



## National unit specification

### General information

**Unit title:** Creating Costume for Performance (SCQF level 6)

**Unit code:** HK58 46

**Superclass:** LE

**Publication date:** April 2017

**Source:** Scottish Qualifications Authority

**Version:** 01

### Unit purpose

This unit is designed to introduce learners to the process of creating costumes for a production and of managing and maintaining costumes. Learners will learn about techniques for adapting costumes as well as the skills necessary to create them. This is a mainly practical unit in which learners will have opportunities to develop creative design skills.

This unit is suitable for learners who have an interest in developing skills in making costumes for theatre productions. This unit may be taken as part of a wider programme of study, for vocational reasons or as a leisure interest.

### Outcomes

On successful completion of the unit the learner will be able to:

- 1 Plan costumes for a production.
- 2 Create and adapt costumes for a production.
- 3 Manage and maintain costumes.

### Credit points and level

1 National unit credit at SCQF level 6: (6 SCQF credit points at SCQF level 6)

### Recommended entry to the unit

Entry is at the discretion of the centre. There are no formal entry requirements however, it would be beneficial if learners had an interest in creating and designing costumes.

## **National unit specification: General information (cont)**

**Unit title:** Creating Costume for Performance (SCQF level 6)

### **Core Skills**

Opportunities to develop aspects of Core Skills are highlighted in the support notes for this unit specification.

There is no automatic certification of Core Skills or Core Skill components in this unit.

### **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.

### **Equality and inclusion**

This unit specification has been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners should be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website [www.sqa.org.uk/assessmentarrangements](http://www.sqa.org.uk/assessmentarrangements).

## **National unit specification: Statement of standards**

### **Unit title:** Creating Costume for Performance (SCQF level 6)

Acceptable performance in this unit will be the satisfactory achievement of the standards set out in this part of the unit specification. All sections of the statement of standards are mandatory and cannot be altered without reference to SQA.

#### **Outcome 1**

Plan costumes for a production.

##### **Performance criteria**

- (a) The requirements for the production are investigated.
- (b) Detailed costume lists are produced in liaison with the costume designer or brief.
- (c) Measurement charts for performers are produced.
- (d) Costings are correctly calculated and within the available budget.

#### **Outcome 2**

Create and adapt costumes for a production.

##### **Performance criteria**

- (a) Select designs and create/adapt costumes to match agreed criteria and in accordance with size requirements.
- (b) Fit costumes making necessary adjustments.
- (c) Ensure the working area is kept in a safe and tidy condition.

#### **Outcome 3**

Manage and maintain costumes.

##### **Performance criteria**

- (a) Manage and maintain costumes.
- (b) Label and store costumes effectively.
- (c) Carry out maintenance of costumes.
- (d) Clean and store costumes appropriately.
- (e) Store tools and equipment safely and appropriately.

## **National unit specification: Statement of standards (cont)**

**Unit title:** Creating Costume for Performance (SCQF level 6)

### **Evidence requirements for this unit**

Evidence is required to demonstrate that learners have achieved all outcomes and performance criteria.

#### **Outcome 1**

Written and/or oral evidence of the learner's plan for the costumes is required in the form of a folio. Learners must produce evidence of discussions with the designer or their interpretation of the brief. The evidence will include:

- ◆ A detailed costume list for two characters in the production
- ◆ Accurate, detailed measurement charts for each actor/character
- ◆ Accurate breakdown of the costs ensuring they are in line with the budget

Evidence should be gathered at appropriate points early in the delivery of the unit.

#### **Outcome 2**

Written and/or oral evidence and product evidence is required to demonstrate that learners have created/adapted a minimum of two costumes for a production. A minimum of 1 of these costumes must be made, rather than adapted.

For this outcome, the written and/or oral evidence will consist of a folio containing notes, sketches, designs, material samples and background information gathered during the creation and adaptation of the costumes.

The product evidence will consist of the two finished costumes. This evidence will be gathered in open-book conditions towards the end of the unit and must show the finished costumes.

Performance evidence, supplemented by an Assessor Observation Checklist, is required to show the learner has kept the workstation in a safe and tidy condition

#### **Outcome 3**

Performance evidence, supplemented by an Assessor Observation Checklist, is required to show the learner maintaining and managing costumes and cleaning and storing costumes, tools and equipment safely.

This evidence should be gathered in supervised conditions at appropriate points in the delivery of the unit.



## National unit support notes

**Unit title:** Creating Costume for Performance (SCQF level 6)

Unit support notes are offered as guidance and 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 is a mandatory unit within the National Certificate in *Stage Crafts: An Introduction to Costume, Design and Props (SCQF level 6)*, but can also be taken as a free-standing unit.

