



Higher National Graded Unit specification

General information for centres

This Graded Unit has been validated as part of the HND Fashion Design and Manufacture. Centres are required to develop the assessment instrument in accordance with this validated specification. Centres wishing to use another type of Graded Unit or assessment instrument are required to submit proposals detailing the justification for change for validation.

Graded Unit title: Fashion Design and Manufacture: Graded Unit 2

Graded Unit code: F3HS 35

Type of Graded Unit: Project

Assessment Instrument: Practical Assignment

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.*

Purpose: This Graded Unit is designed to provide evidence that the candidate has achieved the following principal aims of the HND Fashion Design and Manufacture

- ◆ to develop, study and research skills
- ◆ to prepare candidates in specialist skills for progression to further studies
- ◆ to develop a range of vocational skills within the context of fashion and manufacture
- ◆ to conduct project work involving the planning, integration and application of a variety of skills within a determined timescale
- ◆ to enable the development of skills relevant to the fashion industry
- ◆ to develop the candidate's understanding of design concepts and processes relevant to the fashion industry
- ◆ to develop a range of advanced vocational skills within the context of Fashion Design and Manufacture
- ◆ to demonstrate the ability to integrate and apply complex advanced skills used within fashion and related industries
- ◆ to carry out complex project work involving research, analysis, planning and production
- ◆ to demonstrate the ability to manage projects effectively and evaluate their effectiveness in terms of time, materials and feasibility

General information for centres (cont)

Recommended prior knowledge and skills: It is recommended that the candidate should have completed or be in the process of completing the following Units relating to the above specific aims prior to undertaking this Graded Unit:

F26V34	<i>Fashion Design Using Computer Technology</i>
F26T34	<i>Creative Garment Design Garment: An Introduction</i>
F26W34	<i>Fashion Illustration: An Introduction</i>
F1PL34	<i>Fashion Technology: Pattern Drafting and Development</i>
F1PY34	<i>Sewing and Finishing Techniques for Garment Development</i>
F1PB34	<i>Couture Techniques: An Introduction</i>
F1PW34	<i>Pattern Development for the Fashion Industry</i>
F1PX35	<i>Sewing and Finishing for Garment Development: Advanced Techniques</i>
F18C34	<i>Fashion Forecasting: Research and Development</i>
F26P35	<i>Pattern Cutting: Complex Skills</i>
F26S35	<i>Creative Garment Design and Manufacture: Advanced</i>
F26R35	<i>Designing a Garment Collection</i>
F1PK34	<i>Fashion Technology: Design and Produce an Outfit</i>

Candidates should also have completed or be in the process of completing Optional Units to demonstrate the specialist areas within the context of fashion.

Core Skills: There are opportunities to develop the Core Skills of *Problem Solving*, *Communication*, *Information Technology* and *Working with Others* at SCQF level 6 and Numeracy at SCQF level 5 in this Unit, although there is no automatic certification of Core Skills or Core Skills components.

Assessment: This Graded Unit will be assessed by the use of a Practical Assignment. The developed Practical Assignment should provide the candidate with the opportunity to produce evidence that demonstrates she/he has met the aims of the Graded Unit that it covers.

Administrative Information

Graded Unit code: F3HS 35
Graded Unit title: Fashion Design and Manufacture: Graded Unit 2
Original date of publication: May 2008
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History of changes:

Version	Description of change	Date

Source: SQA

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Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates

Conditions of assessment

The evidence for the project is generated over time and involves three distinct stages, where each stage has to be achieved before the next is undertaken. Thus any reassessment of stages must be undertaken before proceeding to the next stage.

The candidate should be given a date for completion of the practical assignment. However, the instructions for the assessment task should be distributed to allow the candidate sufficient time to assimilate the details and carry out the assessment task. During the time between the distribution of the assessment task instructions and the completion date, assessors may answer questions; provide clarification, give guidance and reasonable assistance. The assessment task should be marked as soon as possible after the completion date. The final grading given should reflect the quality of the candidate's evidence at the time of the completion date.

