

## Higher National Unit specification

### General information for centres

**Unit title:** Designing and Producing a Fashion Garment: An Introduction

**Unit code:** F1F5 34

**Unit purpose:** This Unit is designed to give candidates an introduction to the principles of fashion design and garment construction. It is suitable for candidates undertaking a course in fashion or textiles.

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.
- 3 Construct a fashion garment.

**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:** Candidates should have some prior experience of the design process at NQ level, evidence of certification such as Art/Design at Higher level or a suitable portfolio. It would be advantageous for candidates to have experience of garment production and pattern drafting.

**Core Skills:** There are opportunities to develop the Core Skills of Communication and Critical Thinking at 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 candidate will produce a fashion garment as evidence of completion of the Outcomes. A portfolio of design evidence will also be produced alongside the fashion garment.

## **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**

- ◆ Research Skills
- ◆ Analytical Skills
- ◆ Source elements
- ◆ Fashion trends
- ◆ Materials – traditional and innovative

#### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can research and analyse current fashion trends to meet the needs of a brief. Candidates should identify and analyse 2 key trends using a variety of sources including fashion and textile magazines and appropriate internet sites and identify one key trend as a basis for their chosen garment design development.

Present a visual summary in either a sketchbook or 2 mood boards (minimum A2 size) of their findings.

#### **Assessment Guidelines**

Candidates could produce a mood board or sketchbook to summarise their findings. The images should be gathered from fashion and textile magazines and current websites that feature fashion images. The images should demonstrate a clear link to the selected trends and identify a colour palette, fabric choices and silhouette.

### **Outcome 2**

Produce a folio of garment designs

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

- ◆ Design sources
- ◆ Visual research
- ◆ Design development
- ◆ Garment construction
- ◆ Materials – traditional and innovative

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

**Unit title:** Designing and Producing a Fashion Garment: An Introduction

### **Evidence Requirements**

Candidates will need evidence to demonstrate their skills and knowledge by showing that they can: produce a minimum of 10 garment design ideas showing development from one of the key trends researched in Outcome 1.

They should show the selected style of garment, indicate fabrics and construction details and match the key trend identified in Outcome 1.

### **Assessment Guidelines**

Design ideas could be presented in the form of a sketchbook and use a variety of media. Candidates could show evidence of exploring all design possibilities before selecting a final idea for construction. The sketches should be clear and concise and should show design details as indicated in the Evidence Requirements. These could be detailed on an accompanying centre-devised checklist.

## **Outcome 3**

Construct a fashion garment

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

- ◆ Pattern construction
- ◆ Fabric Selection
- ◆ Garment Construction

### **Evidence Requirements**

Candidates will need evidence to demonstrate their knowledge and skills by showing that they can: construct a simple fashion garment developed from prepared sketches in Outcome 2. The garment should show appropriate choice of fabric relating to silhouette, be evenly seamed and finished with no loose threads and a fastening mechanism included where appropriate. Patterns to be drafted based on a selected design idea. An organised approach should be demonstrated throughout the process. A brief technical note detailing the processes used should be presented along with the final garment.

### **Assessment Guidelines**

When assessing the fashion garment, consideration should be given to the whole design process as well as the overall quality and finish of the garment. The final garment and portfolio (mood boards/sketchbook) must demonstrate the skills and knowledge outlined in Outcomes 1, 2, and 3. Assessment could be accompanied by a centre-devised checklist.

## Administrative Information

<b>Unit code:</b>	F1F5 34
<b>Unit title:</b>	Designing and Producing a Fashion Garment: An Introduction
<b>Superclass category:</b>	JK
<b>Original date of publication:</b>	May 2007
<b>Version:</b>	01

### History of changes:

Version	Description of change	Date

**Source:** SQA

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## Higher National Unit specification: support notes

### Unit title: Designing and Producing a Fashion Garment: 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

The Units is part of the HNC/HND Textiles where it is an optional Unit.

#### Outcome 1

In this Unit fashion trend sources will be researched and candidates will be given the opportunity to create a visual summary of their research.

Fashion trend sources likely to be accessed in this Unit will be trade magazines, fashion magazines, relevant publications and fashion trend websites, which should be current.

#### Outcome 2

Candidates would be shown exemplars for inspiration and guidance and would be encouraged to develop their own sources for the design development stage. A final design should be selected from this stage for construction. It may also be useful at this stage to explore the properties of fabric by use of draping on the tailors dummy in order to create more interesting silhouette and develop the candidates understanding of the design process.

#### Outcome 3

The selected idea should be developed as a flat pattern in order to help with construction. Fabrics and trims should be selected in conjunction with the candidate in order to ensure appropriateness. The garment should be constructed to a professional standard.

### 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.

Process used	Candidate comment	Assessor comment
Suitability of material – appropriate to the task		
Types of materials used		
Quality of design – did it meet intentions		
Innovation and creativity		
Relevance to source		
Standard of finish		

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

### **Unit title:** Designing and Producing a Fashion Garment: An Introduction

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.

#### ***Opportunities for developing Core Skills***

During the course of this Unit candidates will develop their communication skills. They will have to explain and discuss their design with their lecturer. They will also have to read information on fashion trends and key design ideas and use these ideas to formulate their own designs. Candidates will also have to write technical notes.

Critical thinking skills will be developed as the candidate will have to sequence activities and ensure that materials and machinery are available for the construction process.

#### **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 either by oral questioning on research undertaken or supervision of garment production.

#### **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:** Designing and Producing a Fashion Garment: An Introduction

In this Unit you will learn how to design and produce a fashion garment, such as a skirt, trousers or a bodice which will show design and construction techniques you have learnt during the course of the Unit. You will work with fabrics and other materials in this Unit.

Your garment will be developed from your own design sources and you will research current fashion trends before selecting a trend that you wish to develop into garment ideas and you will select and present your garment and design evidence for your final assessment.

In studying this Unit you will also develop Core Skills of Communication and Problem Solving.