creativity.

Each sketch should include the following level of detail:

- Indication of colour palette.
- Choice of fabric to be used.
- Sufficient detail to indicate design features such as pockets, collars, stitching and any decorative trimmings.
- All sketches should be to scale and in the same media.

#### **Assessment Guidelines**

See assessment guidelines after Outcome 4.

# **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Designing and Producing Fashion Garments: Advanced

## Outcome 3

Construct fashion garments

## Knowledge and/or Skills

- ♦ Garment shapes
- Garment construction techniques
- ♦ Materials traditional and innovative
- ♦ Garment finishes and trims
- Pattern production techniques
- ♦ Working drawings
- Pattern blocks

## **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can produce a minimum of two fashion garments developed from the sketches.

Produce accurate working drawings for the two fashion garments showing front and back views and styling details. Each working drawing should be to scale, indicate the amount of material to be used, fastenings, thread and notes of sewing and textile techniques to be used.

Candidates should manipulate a given set of basic pattern blocks to generate suitable patterns. Garment mock ups should be produced prior to constructing each final garment.

The garments produced should be linked in terms of colour, use of materials, choice of textile and scale. All pieces should be finished as appropriate, and edges should be frayed, hemmed, distressed or neatened and should match the working drawings and the given brief. Fastening should match the working drawings and the brief.

#### **Assessment Guidelines**

See assessment guidelines after Outcome 4.

## **Higher National Unit specification: statement of standards (cont)**

**Unit title:** Designing and Producing Fashion Garments: Advanced

### **Outcome 4**

Present a folio of design ideas and fashion garments

### Knowledge and/or Skills

- ♦ Technical Information
- ♦ Methods of collation
- ♦ Methods of presentation

### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can present a folio of sketches, working drawings and two finished fashion garments, related garment mock-ups, design ideas and original research. The portfolio should include technical notes, which accurately note the materials used, the sewing techniques, and should include an evaluation for each of the garments. The portfolio should display an organised approach and be of a standard suitable for client presentation.

#### **Assessment Guidelines**

All four Outcomes could be assessed holistically with the fashion garments developed to meet the brief and gathered in a single portfolio. Short technical notes should accompany all completed garments and mock-ups. The visual research from Outcome 1 and the sketch ideas from Outcome 2 will be assessed alongside the garments to ensure a coherent and relevant design process has been carried out. The candidate could produce garments based on a given or self-directed brief. The candidate should produce mood boards or a sketchbook containing visual evidence of two fashion trends. The trends should be used as a design source and 20 fashion design ideas produced following eg a floral theme. Sketches, in a form suitable for the chosen trend would be developed from the theme and images, colours, motifs and fabrics selected. The collection of sketches could include dresses, skirts, tops, jackets, coats and trousers as well as accessories or concentrate on a single garment type if required by the brief eg dresses.

Two fashion design ideas would then be chosen and working drawings made. Pattern blocks would be manipulated before making a mock up of the garments. Mock ups can be produced in calico or material similar in weight and handle to the finished design. Linings and fastenings do not need to be included in mock-ups.

Final fabric should be selected and the garments constructed. Fastenings and linings should be included in the final garment if they are appropriate to the finish of the garment. ie lined where necessary, with fastenings eg zips, buttons, hooks and eyes used where necessary.

All garments should be pressed, trimmed and finished as appropriate.

## **Administrative Information**

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Unit title:	Designing and Producing Fashion Garments: Advanced
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Version	Description of change	Date

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# **Higher National Unit specification: support notes**

**Unit title:** Designing and Producing Fashion Garments: Advanced

This part of the Unit specification is offered as guidance. The support notes are not mandatory.

While the exact time allocated to this Unit is at the discretion of the centre, the notional design length is 80 hours.

### Guidance on the content and context for this Unit

This Unit forms part of the Award HNC/HND Textiles where it is an optional Unit.

This Unit is intended to provide candidates with advanced skills in designing and making fashion garments while relating their ideas to a design brief. The design brief will have a theme that will allow candidates to find their own visual reference. Candidates will present their ideas and solutions for assessment. Candidates would research currents trends by researching and analysing fashion currently available in retail outlets, fashion and trends magazines and fashion and trend internet sources. Future trends would be researched by using fashion and trend magazines, trend prediction agencies, fashion and trend internet resources and books that will give further background information; eg fashion and art history. Images collected for the trends should be in colour in order to develop a definite colour palette. The candidate will be taught how to compile visual research into a mood board or sketchbook. The candidate should be taught how to develop garment design ideas for a collection based on visual research.

The sketches could be created in a technique that the candidate is competent in, eg pencil, watercolour, inks, collage and should be reflective of the brief eg a delicate romantic trend might best be sketched using a combination of pencil and watercolour. The sketches should be clear enough to show garment details such as collars, trims and hemlines and fit. Two ideas should be selected based on creativity, originality, relevance to the brief, suitability of fabrics. Working drawings should be created that will detail technical information relating to size, construction, fastenings and fabrics of the garments. Basic pattern blocks could be given but candidates would have to carry out manipulations to relate the blocks to their chosen design. A garment mock up should be produced and any alteration made regarding fit, length and detailing made. Fabrics should be selected and the final garments constructed. Seams should be finished and linings used when required completing the look of the garment. Garments should be finished, pressed and trimmed before presenting for assessment.