If a candidate fails the project overall or wishes to upgrade, then this must be done using a substantially different project, ie all stages are undertaken using a new project. In this case, a candidate's grade will be based on the achievement in the re-assessment, if this results in a higher grade.

At this level candidates should work independently. It is up to the centres to take reasonable steps to ensure that the project is the work of the candidate. For example, centres may wish to informally question candidates at various stages on their knowledge and understanding of the project. This would be best accomplished by setting up a mentoring system with the candidates. Regular dates would be negotiated and agreed for candidate and tutor to meet and discuss progress. Meetings and discussions should be logged, as this information will be required for assessment evidence. Deadline dates for achievement of individual stages of the project should be agreed between tutor and candidate. This type of approach will help develop time management skills and project management skills.

Instructions for designing the assessment task

The assessment task is a project. The project undertaken by the candidate must be a complex task which involves:

- ◆ variables which are complex or unfamiliar which would involve the candidate interpreting a detailed design brief
- ◆ relationships which need to be clarified such as the relationship between design source and design development
- ◆ a context which may be familiar or unfamiliar to the candidate which would involve the creation of a pattern and manufacture of a garment

The assessment task must require the candidate to:

- ◆ analyse the task and decide on a course of action for undertaking the project
- ◆ plan and organise work and carry it through to completion
- ◆ reflect on what has been done and draw conclusions for the future
- ◆ produce evidence of meeting the aims which this Graded Unit has been designed to cover

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

The project will involve a practical assignment culminating in producing a finished fashion garment and a client presentation. The garment must demonstrate the application of the skills and knowledge acquired within the specified Units. This assessment instrument is not concerned exclusively with practical activity — candidates are provided with a brief which allows them to plan, prepare and demonstrate their creative and technical skills.

The candidate will be asked to:

- ◆ interpret a detailed design brief which requires the candidate to set and agree parameters within given broad guidelines, such as client/market, garment/fabric types
- ◆ gather source information
- ◆ develop design solutions appropriate to a chosen specialist area
- ◆ produce a manipulation sheet and garment production patterns for a fashion garment
- ◆ produce a finished fashion
- ◆ produce an illustrated client presentation with working drawings
- ◆ evaluate the design solutions

The practical assignment and the way that it is planned and developed should reflect the opportunities for the candidate to demonstrate their design and technical skills within the brief. The brief should be sufficiently flexible to allow choice in the way the project is developed so that it reflects the candidate's particular interests and strengths. The project should also reflect individual centre strengths and resources.

A mentoring system as described in the Conditions of Assessment would help the candidate to develop the brief and ensure the candidate was carrying out appropriate preparation and keeping to timelines. It would also help candidates develop their time management and project management skills.

The most appropriate approach to the project is one that requires candidates to select particular areas of garment design, pattern manipulation skills and production techniques to produce a creative solution to the given brief. The candidate should be asked to research, develop, consider creative solutions and produce a finished fashion garment. Each candidate must produce an individual response which should include garment sketches, fabric selection and working drawings which could be computer generated. The candidate should also produce a pattern manipulation sheet showing a minimum of two style details, production patterns, garment mock-up and operational breakdown before manufacturing their fashion garment using industrial techniques. The final presentation should be accompanied by client visuals and a log book.

Candidates will present their ideas and explain their solution in a final presentation. This presentation should be to a panel consisting of a minimum of two people and interaction and questioning should be part of the process. The presentation should last approximately 10 minutes. Candidates will be required to evaluate their proposed design solution in the form of a 500 word report.

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Guidance on grading candidates

Candidates who meet the minimum Evidence Requirements will have their achievement graded as C — competent, or A — highly competent or B somewhere between A and C. The grade related criteria to be used to judge candidate performance for this Graded Unit is specified in the following table.

