

## Higher National Unit specification

### General information for centres

**Unit title:** Concept Garment Design: An Introduction

**Unit code:** F1F6 34

**Unit purpose:** The Unit is designed to give candidates the opportunity to explore concept garment design development and produce samples. The Unit is suitable for those following a course in fashion or textiles or those working in these areas.

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

- 1 Analyse a brief and produce a range of design ideas.
- 2 Produce samples exploring potential garment designs in conjunction with a given brief.
- 3 Present samples.

**Credit points and level:** 1 HN credit at SCQF level 7: (8 SCQF credit points at SCQF level 7\*)

*\*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 some prior experience of the design process at SCQF level 5 or 6 or, evidence of certification such as Art/Design at Higher level or a suitable portfolio of art and design work.

**Core Skills:** There are opportunities to develop the Core Skills of Oral Communication at SCQF level 5 and Critical Thinking SCQF level 5 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Where a claim for an embedded Core Skill has been validated, a standard statement will be added by SQA.

**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 collection of concept garment pieces as evidence of completion of the Outcomes. A portfolio of design evidence will also be produced alongside the concept garment pieces.

## **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**

Analyse a brief and produce a range of design ideas

#### **Knowledge and/or Skills**

- ◆ Research design source
- ◆ Interpret design source
- ◆ Use of different types of materials and media

#### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can produce a minimum of 6 pieces of original art work which show a variety of drawing and mixed media techniques to meet the needs of a design brief in terms of suitability. Candidates must show evidence of using analytical and experimental drawing techniques, as well as paper and mixed media developments. Art work produced should be a minimum of A5 size.

#### **Assessment Guidelines**

See Assessment guidelines after Outcome 3.

### **Outcome 2**

Produce samples exploring potential garment designs in conjunction with a brief

#### **Knowledge and/or Skills**

- ◆ Experimental textile techniques
- ◆ Materials – traditional and innovative
- ◆ Interpretation of design sources

#### **Evidence Requirements**

Candidates will need evidence to demonstrate their skills and knowledge by showing that they can produce a minimum of 4 samples showing development from a source, which could be developed into garment pieces. A final concept garment piece should be produced from the best ideas in previous samples or as a stand alone piece. Each sample produced should be of a professional standard and accompanied by a centre devised checklist. Samples produced should be appropriate to the full size garment piece selected.

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

**Unit title:** Concept Garment Design: An Introduction

### **Assessment Guidelines**

The samples developed could form part of shirt pieces, skirt fronts, bodice fronts, collar and cuff pieces. Although the final concept garment piece could be fully finished, cut pieces that show shape and application of textile techniques are appropriate. See also Assessment guidelines after Outcome 3.

### **Outcome 3**

Present samples

#### **Knowledge and/or Skills**

- ◆ Methods of selection
- ◆ 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 portfolio of finished samples and related design sources which displays an organised approach and professional standard throughout. This portfolio should contain a minimum of 6 artwork pieces, 4 samples and 1 final concept piece and should include a brief technical note which evaluates the techniques used.

#### **Assessment Guidelines**

Students could be given a brief, which requires them to analyse design sources and collate their research and design developments and samples, as well as produce garment pieces. Work could be presented in a sketchbook format although garment pieces may be presented outwith the sketchbook. Technical data could be compiled for each garment piece.

When assessing the portfolio, consideration should be given to the whole design process as well as the overall quality and finish of the presented garment pieces. Assessment could be accompanied by a centre-devised checklist.

## Administrative Information

<b>Unit code:</b>	F1F6 34
<b>Unit title:</b>	Concept Garment Design: An Introduction
<b>Superclass category:</b>	JK
<b>Original date of publication:</b>	May 2007
<b>Version:</b>	02

### History of changes:

Version	Description of change	Date
02	Evidence Requirements of Outcome 2 – the number of concept garment pieces required has been reduced from 3 to 1.	10/09/10

**Source:** SQA

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

### **Unit title:** Concept Garment Design: An Introduction

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 40 hours.

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

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

#### **Outcome 1**

Mixed Media techniques likely to be covered in this Unit would include collage, wet media, line drawing and paper manipulations.

Manipulation techniques likely to be covered are folding, pleating, slashing, layering and burning.

Types of materials/media – inks, paints, pastels, pencils, fabric, fibres, plastic and paper could be demonstrated and used in this Unit.

#### **Outcome 2**

Candidates would be encouraged to develop paper and fabric samples based on their initial design research and developments. The samples could be actual size garment pieces showing accurate placement of images. Combinations of paper and fabric could be used or either media used individually.

#### **Outcome 3**

The artwork and samples created in Outcomes 1 and 2 should be selected and gathered together and presented in a professional manner for this Outcome, possibly mounted in a sketchbook and on folio boards.

### **Guidance on the delivery and assessment of this Unit**

In this Unit drawing and paper development techniques will be demonstrated and candidates will be given the opportunity to use and explore the techniques to create drawings and paper developments relating to a brief, either candidate designed or given by the tutor.

Candidates may be working to their own brief or may be given a design brief for compilation of their portfolios. If candidates are working to their own brief, it should be the basis of discussion with the lecturer.

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

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

**Unit title:** Concept Garment Design: An Introduction

Process used	Candidate comment	Assessor comment
Suitability of material — appropriate to the task		
Types of materials used		
Quality of image — did it meet intentions		
Choice of scale		
Relevance to source		
Judgement of Assessor		

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

### *Opportunities for developing Core Skills*

Communication skills could be developed by question and answer sessions in groups and in one to one coaching session to observe the candidate in discussion with their peers and lecturer. Candidates will also have to interpret a brief and will have to make technical notes during the course of the Unit.

Problem Solving could be developed by encouraging the candidate to reflect and evaluate their process of sourcing, development and selection throughout the project to address their strengths and limitations against the requirements of their given brief. Candidates will have to show evidence of planning, developing and evaluating their ideas. The evaluation may result in alterations being made to the original design construction intended and this is likely to be documented on the accompanying technical notes.

### **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. Oral questioning and workshops could be used to authenticate work.

### **Disabled candidates and/or those with additional support needs**

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website [www.sqa.org.uk/assessmentarrangements](http://www.sqa.org.uk/assessmentarrangements).

## **General information for candidates**

### **Unit title:** Concept Garment Design: An Introduction

In this Unit you will learn how to develop design ideas and produce simple concept garment pieces. You will be working with mixed media art material, different papers and fabrics.

The techniques you will be shown will include ways to manipulate papers, collage, mark making and fabric sampling. This will help you perfect your designs as you can manipulate the materials until you achieve the best possible concept garment.

From your own design developments you will be encouraged to design and make a selection of garment pieces using paper and fabrics, such as skirts, trousers, bodice or collars and cuffs. You will be asked to select and present some of these samples for your final assessment.

As you work through this Unit you will also develop the Core Skills of Communications and Problem Solving.