This is a mainly practical unit in which learners work effectively and creatively to produce costumes for a production. This unit provides learners with an understanding of the skills required to create/adapt, manage and maintain costumes. This unit will enable learners to explore ideas and realise these ideas through the creation/adaptation of appropriate and creative costumes for a production.

### Guidance on approaches to delivery of this unit

At the start of the unit, tutor-led demonstrations and workshops will help learners learn about techniques and products for the creation and adaptation of costumes.

Learners will use a range of fabrics and materials commonly used in costume construction and should be encouraged to develop an understanding of how appropriate choices are made. To that end, it would be useful for learners to explore the difference between manmade and natural fabrics, (and could include unconventional fabrics). Learners should sample the effects in ways to process materials such as dyeing, painting or applying decorative finishes discovering how they respond. This would give learners the option of decorative finishes on the created or adapted costume if required.

Working to agreed deadlines, learners will create/adapt two costumes. At least one of the costumes must be created. The costumes should be manageable and should link to previously gained skills with additional tutor led demonstrations of any new techniques required. Learners should create a full costume which would be selected from a chosen production and design. The costume should be uncomplicated such as a modern dress with sleeves which would be fully functional, a period skirt/petticoat and simple bodice or skirt and blouse.

Learners should have regular access to the performers to enable them to complete accurate measurement charts and fit costumes during their creation/adaptation. They should also note any points to be actioned following each fitting.

Regular tutor observation and feedback should be given to learners throughout the process from initial production meetings to the end of the production.

## National unit support notes (cont)

**Unit title:** Creating Costume for Performance (SCQF level 6)

### Guidance on approaches to assessment of this unit

Evidence can be generated using different types of assessment. The following are suggestions only. There may be other methods that would be more suitable to learners.

Centres are reminded that prior verification of centre-devised assessments would help to ensure that the national standard is being met. Where learners experience a range of assessment methods, this helps them to develop different skills that should be transferable to work or further and higher education.

The suggested instrument of assessment for Outcome 1 is a folio.

The suggested instrument of assessment for Outcome 2 is a folio and a practical assignment. Where possible, the final costumes should be retained as evidence for this outcome. Otherwise, photographs or video should be taken.

The suggested instrument of assessment for Outcome 3 is a practical exercise.

Time should be allowed for any necessary reassessment.

### Opportunities for e-assessment

E-assessment may be appropriate for some assessments in this unit. By e-assessment we mean assessment which is supported by Information and Communication Technology (ICT), such as e-testing or the use of e-portfolios or social software. Centres which wish to use e-assessment must ensure that the national standard is applied to all learner evidence and that conditions of assessment as specified in the evidence requirements are met, regardless of the mode of gathering evidence. The most up-to-date guidance on the use of e-assessment to support SQA's qualifications is available at [www.sqa.org.uk/e-assessment](http://www.sqa.org.uk/e-assessment).

### Opportunities for developing Core and other essential skills

This unit offer opportunities for learners to develop aspects of the following Core Skills although there is no automatic certification of these Core Skills:

**Communication** — Learners will need to be able to interpret a brief or discuss the requirements with the designer and provide evidence of their plan for the costumes. They will also communicate with staff throughout the course of this unit concerning fabric selection, pattern development and the creation of the costumes.

**Problem Solving** — Learners will be required to plan their costume production, adapting and creating costumes to meet a brief or in liaison with the designer.

**Working with Others** — Learners will work with actors to develop measurement charts for the costumes and to ensure a proper fit. Also, this is a practical unit which requires the use of limited resources, so learners will negotiate the use of the equipment and machinery with other learners in the completion of their costumes.

## History of changes to unit

Version	Description of change	Date

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## General information for learners

### Unit title: Creating Costume for Performance (SCQF level 6)

This section will help you decide whether this is the unit for you by explaining what the unit is about, what you should know or be able to do before you start, what you will need to do during the unit and opportunities for further learning and employment.

This unit is suitable for people who have an interest in developing skills in making costumes for theatre productions. It is designed to introduce you to the process of creating costumes for a production and of managing and maintaining costumes.

You will learn the basics in fabric identification which will allow development/understanding of the different categories such as natural and man-made. Also exploring and sampling the effects in ways to process materials such as dyeing, painting or applying decorative finishes discovering how they respond.

You will learn about techniques in adapting costumes as well as the skills necessary to create them.

You will also be required to carry out fittings for costumes on a performer.

You will work with budgets and learn how to record costing and collate details of suppliers.

This is a mainly practical unit which will provide you with opportunities to develop your creative design skills.

This is a mandatory unit within the National Certificate in *Stage Crafts: an Introduction to Costume, Design and Props* (SCQF level 6).

This unit offers opportunities for you to develop aspects of the Core Skill of *Communication, Problem Solving and Working with Others* although there is no automatic certification of these Core Skills.