Grade A	Grade C
<p>Is a seamless, coherent piece of work which:</p> <ul style="list-style-type: none"> ◆ Demonstrates all evidence for the three essential phases of the project Develops a plan and identifies and obtains resources from a minimum of three different sources to carry out the plan by developing the concept Evaluates the research Produces work to a high standard and is quite clearly inter-related to the design brief and demonstrates a sophisticated level of planning and presentation ◆ Demonstrates a high level of creativity and practicality in interpretation of the brief which identifies all relevant factors involved and assesses their relevance to producing a comprehensive systematic and sophisticated approach to the solution ◆ Demonstrates creative presentation of a greater amount of visual material to indicate a clear understanding of garment design development ◆ Demonstrates a high level of competence with pattern development to a tolerance of 5mm accuracy. Produce a garment to a saleable standard using industrial sewing methods ◆ Effectively consolidates and integrates required knowledge and skills to produce a viable design solution 	<p>Is a co-ordinated piece of work which:</p> <ul style="list-style-type: none"> ◆ Has evidence of the three essential phases of the project Develops a plan and identifies and obtains resources from a minimum of one source to carry out the plan Carries out the plan by developing the concept Evaluates the research Produces work to a standard which demonstrates a basic level of planning and presentation ◆ Demonstrates an interpretation of the brief which identifies the essential factors involved and assesses their relevance to producing an approach to the solution ◆ Demonstrates presentation of visual material to show garment design development ◆ Demonstrates a level of skill with pattern development to 1cm tolerance. Produce a garment which show a level of competency ◆ Consolidates and integrates knowledge and skills to produce a design solution although overall it may lack some continuity and consistency

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Grade A	Grade C
<ul style="list-style-type: none"> ◆ Produces a solution which is well structured throughout and demonstrates a clear and concise link through all stages of the project ◆ Uses high quality visuals and communicates creative ideas to a more sophisticated level ◆ Reviews and evaluates the project plan in a comprehensive way, fully explains the relevance of the evidence gathered and draws conclusions to identify the transferable knowledge and skills gained which can be used in the future 	<ul style="list-style-type: none"> ◆ Produces a solution which demonstrates a link though all stages of the project ◆ Uses visuals to communicate ideas to a basic level ◆ Reviews and evaluates the project plan, at a basic level explains the evidence gathered and identifies the knowledge and skills gained which can be used in the future

The project will be marked out of 100. Assessors will mark each stage of the project, taking into account the criteria outlined. The marks will then be aggregated to arrive at an overall mark for the project. Assessors will then assign an overall grade to the candidate for this Graded Unit based on the following grade boundaries.

- A = 70% — 100%
- B = 60% — 69%
- C = 50% — 59%

Note: the candidate must achieve all of the minimum evidence specified below for each stage of the project in order to achieve the Graded Unit.

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Evidence Requirements

The project consists of three stages: planning; developing; and evaluating. The following table specifies the minimum evidence required to pass each stage.

Note: The candidate must achieve **all of the minimum evidence** specified below for each stage of the project in order to pass the Graded Unit.

Project Stage	Minimum Evidence Requirements
Stage 1 — Planning	<p><i>The planning stage is worth 20% of the marks.</i></p> <p>An Action Plan which contains:</p> <ul style="list-style-type: none"> ◆ the candidate’s interpretation of the brief ◆ identification of a suitable target market ◆ results of discussion and agreement with ‘client’ ◆ evidence of fabric/trimmings research ◆ identification of the stages involved in development ◆ identification of the timelines for completion of each stage of development ◆ information gathered in response to the brief <p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Planning stage.</i></p>
Stage 2 — Developing	<p>The development stage is worth 60% of the marks.</p> <p>The development of creative solutions for a finished fashion garment which includes:</p> <ul style="list-style-type: none"> ◆ visual evidence of suitable fabric/trimming types ◆ investigation into a variety of solutions showing the development of a minimum of five fashion designs including thumbnails ◆ a minimum of two style details indicated on each fashion design ◆ selection of a final garment solution for manufacture ◆ production of a working drawing of final garment showing back and front views ◆ selection of suitable pattern block to produce a manipulation sheet ◆ a production pattern ◆ a garment mock-up and operational breakdown ◆ a final fashion garment incorporating a minimum of two style details and manufactured using industrial techniques ◆ mentoring feedback ◆ a colour client visual illustrating the finished garment and including

