



Group Award Specification for:

HNC Costume for Stage and Screen

Group Award Code: GL42 15

HND Costume for Stage and Screen

Group Award Code: GL43 16

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1 Introduction

Rationale for the qualification

This qualification has been developed to provide training for costume makers hoping to gain employment in wardrobe departments for theatre, TV and film. It includes vocational training delivered by industry specialists to supply the theatre and film industries in Scotland and beyond with costume personnel.

Edinburgh is renowned internationally for its International and Fringe Arts Festivals, and also for the quality of its producing companies. Scotland has a burgeoning film industry and well respected National Opera, Ballet and Theatre Companies, all of which tour internationally. In addition, museums, heritage centres, theme parks and re-enactment societies all have costume requirements, for which we aim to cater. This specialised training also provides a firm grounding in the refined skills of the atelier or maker of haute couture fashion garments and special occasion wear.

Key to the course rationale is the inclusion of techniques, practices and processes which are particular to costume cutting and construction, which provide the learner with a toolkit and portfolio of knowledge and skills which are internationally used in the production of theatrical costume. Learners wishing to study costume design will receive instruction in the basic skills and methods used to produce costume designs for performers and will build a portfolio of practice which will help them progress to a degree level qualification, possibly incorporating scenic design. Previously, this course was known under the name 'HND Theatre Costume Interpretation'. In renaming it 'HND Costume for Stage and Screen' we endeavor to explain to prospective learners, with aspirations to work in the film industry that the training route for both industries is one and the same; film being a specialism rather than a different approach — though we will explain the variations in approach as we deliver the Units generic to both.

2 Qualification Structures

- ◆ HNC Costume for Stage and Screen Group Award comprises of 12 SQA Unit credits.

To achieve the HNC in Costume for Stage and Screen, learners must achieve all mandatory Units (11 SQA credits/88 SCQF credits), including a Graded Unit of 8 SCQF credit points at SCQF level 7 and optional Units totaling 1 SQA credits/8 SCQF credit points.

At least 48 SCQF credits must be at SCQF level 7.

- ◆ HND Costume for Stage and Screen Group Award comprises of 30 SQA Unit credits.

To achieve the HND in Costume for Stage and Screen, learners must achieve 30 SQA Units comprising of 240 SCQF credit points. This will include mandatory Units (23 SQA credits/184 SCQF credits) and optional Units totaling 7 SQA credits/56 SCQF credits.

A mapping of Core Skills development opportunities is available in Section 5.3.

Notional hours of Learning

Within the SCQF, every 10 hours of learning equates to 1 SCQF credit point.

Units at SCQF levels 1 to 6 are made up of 6 SCQF credit points, or a notional 60 hours of learning. Of these 60 hours, 40 involve programmed learning, such as class contact and assessment. The other 20 hours includes the expected time that an individual learner will be expected to contribute to his/her learning through independent study, such as reading and revision for assessment. For Units at these levels, it is expected that learners require an additional half of the time required for programmed learning in order to prepare them to undertake a successful learning experience.

Units at SCQF level 7 and above, are made up of 8 SCQF credit points, or a notional 80 hours of learning. This reflects the fact that SCQF level 7 is the start point for higher education in the framework, and this involves a higher and often deeper level of learning than that undertaken at the lower levels. As such, learning at SCQF level 7 and above places more demands on the learner, including the need for a higher proportion of independent study, which is reflected in the overall learning time.

SCQF levels

Information about SCQF levels may be found in the *SCQF Handbook: User Guide* (published 2009). The following is an extract from the Handbook:

The SCQF level Descriptors, which have five characteristics, provide a reference point for determining the level of a qualification, learning programme, module or Unit of learning or for the recognition of prior learning. They are not intended to give precise or comprehensive statements of required learning for individual qualifications. The SCQF level Descriptors allow broad comparisons to be made between qualifications and learning programmes achieved in different contexts. They apply to learning based on learning Outcomes that is subject to reliable and valid methods of quality-assured assessment.

SCQF level Descriptors are generic statements that describe the characteristics and expected performance at each level of the framework and relate to learning Outcomes. The five characteristics are:

- ◆ Knowledge and Understanding
- ◆ Practice (applied knowledge and understanding)
- ◆ Generic cognitive skills, such as evaluation and critical analysis
- ◆ *Communication, ICT and Numeracy Skills*
- ◆ Autonomy, accountability and working with others.

As some characteristics may not be relevant for particular qualifications or learning programmes they should not be regarded as a required 'checklist'. There is no expectation that learning Outcomes in qualifications and learning programmes will cover all of the characteristics of an SCQF level as described in the level Descriptors.

All Group Awards should be written in language that is consistent with the language of the SCQF Level Descriptors for the level of the course. In addition, the level of demand of the Group Award should comply with the implied level of demand of the appropriate level descriptors.

