Higher National Unit specification

General information for centres

Unit title: Designing a Garment Collection

Unit code: F26R 35

Unit purpose: This Unit is designed to give candidates an opportunity to develop garment design skills to an advanced level. It will enable candidates to research a fashion design brief, produce ideas for different garment types, source suitable fabrics and present a final garment collection in the form of fashion illustrations. This Unit is suitable for those studying fashion or working in the fashion industry.

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

1   Research a fashion design brief.
2   Produce designs for a garment collection.
3   Select suitable fabrics for a concept garment collection.
4   Present a final garment collection to meet a design brief.

Credit points and level: 1 HN credit at SCQF level 8: (8 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, candidates should have prior experience of the fashion design process at SCQF level 7. This could be evidenced by possession of the Units F18C 34 *Fashion Forecasting: Research and Development*, F26W 34 *Fashion Illustration: An Introduction* and F26T 34 *Creative Garment Design Development: An Introduction*.

Core Skills: There are opportunities to develop the Core Skills of Problem Solving and IT 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 produce a portfolio of work which includes research, fashion sketches, design development, fabric selection and final colour illustrations showing detailed design solutions for a given fashion design brief. All Outcomes will be holistically assessed.

Higher National Unit specification: statement of standards

Unit title: Designing a Garment Collection

Unit code: F26R 35

The sections of the Unit stating the Outcomes, Knowledge and/or Skills, and Evidence Requirements are mandatory.

Please refer to *Assessment Guidelines for the Unit* after the Outcomes.

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 a fashion design brief

Knowledge and/or Skills

♦ Research skills
♦ Current fashion trends
♦ Design source
♦ Colour palette
♦ Design details
♦ Silhouettes

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can research a fashion design brief relating to a current trend or theme and produce visual evidence in sketchbook format which should be presented in a final portfolio.

This evidence must:

♦ meet the needs of a design brief in terms of suitability
♦ use a variety of sources including the internet, magazines, and photographs with all sources clearly referenced
♦ indicate a clear and concise colour palette
♦ highlight style details relating to current fashion trends
♦ highlight silhouette shapes suitable for the trends
♦ highlight current trends in fabrics relating to the research
♦ include silhouettes which show a clear relationship to the brief

Assessment Guidelines

Please refer to Assessment Guidelines for the Unit after Outcome 4.

Higher National Unit specification: statement of standards (cont)

Unit title: Designing a Garment Collection

Outcome 2

Produce designs for a garment collection

Knowledge and/or Skills

- Drawing skills
- Design development skills
- Types of media
- Garment construction
- Fabrics

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can develop the brief researched in Outcome 1 to:

- produce a minimum of 30 rough sketches in total, for a minimum of four different garment types. The sketched ideas should show a relation to each other in terms of colour, silhouette, style details and should demonstrate a clear relationship to the brief. This evidence should be included in the final portfolio.
- develop garment sketches into concept collections showing a clear link through colour, silhouette and style details
- select a minimum of four garments for development and produce a working drawing for each of these garments. Each working drawing should include the following level of detail:
  — choice of fabric to be used
  — sufficient detail to indicate style details such as pockets, collars, stitching and any decorative trimmings with an indication of proportion.
  — front and back views

Assessment Guidelines

Please refer to Assessment Guidelines for the Unit after Outcome 4.

Higher National Unit specification: statement of standards (cont)

Unit title: Designing a Garment Collection

Outcome 3

Select suitable fabrics for a concept garment collection

Knowledge and/or Skills

♦ Fabric types
♦ Fabric properties
♦ Garment construction
♦ Colour palette

Evidence Requirements

Candidates will need to provide evidence to demonstrate their Knowledge and/or Skills by showing that they can:

♦ source a minimum of four coordinating fabrics suitable for a concept garment collection
♦ select fabrics, which are suitable for individual garments in terms of weight, drape and handle
♦ present selected fabric samples in design sketch book
♦ clearly indicate fabric width and price

Assessment Guidelines

Please refer to Assessment Guidelines for the Unit after the Outcomes.

Outcome 4

Present a final garment collection to meet a design brief

Knowledge and/or Skills

♦ Drawing skills
♦ Types of media
♦ Garment construction
♦ Fabric simulation
♦ Working drawings
♦ Presentation skills

Higher National Unit specification: statement of standards (cont)

Unit title: Designing a Garment Collection

Evidence Requirements

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

♦ present a final garment collection of at least four different garment types. The collection should be in colour with appropriate fabric simulation.
♦ the collection should be accompanied by a minimum of two fabric swatches which are suitable in terms of drape and handle for the garments illustrated
♦ working drawing produced should clearly indicate all styling and construction details and should show back and front views

Assessment Guidelines for the Unit

The candidate could be given a brief to produce a garment collection for a given season/theme. This could be a collection of dresses, jackets, skirts, tops or trousers or any combination of these garments. The designs, initially produced as rough sketches would be further developed into concept collections showing use of fabric types and fashion trends/styling relating to the given design brief. The final collection should be presented in colour, showing good fabric simulation through use of appropriate media. All work for all Outcomes could be presented as a portfolio to include:

Outcome 1

An annotated sketchbook showing:

A minimum of four x A3 pages of fashion/trends research. This would include a variety of different garment silhouettes, fabric trends, at least two colour palettes and a clear indication of garment styling suitable for the brief. All work gathered in a logical format

Outcome 2

A sketchbook showing:

A minimum of 30 rough sketches covering at least four different garment types.