	working drawings and fabric samples.
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Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Project Stage	Minimum Evidence Requirements
Stage 2 (continued)	<p>Records of the process underpinning the activity should be retained in a log book which should contain:</p> <ul style="list-style-type: none"> ◆ the plan with any amendments ◆ evidence of research and development ◆ design processes with a minimum of 5 fashion design solutions including visuals, production patterns/garment mock-up ◆ mentoring feedback <p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Developing stage.</i></p>
Stage 3 — Evaluating	<p>The evaluation stage is worth 20% of the marks.</p> <p>Candidates must produce an Evaluation which should:</p> <ul style="list-style-type: none"> ◆ briefly outline the practical assignment ◆ review and update the Action Plan and timelines in the light of experience ◆ summarise any unforeseen design problems and how they were resolved ◆ identify any knowledge and skills which have been gained or developed ◆ assess the strengths and weaknesses of the design solution and suitability of techniques and materials used ◆ determine to what extent the solution met the original brief ◆ provide supporting evidence in the form of a presentation and a 500 word report <p><i>The candidate must achieve all of the minimum evidence specified above in order to pass the Evaluating stage.</i></p>

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Support notes

It is envisaged that this Graded Unit would be delivered towards the end of the course. The following Units should have already been completed or nearly completed.

F26V34	<i>Fashion Design Using Computer Technology</i>
F26T34	<i>Creative Garment Design Garment: An Introduction</i>
F26W34	<i>Fashion Illustration: An Introduction</i>
F1PL34	<i>Fashion Technology: Pattern Drafting and Development</i>
F1PY34	<i>Sewing and Finishing Techniques for Garment Development</i>
F1PB34	<i>Couture Techniques: An Introduction</i>
F1PW34	<i>Pattern Development for the Fashion Industry</i>
F1PX35	<i>Sewing and Finishing for Garment Development: Advanced Techniques</i>
F18C34	<i>Fashion Forecasting: Research and Development</i>
F26P35	<i>Pattern Cutting: Complex Skills</i>
F26S35	<i>Creative Garment Design and Manufacture: Advanced</i>
F26R35	<i>Designing a Garment Collection</i>
F1PK34	<i>Fashion Technology: Design and Produce an Outfit</i>

Candidates will also benefit from having completed or be in the process of completing optional Units which have allowed them to develop expertise in specialist areas.

Centres could consider the timing of the delivery of this Graded Unit, to ensure that sufficient time is allowed for any remediation and re-assessment, and subsequent internal and external verification. This is likely to mean that in a 'standard' academic year, the Graded Unit could be completed by late May.

The brief given to candidates should be open and should require the candidate to select or identify a target market which reflects their own interests or personal style. The candidate should be encouraged to thoroughly research their target market and select suitable fabrics/trims. Candidates would be expected to produce five possible design solutions and develop one of those solutions into a finished garment.

The finished garment should incorporate a minimum of two style details demonstrating a level of complexity in their design and technical skills. Candidates could log their progress throughout the Graded Unit and could be expected to meet any deadlines agreed with their tutor.

One way of assessing this Unit could be through the candidate presenting their ideas on a Client Presentation Board which could be supplemented with the candidate's log of activities and a portfolio of design solutions, production patterns and techniques. The candidate would explain and justify their design solution to a panel which would act as the 'client'. The panel could ask questions about the development of the design, the techniques used and methods of manufacture chosen, enabling the candidate to explain and justify their design development. It is anticipated that the evaluation would take the form of a short report which should be the equivalent of approximately 500 words. Centres should ensure that appropriate checklists are devised for this presentation.

Higher National Graded Unit specification: instructions for designing the assessment task and assessing candidates (cont)

Graded Unit title: Fashion Design and Manufacture: Graded Unit 2

The candidates could develop and demonstrate the Core Skills of *Problem Solving*, *Communications*, *Information Technology* and *Working with Others* at SCQF level 6 and *Numeracy* at SCQF level 5 and these Core Skills are signposted. *Problem Solving* is demonstrated throughout this Graded Unit in the planning, development and evaluation of the project. Additionally, candidates will have to evaluate the quality of the product they are creating and ensure that it meets the requirements of the agreed brief. *Communications* skills are demonstrated in the negotiation and mentoring between the candidate and the tutor and in the evaluation report. The Core Skills of *Information Technology* at SCQF level 6 could also be signposted where candidates would demonstrate these skills when word processing reports, using the internet for research purposes and any use made of imaging software.