2.1 Structure

HNC Costume for Stage and Screen

Mandatory Units

4 code	2 code	Unit title	SCQF level	SCQF credit points	SQA credit
HD74	34	History of Costume: Biblical–1800	7	8	1
HD75	34	Ladies Period Foundation Garments: Introduction to Methods and Techniques	7	16	2
HD76	34	Gents Costume Cutting and Construction: An Introduction to Techniques and Processes	7	16	2
HD77	34	Costume Fitting Skills: An Introduction	7	8	1
HD78	34	History of Theatre: Critical Review	7	8	1
HD79	34	Designing and Creating Costume Embellishment	7	16	2
HD7A	34	Early Corsetry: an Introduction to the Production Process	7	8	1
HD7C	34	Costume for Stage and Screen: Graded Unit 1	7	8	1
Total mandatory credits				88	11

Optional Units

4 code	2 code	Unit title	SCQF level	SCQF credit points	SQA credit
HD7M	34	Designing and Creating Theatrical Headwear	7	16	2
HD7N	34	Costume Design Method	7	8	1
HD7P	35	Costume Design Interpretation	7	8	1
Total optional credits				8	1

To achieve the HNC in Costume for Stage and Screen, learner must achieve all mandatory Units (11 SQA credits/88 SCQF credits) and optional Units totaling 1 SQA credits/8 SCQF credits.

At least 48 SCQF credits must be at SCQF level 7.

HND Costume for Stage and Screen

Mandatory Units

4 code	2 code	Unit title	SCQF level	SCQF credit points	SQA credit
HD74	34	History of Costume: Biblical–1800	7	8	1
HD75	34	Ladies Period Foundation Garments: Introduction to Methods and Techniques	7	16	2
HD76	34	Gents Costume Cutting and Construction: An Introduction to Techniques and Processes	7	16	2
HD77	34	Costume Fitting Skills: An Introduction	7	8	1
HD78	34	History of Theatre: Critical Review	7	8	1
HD79	34	Designing and Creating Costume Embellishment	7	16	2
HD7A	34	Early Corsetry: An Introduction to the Production Process	7	8	1
HD7C	34	Costume for Stage and Screen: Graded Unit 1	7	8	1
HD7D	34	History of Costume: 1800–1950	7	8	1
HD7E	35	Creating Ladies' Period Costume	8	16	2
HD7F	35	Costume Fitting Skills: Advanced	8	8	1
HD7G	35	Theatrical Tailoring	8	16	2
HD7H	35	Designing and Creating Sculptural Elements for Costume	8	8	1
HD7J	35	Creating Costume Design from Text	8	8	1
HD7K	35	Theatrical Professional Practice	8	16	2
HD7L	35	Costume for Stage and Screen: Graded Unit 2	8	16	2
Total mandatory credits				184	23

Optional Units

4 code	2 code	Unit title	SCQF level	SCQF credit points	SQA credit
HD7M	34	Designing and Creating Theatrical Headwear	7	16	2
HD7N	34	Costume Design Method	7	8	1
HD7P	35	Costume Design Interpretation	7	8	1
HD7R	35	History of Theatre: Genre and Legacy	8	8	1
HD7W	35	Tailoring: Theatrical Outerwear	8	16	2
F1R0	34	Textile Fibres, Yarns and Fabrics	7	8	1
F7BX	34	Marketing: An Introduction	7	8	1
F18R	35	Millinery: Advanced	8	16	2
F1P7	34	CAD: Pattern Development	7	8	1
Total optional credits required				56	7

HNC Mandatory Units

To achieve the HND in Costume for Stage and Screen, learners would need to complete 30 SQA credits/240 SCQF credits. This will include mandatory Units (23 SQA credits/184 SCQF credits) and optional Units totaling 7 SQA credits/56 SCQF credits.

At least 64 SCQF credit points must be at SCQF level 8.

3 Aims of the qualifications

The qualifications will provide intensive training designed to meet the needs of learners whose ambition is to work in theatre, film and TV wardrobe as costume makers. For learners who wish to pursue a career in costume design, the course is a valuable foundation to further study at degree level.

Learners will be taught the practical skills in pattern cutting and costume construction, together with decorative techniques used to embellish costume. They are introduced to the art of corsetry, millinery/headwear, sculptural costume elements, professional practice, design and the history of costume and theatre. Learners undertaking the HND are placed with professional organisations for work experience at least once during the course and will also be involved in practical assignments for performance. At the end of training, learners will mount their own exhibition.

3.1 General aims of the qualifications

The following are the general aims of the HNC/HND Costume for Stage and Screen:

- ◆ Developing learners' knowledge and skills, such as planning, analysis and synthesising
- ◆ Developing employment skills related to the National Occupational Standards and so enhancing learners' employment prospects
- ◆ Enabling progression within the SCQF
- ◆ Developing study and research skills
- ◆ Developing transferable skills, including Core Skills, to the levels demanded by employers and/or progression in higher education

3.2 Specific aims of the qualifications

HNC — Specific Aims

- 1 To develop research skills for the investigation of social, political, and cultural history which impact on changing fashion in costumes.
- 2 To develop technical skills to enable the production of costumes for performance.
- 3 To develop knowledge and understanding of the roles and responsibilities involved in costume design and production.
- 4 To develop flexibility, skills, knowledge and motivation as a basis for future studies and career developments.
- 5 To develop understanding of, and ability in art, design or craft, through effective use and combinations of the knowledge and skills gained throughout the programme.
- 6 To develop a range of skills and techniques, personal qualities and attitudes essential for successful performance in professional employment.
- 7 To prepare learners for relevant employment and/or further study in costume design and production at an appropriate level.

