

## Higher National Unit specification

### General information for centres

**Unit title:** Performance Costume: Advanced

**Unit code:** F190 35

**Unit purpose:** This Unit is designed to provide candidates with the opportunity to design and produce a performance costume and accessory. The Unit is suitable for those studying textiles, fashion or design or working in any of these areas.

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

- 1 Research and analyse a brief to create a performance costume and accessory.
- 2 Produce designs and samples to meet a brief.
- 3 Construct a performance costume and accessory to meet a brief.

**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 to this Unit is at the discretion of the centre, it is anticipated that candidates would have already undertaken the Unit Performance Costume: An Introduction at SCQF level 6 or have experience in designing and making garments at this level.

**Core Skills:** There are opportunities to develop the Core Skills of Communication at SCQF level 6 and Critical Thinking at SCQF level 6 in this Unit, 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 candidate will compile, record, produce and analyse evidence of investigation into a performance costume and accessory to meet a brief. The candidate will design and construct a performance costume and accessory. A portfolio of supportive sampling and design development evidence will be produced alongside the finished performance costume and accessory.

## **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 brief to create a performance costume and accessory

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

- ◆ Performance costume and accessory brief
- ◆ Sources of information
- ◆ Selection and interpretation of evidence
- ◆ Research methods
- ◆ Recording methods

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their knowledge and skills by showing that they can research and analyse a brief. The candidate will use different methods of researching and selecting appropriate information from a variety of sources to meet a brief. Various techniques of recording visual, oral and written research are to be explored and referenced in a systematic way. The candidate will show a minimum of three different types of evidence of researching information from a variety of sources including internet, specialist books and journals, original historical artefacts. References should be collated in a manner that is easy to understand. A minimum of the equivalent of ten A3 sheets of research documentation are required.

#### **Assessment Guidelines**

See Assessment guidelines after Outcome 3.

### **Outcome 2**

Produce designs and samples to meet a brief

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

- ◆ Design process
- ◆ Materials and media
- ◆ Design Drawings
- ◆ Interpretation of designs
- ◆ Surface decoration
- ◆ Construction techniques
- ◆ Specification drawing

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

**Unit title:** Performance Costume: Advanced

### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can: use a variety of design processes to produce a minimum of 15 performance costume and accessory design ideas, with a minimum of 10 interpretive samples, to meet a brief.

Design drawings should be executed in a range of media, and scales showing all aspects, where appropriate, such as shape, detail and features, back and front views and compositional placement of surface decoration.

The 10 samples should show: development from the design ideas, a justification of the suitability of materials, appropriate choice of scale, surface decoration and construction techniques where appropriate. At least four samples should show a combination of techniques. Samples produced should be a minimum of A5 size. A toile may be produced as evidence where appropriate.

The candidate should produce a full specification drawing of their final design solution.

### **Assessment Guidelines**

See Assessment guidelines after Outcome 3.

## **Outcome 3**

Construct a performance costume and accessory to meet a brief

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

- ◆ Materials and equipment
- ◆ Methods of construction
- ◆ Production process
- ◆ Time management
- ◆ Budget management

### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can: construct a performance costume and accessory in relation to a brief. The performance costume and accessory should demonstrate appropriate interpretation and use of materials, methods, processes and equipment. The construction and production of the pieces should reflect the findings of Outcomes 1 and 2 and display an organised approach and high quality of finish throughout. This should be produced within the given time and budget allocation.

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

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### **Assessment Guidelines**

Candidates could be given a script, story, or opera with a particular character and scene identified. They could be asked to research specific requirements eg to allow for movement, particular fabric selection, colours or other constraints. The costume and a relevant accessory should be produced for the given scenario. All of the research undertaken including the sketches, designs, samples and any technical notes on construction should be gathered together into a portfolio to accompany the finished items. The performance costume and accessory should demonstrate appropriate interpretation and use of materials, methods, complex processes and equipment. The construction and production of the pieces should reflect the findings of Outcomes 1 and 2 and display an organised approach and high quality of finish throughout.

## Administrative Information

**Unit code:** F190 35

**Unit title:** Performance Costume: Advanced

**Superclass category:** JK

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### History of changes:

Version	Description of change	Date

**Source:** SQA

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

### **Unit title: Performance Costume: 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 is part of the HNC/D Textiles award where it is a mandatory Unit.

When undertaking research candidates could maintain working notes — both hand written, typed, audio and visual recordings, photographs, computer printouts and memory stored material — of the findings of the research compiled. When creating designs and samples candidates could maintain working notes of the design techniques and samples created. These could be incorporated into a portfolio of evidence. All samples should be finished as appropriate. The supportive design development work and sampling could be presented in the form of a sketchbook, stitched booklet, individual sheets, boards or digitally recorded or a combination of these methods.