Additionally, candidates could be encouraged to record the development of their product using digital imagery. Design software may also be used as part of the design process. Candidates will also develop their skills in *Working with Others* as demonstrated through the negotiations which take place between the candidate and the 'client', the mentoring meetings and any negotiations which take place in the fashion workshops which involve sharing specialist equipment and machinery. *Numeracy* skills are extended by candidates having to work out quantities of materials required and pattern accuracy and manipulation techniques

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 assessment arrangements. For information on these, please refer to the SQA document *Guidance on Assessment Arrangements for Candidates with Disabilities and/or Additional Support Needs*, which is available on SQA's website: www.sqa.org.uk.

General information for candidates

This Graded Unit is designed to test your ability to integrate the knowledge and skills you have learned in your study of Fashion Design and Manufacture. Once you have completed this Graded Unit you will:

- ◆ be aware of your strengths in the fashion area
- ◆ be able to use your chosen strengths to design and produce a fashion garment to meet a given brief
- ◆ develop your understanding of design concepts and processes in relation to fashion
- ◆ have developed advanced skills relevant to the fashion industry
- ◆ carry out complex project work involving research, analysis planning and production
- ◆ work given to timescales
- ◆ manage your project and evaluate the effectiveness of your solution
- ◆ have developed advanced skills in pattern development and industrial sewing methods

Although there is no new knowledge and skills involved in this Graded Unit, you will find that you will develop a more independent approach to learning. You will develop your project management skills and learn how to develop your own ideas and you will be encouraged to log your activities in a log book. You will also develop your *Problem Solving* skills, *Numeracy*, *Information Technology* and your *Communication* skills as well as skills in *Working with Others*.

Before you undertake this Graded Unit you will have completed or be in the process of completing the following Units:

F26V 34	<i>Fashion Design Using Computer Technology</i>
F26T 34	<i>Creative Garment Design Garment: An Introduction</i>
F26W 34	<i>Fashion Illustration: An Introduction</i>
F1PL 34	<i>Fashion Technology: Pattern Drafting and Development</i>
F1PY 34	<i>Sewing and Finishing Techniques for Garment Development</i>
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F26P 35	<i>Pattern Cutting: Complex Skills</i>
F26S 35	<i>Creative Garment Design and Manufacture: Advanced</i>
F26R 35	<i>Designing a Garment Collection</i>
F1PK 34	<i>Fashion Technology: Design and Produce an Outfit</i>

You will be given a detailed design brief and you will be asked to clarify and negotiate this brief with your tutor. You will be required to evaluate your strengths and personal interests in fashion techniques and the strengths you identify will determine the client market and techniques used to produce the fashion garment.

General information for candidates (cont)

You will then produce an action plan which sets timelines for completion of various parts of the project. You will have regular meetings with your lecturer to check on your progress. It is important that you try to stick to the deadlines and dates set for meetings and completing parts of your project. Once you have successfully completed the planning stage, you will go on to develop five design solutions one of which you will select and produce a production pattern, a mock-up would be produced to test the pattern and an operational breakdown recorded. Finally you would make up the fashion garment. Once you have successfully passed this part of the project you will progress to the evaluation stage where you will show that you can review the whole project, the suitability of the design, techniques and materials used and draw conclusions on how the design solution met the brief. This would take the form of a presentation and a 500 word report.

You have to pass all 3 parts of the project and the marks allocated to each part are as follows:

Planning	20%
Development	60%
Evaluation	20%

Overall you will receive a grading in this Unit which depends on the marks you gain. The grades are shown below.

A = 70% — 100%
B = 60% — 69%
C = 50% — 59%

In addition, if you pass this Graded Unit you will develop Core Skills in *Problem Solving*, *Communication*, *Information Technology* and *Working with Others* at level 6 and Numeracy at level 5