HND — Specific Aims

- 1 To identify and solve problems using appropriate written, visual and oral methods of communication.
- 2 To develop an understanding of professional responsibilities.
- 3 To develop appropriate business and management skills and techniques.
- 4 To develop research and analytical skills for the investigation of social, political, and cultural history which impact on changing fashion in costumes.
- 5 To use research to produce complex costumes for stage and screen.
- 6 To integrate knowledge, design and practical skills to interpret and produce costumes for stage and screen
- 7 To prepare learners for employment and/or higher education in costume design and production at an appropriate level

Graded Units

Learners will undertake one Graded Unit at SCQF level 7 for the HNC award, and one Graded Unit at SCQF level 8 for the HND. Graded Unit 1 is a Project-based Practical Assignment undertaken in collaboration with performers and technicians involved in the mounting of a live production(s) for public performance. It will incorporate all of the skills and knowledge learned in the first year of training. Learners will work in a group (the size of which will depend on the costume requirements of the production), taking on an assumed wardrobe role for the duration of the planning, production and running of the show. This particular type of Graded Unit was chosen because the most common method of gaining employment as a costume employee is through a demonstration of practical work/experience, the ability to work as a team and knowledge of the process and systems involved in live theatre production. This is also the case when progressing on to Higher Education in the field of theatre costume.

Graded Unit 2 is also a Project-based assignment which requires learners to prepare their work for an end of year exhibition. It will require learners to investigate the venue and arrange all of the properties, resources, schedules and documentation required for a successful and smooth installation. Learners will also design and prepare a self-promotional marketing product for public up-take. This Graded Unit will utilise all skills delivered for HND.

Both Units will require evaluation after the event.

4 Recommended entry to the Qualifications

The following information on prior knowledge, skills, experience or qualifications that provide suitable preparation for this qualification has been provided by the Qualification Design Team as guidance only.

Learners who apply to this course must have strong motivation to the Industry which must be demonstrated at interview. Learners will need to have attained the skills, knowledge and understanding required by achieving one or more of the following or equivalent qualifications and/or experience:-

- ◆ BTEC National Diploma in Production Arts
- ◆ National Diplomas in Fashion, Clothing and Textiles.
- ◆ Two Highers at Grade A/B (English desirable),
- ◆ GA/NC Foundation Course in Art and Design

Applicants without formal qualifications can be accepted at the discretion of the centre. Applicants will need to evidence their practical sewing skills by bringing to interview a sample of sewing or craftwork. Where appropriate work experience or internship has taken place in a related industry, learners should bring with them a recorded appraisal of their experience. Learners who have studied Art and Design subjects should bring a small portfolio of their work. There are no age restrictions for entry to this course.

4.1 Core Skills entry profile

The Core Skill entry profile provides a summary of the associated assessment activities that exemplify why a particular level has been recommended for this qualification. The information should be used to identify if additional learning support needs to be put in place for learners whose Core Skills profile is below the recommended entry level or whether learners should be encouraged to do an alternative level or learning programme.

Core Skill	Recommended SCQF entry profile	Associated assessment activities
Communication	5	Good communication skills are required for learners doing this qualification as they will need to read, understand and evaluate a range of documentation including legislative documentation. Learners will have to produce a variety of documentation including a CV and Personal Statement which identifies aspirations, achievements, interests, and areas for specific or intended development. Evaluative skills and oral presentation is required across the course.
Numeracy	5	Good numerical skills are essential for learners undertaking this qualification because they will need to apply a wide range of numerical skills to pattern cutting, application of measurements and fabric calculations. Learners will need to produce detailed financial projections for designs based on their own research. Learners will be required to produce detailed accounts for all purchases made for Graded Unit 1, where they are required to acquire costume and components for a production for performance.
Information and Communication Technology (ICT)	5	It would be useful for learners to have straightforward ICT skills as they will need to research a range of on-line documentation. It would also be helpful for presenting assessment material such as research, evaluations, description of processes used, analysis, critical reviews and documentation required for Professional Practice.
Problem Solving	4	Critical analysis is an integral part of this qualification as learners will need to analyse and evaluate existing publications, performances, patterns and construction sequences and numerical projections.
Working with Others	5	Throughout this programme, learners will need to collaborate with other departments when engaged in providing costume for performance, engaging in fitting costume and accessories and sharing equipment and resources.

5 Additional benefits of the qualification in meeting employer needs

This qualification was designed to meet a specific purpose and was originally founded in close connection with the Theatrical and Costume Industry.

During the development process there has been active consultation with the Industry to ensure that it meets their needs and wants. This ensures that employment opportunities exist for learners when they finish their course and go on to seek employment in the sector.

The qualification is designed to produce trained learners who are able to cut and make costumes and it also emphasises design interpretation and craft production skills. It provides a springboard for learners to study design for theatre and film.

Initial employment will be in situations as wardrobe assistants in Provincial Repertory Theatres, Repertory Theatres of National Standing, National Theatres and Television and Film Companies. Additional benefits now include new employment opportunities in the developing leisure industry. These include Heritage situations, Costume Workshops, Museums running historically based re-enactments, and Theme Parks. This has been one of the indicators that has been used to up-date the programme. The qualification contains a Unit on Professional Practice and the inclusion of this means that learners will be equipped with a thorough knowledge of rules, regulations, taxation, unions and societies, performing systems and the required documents pertinent to applications for progression to both higher education and employment.