A minimum of three concept collections may be developed from these sketches. Collections could indicate colour through the use of selected fabrics and may include a maximum of six outfits Sketches and concept collections with sufficient detail to incorporate views of pockets, collars, stitching ,decorative trimmings and any additional style details.

Outcome 3

A selection of coordinating fabric samples in a sketchbook showing:

♦ suitability for the garment collection in terms of drape, weight and handle
♦ cost and width clearly indicated
♦ colour combinations suitable for the brief

Higher National Unit specification: statement of standards (cont)

Unit title: Designing a Garment Collection

Outcome 4

A final storyboard showing:

♦ a garment collection illustrated in colour
♦ at least four different garment types
♦ selected fabric samples neatly presented
♦ working drawings with sufficient detail to show garment construction
♦ good use of composition

All information should be gathered in a logical manner in a portfolio.

Administrative Information

Unit code: F26R 35

Unit title: Designing a Garment Collection

Superclass category: JK

Original date of publication: October 2007

Version: 01

History of changes:

Version	Description of change	Date

Source: SQA

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of Higher National qualifications.

Additional copies of this Unit specification can be purchased from the Scottish Qualifications Authority. Please contact the Customer Contact Centre for further details, telephone 0845 279 1000.

Higher National Unit specification: support notes

Unit title: Designing a Garment Collection

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 is a mandatory Unit in the HND Fashion Design and Manufacture course. This Unit could link with F18C 34 *Fashion Forecasting: Research and Development* and F26X 35 *Manufacturing a Garment Collection*. It will also contribute to the underpinning knowledge for the Graded Unit within the Group Award.

Candidates should be encouraged to produce personal research from a variety of sources ie fashion publications, reference books, internet and personal photographs as well as visiting retail outlets and relevant exhibitions/galleries. Exemplars should be available to candidates at the start and throughout the Unit to clearly demonstrate methods of research, design process and presentation of final Outcome. Tutors should engage candidates in evaluative discussion throughout the Unit giving direction and advice where necessary however candidates should be encouraged develop a self critical approach to their work and be able to justify the critical thinking process.

Candidates will already have learnt a range of fabric simulation techniques in the Unit F26W 34 *Fashion Illustration: An Introduction* and may choose to use software to simulate fabrics in this Unit.

This Unit would be suitable for team teaching where working in a larger class group with input from more than one tutor may be beneficial.

Guidance on the delivery and assessment of this Unit

This Unit is designed to provide candidates with advanced skills in designing a garment collection from personal research. Tutors should devise a detailed design brief to cover all Outcomes which will allow candidates to find their own visual references.

Candidates will present their design ideas as a capsule collection showing silhouette, style detailing and colour relating to their research.

Assessment will be carried out at the end of the Unit and it is helpful to record candidate progress on a centre-devised checklist which details the Evidence Requirements for all Outcomes. Candidates should be encouraged to use different methods of research and to use different ways of simulating fabrics. The final presentation will be in the form of a storyboard which should illustrate working drawings for the garment collection.

Opportunities for developing Core Skills

Problem solving skills may be developed throughout this Unit as candidates complete each Outcome. Candidates are required to plan, organise and develop their ideas and to critically self evaluate their designs and choices throughout. They will need to select materials, techniques to be used and will develop the ability to summarise and extract relevant information from a variety of different sources.

Higher National Unit specification: support notes (cont)

Unit title: Designing a Garment Collection

Candidates would be encouraged to use internet sources for research into fabrics, costs, design trends and to perhaps word process and present results using appropriate software. Candidates may also choose to use fashion design software to simulate fabrics and to develop their garment collection.

Open learning

While the whole Unit is not suitable for open learning due to the need for tutor candidate interaction and evaluation through the development of designs, there may be aspects of the Unit which could be delivered in an open learning situation such as research and fabric simulation.

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**).

General information for candidates

Unit title: Designing a Garment Collection

In this Unit you will learn how to design a garment collection. You will learn how to research a fashion design brief and how to develop garment designs to an advanced level from source. Skills taught will include:

♦ methods of research
♦ working with fabrics
♦ developing garment ideas as a collection
♦ visualising concept collections in colour
♦ presenting colour illustrations in storyboard format

The assessment for this Unit is practical based. You will be asked to produce a portfolio of work to include:

♦ a sketchbook showing initial research, garment design development, fabric choices and colour concept collections
♦ in addition you will present a storyboard showing colour fashion illustrations of your final collection
♦ all evidence will be gathered into a portfolio

The tasks in this Unit will provide opportunities for you to develop Core Skills in the areas of Problem Solving and IT to SCQF level 6. These skills may be developed when you are planning, organising and developing your ideas, and through regular self-evaluation of your designs and choices. IT skills will be developed through your use of the internet and digital photography for research, word processing and the use of specialist fashion design software packages for fabric simulation.