

## Higher National Unit specification

### General information for centres

**Unit title:** Fashion Technology: Design and Produce a Range of Garments

**Unit code:** F1PJ 35

**Unit purpose:** The purpose of this Unit is to provide the candidate with the opportunity to expand their existing knowledge and skills to produce a range of sample garments. This Unit is intended for candidates who may wish to develop their career prospects in the area of fashion technology or working in the fashion industry.

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

- 1 Produce sketches and working drawings to meet a given design brief.
- 2 Develop sample garments from working drawings.
- 3 Manufacture the final garments.
- 4 Compile a folio of manufacturing data.

**Credit points and level:** 3 HN credits at SCQF level 8: (24 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 entry is at the discretion of the centre, however it would be benefit from having complete Units in clothing production or fashion technology or have evidence of sewing and pattern development at SCQF level 7. This could be evidenced by the candidate having achieved the Unit Code number F1PK 34 *Fashion Technology: Design and Produce an Outfit* at SCQF level 7.

**Core Skills:** There are opportunities to develop the Core Skills of Numeracy, Working with Others, Communications and Problem Solving at SCQF level 6 and IT at SCQF level 5 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:** This Unit can be assessed holistically with the production of a range of garments from initial sketches through working drawings, sample garments and an accompanying folio of manufacturing data.

## **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**

Produce sketches and working drawings to meet a given design brief

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

- ◆ Design brief
- ◆ Proportion and dimension
- ◆ Technical information for development
- ◆ Fabrics
- ◆ Drawing techniques

### **Outcome 2**

Develop sample garments from the working drawings

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

- ◆ Interpretation of working drawings
- ◆ Use and manipulation of block pattern
- ◆ Sample pattern cutting techniques
- ◆ Sample garment cutting techniques
- ◆ Industrial sewing machine methods
- ◆ Industrial sewing techniques
- ◆ Fit and style
- ◆ Sample cutting information
- ◆ Toile construction

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

**Unit title:** Fashion Technology: Design and Produce a Range of Garments

### **Outcome 3**

Manufacture the final garments

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

- ◆ Industrial manufacturing methods and techniques
- ◆ Finishing techniques
- ◆ Fabric handling techniques

### **Outcome 4**

Compile a folio of manufacturing data

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

- ◆ Garment specification sheets
- ◆ Garment breakdown sheets
- ◆ Bill of material sheets

#### **Evidence Requirements**

Candidates will need to provide evidence to demonstrate their Knowledge and Skills in Outcomes 1 to 2 by showing that they can:

Interpret a design brief and produce a minimum of two colour sketches and working drawings which are in proportion (back and front views) related to at least two complete outfits. The outfits in total should contain four individually styled garments one of which must be a lined outerwear garment.

The sketches should be in colour with relevant fabric simulation.

The working drawings should include all relevant technical information including openings, fastenings, trims, topstitching and dimensions of style details.

Development of the sample patterns should be done by selecting an appropriate block pattern and manipulating it to the specifications set out in the working drawings. Sample patterns should be produced which should include all relevant cutting and technical information and seam and hem allowances. The candidate should then construct toiles for each item.

The sewn toiles should be linked to the working drawings and tested for fit and style (any modifications should be carried out at this stage and all patterns and working drawings adjusted accordingly).

All toiles should be manufactured using industrial sewing machine methods and techniques with sufficient detail so the garment can be developed to a finished state.

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

### **Unit title:** Fashion Technology: Design and Produce a Range of Garments

To evidence Outcome 3 candidates will cut and create the final garments using industrial machine sewing methods and techniques. Each item produced should reflect the working drawings, should demonstrate correct use of machine tensions, demonstrate needle and thread selection appropriate to the fabrics being used, use of the correct weight of interlining, and be finished to the specifications required for final presentation.

The finishing techniques should include all threads trimmed and pressed and for final presentation the garments should be labelled, bagged and on hangers.

To evidence Outcome 4 candidates will produce a folio of manufacturing data to record all technical information needed to produce the garments.

Folio should include:

- ◆ all coloured sketches (back and front views) of garments showing fabric simulations
- ◆ all working drawings (back and front views) of garments and include all style details
- ◆ garment specifications and breakdown sheets which exemplify the detail indicated in the working drawings to aid the manufacturing process
- ◆ bill of materials sheets for each garment which specifies quantities, costs of materials, manufacturing costs and any trimming costs

Candidate's performance should be recorded by using observation schedules and a minimum of four individually styled garments.

### **Assessment guidelines**

The assessment for all the Outcomes in this Unit can be integrated to enable the candidate to produce the finished garments. Details of the requirements of all Outcomes could be supplied to the candidate at the beginning of the Unit in the form of checklists, which would encourage sequential working.