Although the initial employment will be targeted at the Wardrobe Assistant level, this could lead into the following progression routes:

- ◆ Head Cutters
- ◆ Wardrobe Supervisor
- ◆ Wardrobe Manager
- ◆ Costume Designer
- ◆ Free-lance contract work for Film and TV

5.1 Mapping of qualification aims to Units

The following table shows the main links between the Units of the HNC and HND with the specific aims of the Group Awards. For example, the first specific aim is to *develop research skills for the investigation of social, political, and cultural history which impact on changing fashion in costumes* and the following Units allow learners to meet this aim: History of Costume: Biblical–1800, Ladies’ Period Foundation Garments: Introduction to Methods and Techniques and Early Corsetry: an Introduction to the Production Process.

HNC

Code	Unit title	Aims													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14
HD74 34	History of Costume: Biblical–1800	X		X	X	X	X	X							
HD75 34	Ladies’ Period Foundation Garments: Introduction to Methods and Techniques	X	X	X	X	X	X	X							
HD78 34	History of Theatre: Critical Review			X	X	X	X	X							
HD79 34	Designing and Creating Costume Embellishment		X	X	X	X	X	X							
HD77 34	Costume Fitting Skills: An Introduction		X	X	X	X	X	X							
HD7A 34	Early Corsetry: An Introduction to the Production Process	X	X	X	X	X	X	X							
HD7N 34	Costume Design Method			X	X	X	X	X							
HD7P 34	Costume Design Interpretation		X	X	X	X	X	X							
HD7M 34	Designing and Creating Theatrical Headwear		X	X	X	X	X	X							
HD76 34	Gents Costume Cutting and Construction: An Introduction to Techniques and Processes		X	X	X	X	X	X							

HND

Code	Unit title	Aims													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14
HD7D 34	History of Costume: 1800–1950							X	X	X	X	X	X	X	X
HD7E 35	Creating Ladies' Period Costume							X	X	X	X	X	X	X	X
HD7H 35	Designing and Creating Sculptural Elements for Costume							X	X	X	X	X	X	X	X
HD7F 35	Costume Fitting Skills: Advanced							X	X	X	X	X	X	X	X
HD7R 35	History of Theatre: Genre and Legacy							X	X	X	X	X	X	X	X
HD7J 35	Creating Costume Design from Text							X	X	X	X	X	X	X	X
HD7K 35	Theatrical Professional Practice							X	X	X	X	X	X	X	X
HD7G 35	Theatrical Tailoring							X	X	X	X	X	X	X	X
HD7J 35	Design from Text							X	X	X	X	X	X	X	X
HD7W 35	Tailoring: Theatrical Outerwear							X	X	X	X	X	X	X	X

5.2 Mapping of National Occupational Standards (NOS) and/or trade body standards

The Creative and Cultural Skills National Occupational Standards (NOS) were considered in the development of the HNC/HND Costume for Stage and Screen and following table highlights where the HNC/HND Units (titles across the top of the table) provide some of the underpinning knowledge and skills for the NOS (titles on the left hand side of the table).

		History of Costume: Biblical-1800	Ladies' Period Foundation Garments: Introduction to Methods and Techniques	History of Theatre: Critical Review	Designing and Creating Costume Embellishment	Costume Fitting Skills: an Introduction	Early Corsetry: an Introduction to the Production Process	Costume Design Interpretation	Costume Design Method	Designing and Creating Theatrical Headwear	Gents Costume Cutting & Construction: an introduction to techniques and processes	History of costume: 1800 - 1950	Creating Ladies' Period Costume	Costume Fitting Skills: Advanced	Theatrical Professional Practice	History of Theatre: Genre and Legacy	Designing and Creating Sculptural Elements for Costume	Theatrical Tailoring	Creating Costume Design from Text	Tailoring: Theatrical Outerwear
CCSWHM7	Create patterns for costumes		X		X	X	X			X	X		X	X			X	X		X
CCSWHM14	Dress performers		X			X	X				X		X	X	X		X	X	X	X
CCSWHM9	Fit and alter costumes and accessories													X	X		X			
CCSWHM10	Maintain costumes and equipment		X				X			X	X		X				X	X	X	X
CCSWHM8	Make and finish costumes		X					X	X	X	X		X				X	X	X	X
CCSWHM11	Trim hats									X			X							

5.3 Mapping of Core Skills development opportunities across the qualifications

The following table highlights where learners will have opportunities to develop Core Skills, or Core Skills are embedded. (The latter is denoted by a number which is the SCQF level indicator)