#### **Outcome 1**

Research techniques likely to be covered in this Unit could include: library visits — college, local and national specialist collections; internet and web based searches using search engines and e-library exploration; visits to theatres, museums, galleries and private collections of performance costume-locally, nationally, internationally. Viewing of films, television and live performance could enhance research possibilities. Specialist knowledge could be gathered through guest speakers, local guilds, curators, directors or choreographers.

#### **Outcome 2**

Design techniques likely to be covered in this Unit could include sketches and drawings in a variety of media such as: pencil, pen and ink, fine line pen, collage, pantone/felt tip pens, water soluble pencil/crayon, watercolour/gouache/acrylic paint, stitch and cloth, graphite and oil, oil pastel, mono print, chalks and charcoal.

Construction techniques could include: boning, felt making, blocking Paper Mache, wire, latex and plaster. Textile sampling development and embellishment techniques covered could include hand/machine stitch, beading and water soluble embroidery.

#### **Outcome 3**

As this is an advanced Unit, candidates will be expected to produce a simple garment and accessory which is embellished and designed for performance purposes. Some time should be spent identifying the differences between performance costumes and appropriate accessories and everyday garments and items.

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

**Unit title:** Performance Costume: Advanced

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

#### **Outcome 1**

In this Unit research gathering and recording techniques will be demonstrated and exemplars shown. Candidates will be given the opportunity to practice different methods and advised on best practice of gathering, logging and editing research materials. The candidate will work from a brief which can be given or self-generated and they should collect and record appropriate source material and research in sketchbook form or refer to source material from other Units forming part of this award.

#### **Outcome 2**

In this Unit design processes will be demonstrated and exemplars shown and candidates will be given the opportunity to use and explore these techniques to create designs.

A minimum of 15 design drawings should be produced and these could be technical, illustrative or expressive in their technique and style.

A specification drawing of the final designs should include colour, scale and materials/techniques to be used.

Candidates would be shown surface embellishment exemplars for inspiration as well as demonstrations of construction techniques. Candidates will be encouraged to refer to their textile techniques Unit for further inspiration for their sampling development and explore embellishment techniques. Toiles should be produced for items such as garments, appendages, hats, collar/cuffs etc. A minimum of 10 techniques or combination of technique should be sampled. The designs and samples could be within a sketchbook, a folio or surface mounted.

#### **Outcome 3**

The final performance costume and accessory should be constructed using the information gathered in Outcomes 1 and 2 and meet the requirements of the brief. They should be finished and stored appropriately depending on final use. Candidates should be aware of timescale and budgetary restrictions with regard to the finished item of performance costume and accessory and work within these parameters.

Candidates may be given a character or a specific performance as a brief for this Unit or they could generate their own.

Assessment is likely to take place at the end of the time available and candidates should submit their research and port folio for assessment. Candidates should be given feedback throughout the duration of the project to enable them to have the opportunity of producing the best work possible.

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

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### *Opportunities for developing Core Skills*

- ◆ **Problem Solving:** candidates will have to gather and evaluate relevant research sources to develop designs for their performance costume, accessory and samples. When making the costume and accessory candidates will be expected to evaluate their work, correct any sub-standard work and amend the design as appropriate.
- ◆ **Communication:** candidates will be expected to discuss and evaluate the research, designs, samples and performance costume and accessory in terms of suitability for the brief, either orally or in written form.

### **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 by the submission of visual evidence in the form of photographic, CD/DVD images of work in progress of the performance costume and accessory. This could be requested at various intervals at the centres discretion. Additionally the candidate would be questioned on their work.

### **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](http://www.sqa.org.uk)).



## **General information for candidates**

### **Unit title: Performance Costume: Advanced**

In this Unit you will learn how to research and analyse a brief, investigate material from a variety of sources including libraries, theatres, the internet, museum and gallery collections. You will focus and thoroughly research a topic as directed by a brief, producing a body of evidence to illustrate your findings. This may include written, visual and oral evidence, samples of technique, fabric or materials. Relevant social, religious, secular or geographical or performance related anecdotes could be included.

You will produce designs, develop samples and construct a performance costume and an accessory. You will work with a variety of fabrics/materials and construction methods. Your designs and samples will be developed from your own drawing sources and research. You will present this supportive work for your final assessment.

The design techniques that you are likely to cover in this Unit may include: sketches and drawings in a variety of media such as pencil, pen and ink, fine line pen, collage, pantone/felt tip pens, water soluble pencil/crayon, watercolour/gouache/acrylic paint, stitch and cloth, graphite and oil, oil pastel, mono print, chalks and charcoal.

You will produce a finished design drawing that could be technical, illustrative or expressive in style and a specification drawing of the final design.

Construction and embellishing techniques that you are likely to cover include: boning, felt making, blocking, Paper Mache, wire, latex, plaster, hand/machine stitch, beading and water soluble embroidery.

You will also gain experience of producing a finished performance costume and accessories and this process will allow you to bring together the skills and knowledge you have acquired during the Unit.

In addition you will develop skills in Communication and Problem Solving.