The candidates could be given a design brief to enable them to develop ideas and produce working drawings. From these working drawings the candidate will select and develop sample patterns. The patterns will be used to cut garment toiles, which should be tested for fit and style and modified if necessary. Final garments should be cut and manufactured to given specifications.

All technical information will be collated into a folio and could include:

- ◆ Coloured Sketches
- ◆ Working drawings

The range of garments produced could consist of a minimum of four individually styled garments one of which should be a lined outerwear garment such as a coat or jacket.

## Administrative Information

**Unit code:** F1PJ 35

**Unit title:** Fashion Technology: Design and Produce a Range of Garments

**Superclass category:** JK

**Original date of publication:** June 2007

**Version:** 01

### History of changes:

Version	Description of change	Date

**Source:** SQA

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

### **Unit title:** Fashion Technology: Design and Produce a Range of Garments

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 120 hours.

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

As there is a wide skills base required for this Unit, it should be taught in the final year of the HND in Fashion Technology and Manufacture with Design as a mandatory Unit.

The production of a range of garments requires the candidates to possess skills in the area of design, textiles, pattern cutting, industrial sewing machining techniques and equipment technology.

This Unit will allow the candidate to bring together all the skills they have learned previously on the course and use them to create the finished garments.

Candidates should have had access to current magazines and fashion forecasting information to help to develop their ideas for garment silhouettes and style details.

The garment manufacturing equipment, which could be used, are single needle lockstitch, 3/5 thread over locker, buttonholer, button sewer, various industrial sewing machine attachments, iron and vacuum table, button coverer, various stud machines and eyelet machine.

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

As this is a project-based Unit, and each Outcome is dependant on the others, it is recommended that the candidate's progress is monitored at appropriate points throughout this Unit. The tutor can draw up checklists.

Candidate packs could be issued to each candidate, which should contain all relevant information required to complete the Unit as a whole. Included in this pack could be the specifications required.

Candidates and tutor can discuss the design brief and suggest a variety of sources for collecting and developing their ideas. A minimum of four garments (two complete outfits including one lined outer garment i.e. coat or jacket) should be presented for assessment.

The sketches should include back and front views in colour and with fabric simulated.

Fabric swatches related to the design brief may be made available or the candidates could supply their own swatches. Fabric simulation should be to a good standard and a variety of techniques may be used to achieve this. This could be done using CAD, scanning, textured or coloured paper or manually.

The garment specification, breakdown and bill of materials sheets could be supplied by the tutor, as these skills will have been covered in another Unit related to these subjects or the candidate can produce their own as long as the specification required for the Outcome are included.

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

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

Candidates will develop their Problem Solving Skills in this Unit as they are required to plan their garment production, to develop their design ideas and to develop the garments from toile stage to finished garment. Candidates will need to evaluate their designs and the production techniques used and to amend their designs and their garment if required.

Numeracy Skills will be developed through measuring accurately, use of blocks and patterns and calculation of materials requirements and lay plans to minimise fabric wastage. Candidates will also have to provide costings and estimate quantities of materials required.

Candidates would be expected to use word processing software in their folio of technical information. Additionally it will be envisaged that some centres may choose to encourage software to create sketches/working drawings and fabric simulation.

Working with Others and Communications will be developed throughout this workshop based Unit as candidates will have to negotiate the use of limited specialist equipment and machinery with other candidates in the completion of their garments. Candidates will also communicate with staff throughout the course of this Unit concerning fabric selection, pattern development and garment manufacture.

### **Open learning**

Constant guidance and direction is given throughout this Unit, and this coupled together with individual design, pattern cutting and manufacturing techniques and health and safety requirements, makes this Unit unsuitable for open learning.

### **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: Fashion Technology: Design and Produce a Range of Garments**

In this Unit you will learn how to put into practice all the design, sewing and pattern cutting techniques, learned previously in other Units, to produce a range of well-manufactured garments related to a design brief.

You will take your initial design ideas, fabric swatches/trims and through consultation with your tutor develop suitable design concepts for a range of garments.

Once the designs have been agreed you will work through the various stages of product development for a range of garments. Support and guidance from your tutor will be available throughout this Unit.

You will select the appropriate block patterns related to your designs, and then manipulate them in relation to your working drawings.

Once this is complete you will manufacture toiles related to your garments and any alterations will be made before the sample pattern is produced.

On completion of the sample patterns, you will cut and manufacture the final garments using industrial sewing machines and techniques.

To record all the relevant stages in this project, a supporting technical folio will be completed by you, providing a reference of all the information related to your garments.

As you work through this Unit you will also develop your Core Skills in Problem Solving, Numeracy, Working with Others and Communications at SCQF level 6 and IT and Working with Others to SCQF level 5.