Unit code	Unit title	Communication		Numeracy		ICT		Problem Solving			Working with Others	
		Written	Oral	Using Number	Using Graphical Information	Accessing Information	Providing/Creating Information	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative Contribution
HD74 34	History of Costume: Biblical–1800	*	*			*	*	*	*	*	*	
HD75 34	Ladies Period Foundation Garments	*		*	*	*	*	*	*	*	*	*
HD76 34	Gents Costume Cutting and Construction	*		*	*	*	*	*	*	*	*	*
HD77 34	Costume Fitting Skills: an Introduction	*	*	*				*	*	*	*	*
HD78 34	History of Theatre: Critical Review	*	*			*	*	*	*	*		
HD79 34	Designing and Creating Costume Embellishment	*	*			*	*	*	*	*	*	
HD7A 34	Early Corsetry: an Introduction to the Production Process	*		*	*	*	*	*	*	*	*	*
HD7C 34	Costume for Stage and Screen: Graded Unit 1	*	*	*	*	*	*	*	*	*	*	*
HD7M 34	Designing and Creating Theatrical Headwear	*	*	*		*	*	E5	E5	*	*	*

Unit code	Unit title	Communication		Numeracy		ICT		Problem Solving			Working with Others	
		Written	Oral	Using Number	Using Graphical Information	Accessing Information	Providing/Creating Information	Critical Thinking	Planning and Organising	Reviewing and Evaluating	Working Co-operatively with Others	Reviewing Co-operative Contribution
HD7N 34	Costume Design Method	*		*	*	*	*	E5	E5			
HD7P 34	Costume Design Interpretation	*	*			*	*	*	*	*	*	*
HD7D 34	History of Costume (1800-1950)	*	*			*	*	*	*	*	*	
HD7E 35	Creating Ladies' Period Costume	*		*	*	*	*	*	*	*	*	*
HD7F 35	Costume Fitting Skills: Advanced	*	*	*				*	*	*	*	*
HD7G 35	Theatrical Tailoring	*		*	*	*	*	*	*	*	*	*
HD7W 35	Tailoring: Theatrical Outerwear	*		*	*	*	*	*	*	*	*	*
HD7H 35	Designing and Creating Sculptural Elements for Costume	*	*	*		*	*	*	*	*	*	*
HD7J 35	Creating Costume Design from Text	*	*			*	*	*	*	*	*	*
HD7K 35	Theatrical Professional Practice	*	*			*	*	*	*	*	*	*
HD7L 35	Costume for Stage and Screen: Graded Unit 2	*	*	*	*	*	*	*	*	*	*	*

* **Denotes signposted Core Skills** — learners will be developing aspects of Core Skills through teaching and learning approaches of the Units shown above.
Where 'E' is present the units attract automatic certification of the Core Skills at the SCQF Level indicated.

5.4 Assessment Strategy for the qualifications

This table provides a summary of the recommended assessment methods for each Unit.

Unit	Assessment			
	Outcome 1	Outcome 2	Outcome 3	Outcome 4
Costume Design Interpretation	Practical exercise	Investigative exercise	Presentation	
Costume Design Method	Sketch book evidence	Sketch book evidence	Presentation	
Costume Fitting Skills: Advanced	Practical exercise	Role Play	Practical exercise and Log	
Costume Fitting Skills: an Introduction	Practical exercise	Practical exercise and Log		
Creating Costume Design from Text	Compiled evidence of research and analysis	Preliminary and finished designs	Folder evidence	
Creating Ladies' Period Costume	Practical exercise and Log	Practical exercise and Log	Practical exercise and Log	
Designing and Creating Costume Embellishment	Practical exercise	Practical exercise	Practical exercise compilation	
Designing and Creating Sculptural Elements for Costume	Practical exercise	Sketch book evidence	Practical exercise	Presentation
Designing and Creating Theatrical Headwear	Compiled evidence of research and analysis	Practical exercise and Log	Written and oral	
Early Corsetry: an Introduction to the Production Process	Compilation and Practical exercise	Practical and Working Log	Practical exercise	
Gents Costume Cutting and Construction: An Introduction to Techniques and Processes	Practical exercise	Practical exercise	Practical exercise and Log	
History of costume: 1800–1950	Compiled evidence and Oral presentation	Compilation and Group work		
History of Costume: Biblical–1800	Research and compilation	Compilation and Team tests	Research and compilation	

Unit	Assessment			
	Outcome 1	Outcome 2	Outcome 3	Outcome 4
History of Theatre: Critical Review	Written/oral critiques	Written/oral critiques	Written/oral critiques	
History of Theatre: Genre and Legacy	Research and compilation	Research and compilation	Research and compilation	
Ladies' Period Foundation Garments: Introduction to Methods and Techniques	Practical exercise	Practical exercise	Working Log	
Tailoring: Theatrical Outerwear	Practical exercise	Practical exercise	Practical exercise and folder of evidence	
Theatrical Professional Practice	Research and compilation	Work Placement and reports	Role Play and compiled documents	
Theatrical Tailoring	Practical and Working Log	Practical and Working Log	Practical and Working Log	
Design from Text	Research and compilation	Practical work and presented designs	Folder of evidence	

6 Guidance on approaches to delivery and assessment

This qualification will be delivered face to face. It will be delivered and assessed in English and all assessment will be undertaken internally. The benefits for the learner will be the development and enhancement of work-related skills and knowledge. Regular visits to theatres as a member of the audience and on arranged guided backstage visits will inform and support learners with Units of study concerned with theatrical history.

All learning is carried out in a simulated wardrobe/theatre environment with assignments structured to correspond with industry linked time frames for production of costume and accessories with learners being allowed approximately triple this allocation. Unit specifications detail exactly the Evidence Requirements and assessment procedures for each assessment event. Feedback will be given at formative assessment and throughout delivery.