# Guidance on the delivery and assessment of this Unit

Candidates may be working to their own brief or may be given a design brief for compilation of their portfolios.

A suggested checklist is shown below which could be used for each sample.

# **Higher National Unit specification: support notes (cont)**

**Unit title:** Designing and Producing Fashion Garments: Advanced

Process used	Candidate comment	Assessor comment
Variety of research source		
Relevance of source to brief		
Quality of design ideas – did it meet		
intentions		
Innovation and creativity		
Suitability of fabrics		
Trimmed		
Pressed		
Finished		
Quality and suitability of folio		

#### Outcome 1

Examples of collections of fashion garments will be shown as well as visual research and examples of artwork. Candidates will also be encouraged to collect visual research to support the brief. This could be a combination of Internet source, magazines, books, postcards, photographs etc.

Candidates will analyse, evaluate and select the visual research to ensure it is appropriate to the brief. The research should be visual but notes if necessary may accompany images. The two mood boards or suitable sketchbook pages should be clear and of a standard suitable for a client presentation. Images should be trimmed using a guillotine or similar to ensure neatness.

#### Outcome 2

The candidates will need to evidence design development in sketchbook form showing ideas taken from one of the trends from Outcome 1. The developments should show garment shape and a minimum of 20 garment sketches should be produced. Candidates may choose to sketch different garment types or choose a single complex style and select different materials to develop the collection Candidates should be encouraged to work in the medium that they find most suitable. This may be pencil, ink, fine liner, collage, monoprint, etc. Two ideas should be identified for production.

#### Outcome 3

Having developed design ideas in Outcome 2 the candidate will select two ideas to produce. They should produce working drawings prior to beginning the construction. The patterns could be developed from a set of basic pattern blocks and manipulated to fit the design ideas. They should ensure consistency regarding colour, fabric choice, and finish.

#### **Outcome 4**

The folio should be of a standard suitable for a client presentation and should contain the visual research from Outcome 1, the sketches from Outcome 2, the patterns and mock-ups and the completed garments, finished and pressed as required.

Garments should be trimmed, pressed and finished as appropriate. The design work could be presented in the form of a sketchbook, stitched booklet, individual sheets, board or digitally recorded or a combination of these methods.

# **Higher National Unit specification: support notes (cont)**

**Unit title:** Designing and Producing Fashion Garments: Advanced

### Opportunities for developing Core Skills

Communication skills could be developed by question and answer sessions in groups and in one to one coaching sessions to observe the candidate in discussion with their peers and lecturer. Candidates are required to keep technical notes as part of their assessment.

Throughout the Unit the candidates will develop problem solving skills, be encouraged to reflect and evaluate their process of sourcing, development and selection throughout the project to address their strengths and limitations against the requirements of the brief could develop critical thinking. Candidates will have to show evidence of planning developing and evaluating their ideas. The evaluation may result in changes being made to the garment designs intended and this is likely to be documented on the sketches made in Outcome 2. When producing the garments candidates will be encouraged evaluate the quality of their work and correct work where necessary.

## **Open learning**

This Unit is suitable for open learning but where this mode of delivery is used the centre will have to devise appropriate ways of ensuring authenticity of candidate work. This might be done with the use of a questionnaire on the design process and garment construction techniques and photographic/CD/DVD images of the work in progress. This could be requested at various intervals at the centres discretion.

# Candidates with disabilities and/or additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering alternative Outcomes for Units. Further advice can be found in the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs* (www.sqa.org.uk).

## **General information for candidates**

## **Unit title:** Designing and Producing Fashion Garments: Advanced

In this Unit you will learn how to design and produce fashion garments, such as dresses, skirts, trousers or a bodice, which will show design, and construction techniques you have learnt during the course of the Unit.

You will learn to analyse a fashion design brief. You will learn to analyse fashion trends by using fashion and trend magazines, trend prediction agencies, fashion and trend internet resources and books that will give further background information; eg fashion and art history. Images collected for the trends should be in colour in order to develop a definite colour palette. You will learn how to compile your visual research into a mood board or sketchbook.

You will then learn how to do garment design ideas for a collection based on your visual research. The 20 sketches could be created in a technique that the you are competent in, eg pencil, watercolour, inks, collage and should be reflective of the brief eg a delicate romantic trend might best be sketched using a combination of pencil and watercolour. The sketches should be clear enough to show garment details such as collars, trims and hemlines and fit. Two ideas should be selected based on creativity, originality, relevance to the brief and suitability of fabrics. You will learn to do working drawings that will detail technical information relating to size, construction, fastenings and fabrics of the garments. Basic pattern blocks may be given but you will learn how to carry out manipulations to relate the blocks to their chosen design. You will learn how to take your patterns and construct a mock up, analyse a mock up, alter where necessary and make completed garment collections.

You will develop core skills in problem solving while analysing and developing design ideas. Communication skills will also be developed through discussion of ideas and process with your lecturer and the technical notes that will accompany the working drawings.