The HND also includes a Work Placement and the rationale for this is that it enables learners to relate the theory and practice of their college experience to the world of work and allow them to evaluate and consolidate their commitment to the college programme.

The Work Placements are managed by the staff in the college on behalf of the learners, where possible; in recent years the larger National companies have implemented their own application process for work placement. Tutors should advise and assist with regard to where these are advertised and when learners might apply. Care is taken to match learners with the placement both in terms of skill and personality.

During the placement, each learner is required to complete a response document and complete a daily work log. Mentors and Supervisors will complete a report of the placement for each learner.

Placements generally occur during the first term of the second year of the course or when individual learners are ready and wardrobe departments are able to accommodate learners.

6.1 Sequencing/integration of Units

Units HNC		
HNC History of Costume: Biblical–1800	Semester 1	
Designing and Creating Costume Embellishment	Semester 1	
Costume Design Method	Semester 1	
Ladies' Period Foundation Garments:	Semester 1	
Early Corsetry: an Introduction to the Production Process	Semester 1	Integrated with Costume Fitting Skills
Costume Fitting Skills: an Introduction	Semester 1	
History of Theatre: Critical Review	Semester 1 and 2	
Graded Unit 1	Semester 2	

Units HNC (cont)		
Creating Costume Design from Text	Semester 2	
Designing and Creating Theatrical Headwear	Semester 2	
Gents Costume Cutting and Construction: An Introduction to Techniques and Processes	Semester 2	Integrated with Costume Fitting Skills
Costume Design Interpretation	Semester 2	Integrated with Costume Design Method

Units HND		
History of costume: 1800–1950	Semester 1	
Creating Ladies' Period Costume	Semester 1	Integrated with Costume Fitting Skills: Advanced
Costume Fitting Skills: Advanced	Semester 1 and 2	
Theatrical Professional Practice	Semester 1 and 2	
Graded Unit 2	Semester 2	
History of Theatre: Genre and Legacy	Semester 2	
Designing and Creating Sculptural Elements for Costume	Semester 2	
Theatrical Tailoring	Semester 2	Integrated with Costume Fitting Skills: Advanced
Tailoring: Theatrical Outerwear	Semester 2	Integrated with Costume Fitting Skills: Advanced

There is opportunity to integrate some assessments across Units and this should be encouraged by all delivering centres. Assessment through projects and practical tasks is encouraged.

6.2 Recognition of Prior Learning

SQA recognises that learners gain knowledge and skills acquired through formal, non-formal and informal learning contexts.

In some instances, a full Group Award may be achieved through the recognition of prior learning. However, it is unlikely that a learner would have the appropriate prior learning and experience to meet all the requirements of a full Group Award.

The recognition of prior learning may **not** be used as a method of assessing in the following types of Units and assessments:

- ◆ HN Graded Units
- ◆ Course and/or external assessments
- ◆ Other integrative assessment Units (which may or not be graded)
- ◆ Certain types of assessment instruments where the standard may be compromised by not using the same assessment method outlined in the Unit
- ◆ Where there is an existing requirement for a licence to practice
- ◆ Where there are specific health and safety requirements
- ◆ Where there are regulatory, professional or other statutory requirements
- ◆ Where otherwise specified in an Assessment Strategy

More information and guidance on the *Recognition of Prior Learning* (RPL) may be found on our website www.sqa.org.uk.

The following sub-sections outline how existing SQA Unit(s) may contribute to this Group Award. Additionally, they also outline how this Group Award may be recognised for professional and articulation purposes.

6.2.1 Articulation and/or progression

Access to 2nd year HND

While articulation to the second year of the HND is at the discretion of the centre it is envisaged that learners would have achieved 15 credits before entering the second year of the award. This would usually include all the mandatory Units for the HNC Award.

Where a full HNC award has been achieved but the learner does not possess 15 credits for entry to the HND it is recommended that an individual learning plan is formulated so that it is clear on entry where the learner would gain the Units required to make up the full HND Award.

Articulation

There are no formal articulation agreements in place for this Group Award. However, there are informal articulation agreements with:

- ◆ Queen Margaret University offering Year 2 entry
- ◆ Arts institute Bournemouth (Year 2 and 3)
- ◆ Banff Arts centre — Canada (Paid training — working with professionals on high profile productions in order to gain experience)

Learners wishing to apply to a university level course will be guided and supported by staff. These arrangements should be dealt with individually by centres and learners. Entry qualifications and articulation requirements for degree courses vary significantly and learners should be advised by centres to investigate articulation possibilities prior to choosing optional Units.

Learners have recently progressed to degree level courses at:

- ◆ Heriot Watt (Fashion Production and Design)
- ◆ University Of Aberdeen: (Art History and English Literature)
- ◆ London College Of Fashion:
- ◆ Wimbledon College Of Art
- ◆ London College Of Fashion
- ◆ Edinburgh Art College
- ◆ Portsmouth College (3rd Year Top Up To Degree In Millinery)
- ◆ Bristol Old Vic Theatre School: (Costume Design and Construction)
- ◆ Welsh College Of Music and Drama: (Theatre Studies Degree)
- ◆ Imperial College (Art History.MA)

6.2.2 Transitional Arrangements

This qualification is a revision of an existing Edexcel/Pearson Qualification BTEC level 5 HND in Art and Design (Theatre Costume Interpretation). The revised HNC/HND costume for Stage and Screen is now offered by SQA.

The HNC/HND Costume for Stage and Screen was devised by Edinburgh College and this is the only centre currently delivering this qualification.

6.2.3 Credit transfer (full credit transfer)

BTEC HND Theatre Costume Interpretation	HND Costume for Stage and Screen
3286T History of Dress	History of Costume: Biblical–1800 History of Costume (1800–1950)
3287T Design 2D — Decorative	Designing and Creating Costume Embellishment
3288T Design 3D — Props	Designing and Creating Theatrical Headwear
3289T Ladies Costume Construction A	Ladies Period Foundation Garments: Introduction to Methods and Techniques Early Corsetry: An Introduction to the Production Process Costume Fitting Skills: An Introduction

BTEC HND Theatre Costume Interpretation	HND Costume for Stage and Screen
3290T Ladies Costume Cutting A	As above
3291T Gents Costume Construction A	Gents Costume Cutting and Construction: an Introduction to Techniques and Processes Costume Fitting Skills: an Introduction
3292T Gents Costume Cutting A	As above
3293T Design Interpretation and Production	Costume Design Method Costume Design Interpretation
3294T History of Theatre	History of Theatre: Critical Review History of Theatre: Genre and Legacy
3295T Design 3D — Props B	Designing and Creating Sculptural Elements for Costume
3296T Management and Business Studies	Theatrical Professional Practice
3297T Ladies Costume Construction B	Creating Ladies' Period Costume Costume Fitting Skills: Advanced
3298T Ladies Costume Cutting B	As above
3299T Gents Costume Cutting B	Theatrical Tailoring Costume Fitting Skills: Advanced
3300T Gents Costume Cutting B	As above
3301T Design Interpretation and Productions	Creating Costume Design from Text

6.3 Opportunities for e-assessment

Some aspects of the knowledge and understanding of the Units could be delivered using e-learning, in particular those aspects which require learners to undertake research. The use of Virtual Learning Environment for storing learner notes and visuals and website addresses should be encouraged by centres when building up their learning and teaching packs to accompany Units.

Additionally both learners and staff should be encouraged to use digital photography and film as a means of recording the development of design and manufacture of costumes and samples of work completed. Filming and photographing of costume fittings requires the consent of all parties involved. Digital photography could also be used by staff to set up archive materials.

As the course is quite a practical based course e-assessment may not be an appropriate method of assessment for the practical Units.

6.4 Resource requirements

The following list is an example of the type of resources provided by the centre currently delivering these qualifications.

Physical Resources

Accommodation — Exclusive use for this course

Workroom 1

- ◆ Liberally supplied with power sockets and high worktables
- ◆ Good daylight conditions
- ◆ 140 sq.mts
- ◆ Fitting room with mirror

Workroom 2

- ◆ Liberally supplied with power sockets and high worktables
- ◆ Good daylight conditions
- ◆ Blackout facilities
- ◆ 140sq.mts
- ◆ Water supply
- ◆ Sink Unit and draining

Maintenance Room

- ◆ Three sinks
- ◆ Worktops
- ◆ Good daylight conditions
- ◆ Floor drain
- ◆ Automatic Washing Machine
- ◆ Spin dryer
- ◆ Tumble Dryer

Storeroom

- ◆ Storage for small quantities of inflammable chemicals

Fabric Store

- ◆ 10 sq. m.
- ◆ Shelving
- ◆ Drawers for haberdashery

Equipment Store x 2

Accommodation — Shared

- ◆ Theatre
- ◆ Rehearsal rooms

College Learning Resource Centre

- ◆ The College has four sites and the site that this course is located is at Granton Campus. The volumes held by the LRC is in the region of 30.000. Costume History amounting to about 500. There are approximately 250 dedicated books on Theatre Costume, 300 DVDs and access to Digital Theatre Plus, an online resource with educational access to current best theatre practice from internationally renowned practitioners. This resource is organised and looked after by the technician that works solely within this course.

There are also relevant periodicals to the course available and the learners have access to photocopying facilities.

Specific Course Equipment

- ◆ 30 Dress Stands, 15 Hat Blocks, 18 Head Blocks, 12 Wig Stands, 1 Industrial Steam Irons, 1 twin tubs, 15 Costume Rails
- ◆ 3 x steam guns
- ◆ 2 x heat guns
- ◆ Button Making Machine plus two Eyeletting Making Machines
- ◆ 30 Assorted Domestic and Industrial Sewing Machines (including a number of special machines)

ICT Facilities

- ◆ The college is well populated with learning streets populated with computers. All classrooms have computer, overhead projectors and IWBs.
- ◆ There is a Drop in Study Centre facility for all learners to use.

7 General information for centres

Equality and inclusion

The Unit specifications making up this Group Award have been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners will 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.

The College has a commitment to equality of opportunity for all its learners and staff and will actively work to achieve this aim.

The College will pursue its mission statement of providing quality, equality and value and will treat all learners and staff with respect, courtesy and integrity.

Internal and external verification

All instruments of assessment used within this/these qualification(s) should be internally verified, using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment* (www.sqa.org.uk/GuideToAssessment).

8 Glossary of terms

Embedded Core Skills: is where the assessment evidence for the Unit also includes full evidence for complete Core Skill or Core Skill components. A learner successfully completing the Unit will be automatically certificated for the Core Skill. (This depends on the Unit having been successfully audited and validated for Core Skills certification.)

Finish date: The end of a Group Award's lapsing period is known as the finish date. After the finish date, the Group Award will no longer be live and the following applies:

- ◆ learners may not be entered for the Group Award
- ◆ the Group Award will continue to exist only as an archive record on the Awards Processing System (APS)

Graded Unit: Graded Units assess learners' ability to integrate what they have learned while working towards the Units of the Group Award. Their purpose is to add value to the Group Award, making it more than the sum of its parts, and to encourage learners to retain and adapt their skills and knowledge. (**Note to writer:** delete if not applicable to product type)

Lapsing date: When a Group Award is entered into its lapsing period, the following will apply:

- ◆ the Group Award will be deleted from the relevant catalogue
- ◆ the Group Award specification will remain until the qualification reaches its finish date at which point it will be removed from SQA's website and archived
- ◆ no new centres may be approved to offer the Group Award
- ◆ centres should only enter learners whom they expect to complete the Group Award during the defined lapsing period

SQA credit value: The credit value allocated to a Unit gives an indication of the contribution the Unit makes to an SQA Group Award. An SQA credit value of 1 given to an SQA Unit represents approximately 40 hours of programmed learning, teaching and assessment.

SCQF: The Scottish Credit and Qualification Framework (SCQF) provides the national common framework for describing all relevant programmes of learning and qualifications in Scotland. SCQF terminology is used throughout this guide to refer to credits and levels. For further information on the SCQF visit the SCQF website at www.scqf.org.uk.

SCQF credit points: SCQF credit points provide a means of describing and comparing the amount of learning that is required to complete a qualification at a given level of the Framework. One National Unit credit is equivalent to 6 SCQF credit points. One National Unit credit at Advanced Higher and one Higher National Unit credit (irrespective of level) is equivalent to 8 SCQF credit points.

SCQF levels: The level a qualification is assigned within the framework is an indication of how hard it is to achieve. The SCQF covers 12 levels of learning. HNCs and HNDs are available at SCQF levels 7 and 8 respectively. Higher National Units will normally be at levels 6–9 and Graded Units will be at level 7 and 8. National Qualification Group Awards are available at SCQF levels 2–6 and will normally be made up of National Units which are available from SCQF levels 2–7.

Subject Unit: Subject Units contain vocational/subject content and are designed to test a specific set of knowledge and skills.

Signposted Core Skills: refers to opportunities to develop Core Skills arise in learning and teaching but are not automatically certificated.

9 General information for learners

This is a full time one year course for HNC or two year course for HND. It offers intensive training designed to meet your needs if it is your ambition to work in theatre wardrobe, film or TV as costume makers, dressers and costume assistants. If you wish to pursue a career in costume design, the course is a valuable foundation to further study.

You will be taught the practical skills of pattern cutting and construction, together with decorative techniques used to embellish costume, learning about ancient craft techniques and faster methods of replicating them for integration and decoration of costume. You will be introduced to the art of corsetry, headwear, sculptural costume components, design and interpretation and the history of costume and theatre. Together, these Units of study will prepare you for work as a wardrobe or costume assistant in a producing theatre, costume hire department or work in film and TV. You will be placed with professional organisations for work experience at least once during the HND. Timing of work placements will vary and are heavily dependent on the needs of local theatres and the requirements of their programming. Your own flexibility and ability to travel are also a key factor, especially if you wish to find placements with establishments in London and the south of England, for which you may have to attend an interview. Placements will only be suggested when lecturers feel that you are ready to cope and benefit from the experience. Graded Unit 1 requires that you work in a simulated wardrobe environment as part of a wardrobe team providing costume for a show to be performed by one of our 'Performing Arts' groups. This will give you the experience of working with other college teams on a collaborative live project.

The HND in Costume for Stage and Screen has been designed to allow you to be assessed as practically as possible, however, there are, in some cases the need for additional methods of assessment eg supporting recorded documentation and submission of compilations and critiques. Methods of assessment are diverse and may be structured to incorporate learning experiences which are unique to a particular year group eg research and evaluations after a visit to a special event or exhibition. Assessment is ongoing throughout the year and you will be given an 'Assessment Schedule' at the start of the academic year. The Graded Units will be started at a point when the delivering centre feels enough work on the mandatory Units has been completed (approximately, after the first semester for HNC/HND).

Theatre and museum visits are a useful element of study and group bookings are made for performances and events which are deemed appropriate and which you will extend your knowledge of the subject. You may be offered the opportunity to partake of an annual study trip abroad. In the past visits have taken place to Milan, Venice, Verona, Rome, Paris, Lyon, Madrid and of course London. These trips, (which are not mandatory), are structured to provide you with a broad understanding of the costume making industry, with visits made to costume workshops, backstage tours, performances and specialized collections often not available to the general public.

Past learners are working internationally, with a very strong presence in Scottish Theatre costume departments. Statistically, after one year of graduating 90% of learners are either working in the industry or have moved on to study at degree level.