



Arrangements for:
**National Certificate in Fashion Design
and Manufacture at SCQF level 6**

Group Award Code: GD0P 46

Validation date: June 2011

Date of original publication: August 2011

Version: 05

Acknowledgement

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of National Qualification Group Awards.

History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below.

Version number	Description	Date
05	Revision of Unit: F390 11 Marketing: Basic Principles <i>has been revised by</i> HJ30 45 Marketing: Basic Principles and Applications <i>and will finish on</i> 31/07/2019.	28/02/2017
04	H23W 75 Literacy <i>has been added as an alternative to</i> F3GB 11 Communication. H225 75 Numeracy <i>has been added as an alternative to</i> F3GF 11 Numeracy.	14/05/2014
03	Additional Optional Units: <i>Local Investigations</i> (D36J 11 and D36J 12). <i>Guidance: On-Going</i> (H0EY 09). <i>Guidance: Pre-Exit</i> (H0F1 09).	24/10/13
02	Media: Feature Writing (F57M 12) has been added to the framework to replace Media Studies: Fashion (D6TY 12) which will finish on 31 July 2012.	20/06/12

Contents

1	Introduction	1
2	Rationale for the development of the Group Award(s)	1
3	Aims of the Group Award(s)	4
3.1	General aims of the Group Award.....	4
3.2	Specific aims of the Group Award.....	4
3.3	Target groups	5
3.4	Employment opportunities	5
4	Access to Group Award(s).....	6
5	Group Award structure	6
5.1	Rationale	6
5.2	Framework.....	7
5.3	Conditions of Award.....	9
5.4	Core Skills	9
5.5	Mapping information	15
5.5.1	Mapping to the aims of the award	15
5.5.2	Mapping to the National Occupational Standards (NOS).....	16
5.6	Articulation, professional recognition and credit transfer	17
6	Approaches to delivery and assessment	21
6.1	Content and Context.....	21
6.2	Delivery and Assessment	23
6.3	Core Skills	25
6.4	Open Learning.....	25
6.5	E-learning Opportunities	25
6.6	Credit Transfer.....	26
7	General information for centres	27
8	General information for candidates.....	27
9	Glossary of terms	30
10	Appendices.....	30
Appendix 1:	HN Fashion Design and Manufacturing Qualifications	31
Appendix 2:	Rationales for SCQF Unit Levels	32

1 Introduction

This is the Arrangements Document for the new nationally-devised **National Certificate Group Award in Fashion Design and Manufacture** at SCQF level 6, which was validated in June 2011. This document includes: background information on the development of the Group Award, its aims, guidance on access, details of the Group Award Structure and guidance on delivery.

There was a range of college devised qualifications at NQ level in this area but no national qualification for fashion and garment manufacture. A scoping exercise carried out in 2009 identified that there was broad support for a nationally devised qualification which would provide a coherent and consistent approach to the delivery of skills and knowledge at NQ level.

The main objectives of the qualification are to develop understanding and basic skills in the areas of fashion design and garment manufacture. The qualification structure has been devised so that candidates will receive a broad education in both fashion design and manufacture and this is reflected in the qualification title. Candidates will also have an opportunity to undertake a range of specialist units.

The **NC in Fashion Design and Manufacture** has been developed at SCQF at level 6 and will:

- ◆ enable candidates to develop the basic skills required to seek employment at trainee level in the clothing manufacture, design and retail sectors and/or;
- ◆ enable candidates to progress to workbased qualifications (SVQs) within the sector and the completion of National Occupational Standards and/or;
- ◆ prepare candidates to progress to further study at SCQF levels 7 and 8, in particular to HNC/HNDs in fashion design and manufacture.

2 Rationale for the development of the Group Award(s)

SQA currently offers a range of HNC/HNDs and Professional Development Awards (PDAs) in Fashion, Design and Textiles — please refer to Appendix 1 for a list of these qualifications.

As mentioned above, At NQ level there were college devised qualifications in fashion, manufacture and textiles delivered by 6 colleges.

The majority of students for these NQ awards, were female and aged between 16 and 19, although the student cohort also included males and adult returners. On average, 70% of students progressed to HN provision. Despite a downturn in the industry, there are still some opportunities to progress into employment with the majority of students taking up positions in small workshops and in retail.

Whilst there were some overlaps in the general approach taken for many of the NQ college devised qualifications, there are significant differences in the range of units used and colleges selected different units to meet the skill

areas of design, manufacture and drawing. Many of the units used in these qualifications were very dated — some being over 20 years old.

To allow SQA to make an informed decision on the need for a qualification at NQ level, a scoping exercise was undertaken in 2009 which involved:

- ◆ desk research and discussions with Skillfast-UK to review labour market information and identify demand from employers for qualifications at this level;
- ◆ a review of the content of existing college devised NQ level courses;
- ◆ consultation with 7 FE colleges by means of meetings and an online questionnaire.

The scoping exercise concluded that there was broad support for a nationally devised qualification and that this would result in a more coherent approach to the delivery of skills at NQ level. The scoping report also made a number of recommendations, including the following:

- ◆ the qualification should focus on fashion design and manufacture and should not include textiles as a key skill area;
- ◆ the focus of the qualification should be on developing a broad range of basic skills which are relevant to employment in the fashion/clothing sector but which will also provide opportunities to progress into HN level qualifications;
- ◆ developing a suite of new units should be part of the development process;
- ◆ the qualification structure should have sufficient flexibility to meet the needs of the different colleges.

Development Process

As a result of the scoping report, SQA took the decision in 2010 to develop a National Certificate for Fashion Design and Manufacture which could be delivered by all colleges in Scotland.

The recommendations of the scoping report were accepted and the following design guidelines were established for the development process:

- ◆ the focus of the qualification should be on fashion design and garment manufacture. While some textiles units may be appropriate as options, it was felt that the inclusion of textiles as one of the main skill areas would detract from the coherence of the qualification. It was also felt that it would be more appropriate for textiles to be included in a separate qualification;
- ◆ the qualification should ensure that candidates are introduced to, and learn to use, industrial methods and equipment and should develop employability skills to assist them to seek employment opportunities in the sector;
- ◆ the qualification should provide clear progression routes to HNC/D study and provide relevant exit skills to enable a smooth transition;
- ◆ the qualification should provide sufficient flexibility to allow different colleges to tailor delivery programme to meet local needs;

- ◆ the qualification should enable entry from a wide group of potential candidates, including school leavers and adult returners and should not assume any previous skills;
- ◆ the qualification should include sufficient optional units to allow candidates to develop specialist skills, to support their creativity and to provide additional progression routes to employment or further study;
- ◆ the units in the qualification should also be capable of being delivered independently and as small clusters.

SQA established a cross college Qualification Design Team (QDT) and representatives of Adam Smith College, Ayr College, Cardonald College and North Glasgow College contributed to the development of the qualification structure and new units, with the support of a consultant.

The Qualification Design Team created a qualification structure which includes a mandatory section, 2 restricted options sections and a specialist options section. The Mandatory section is designed to introduce the candidates to the key skill areas of fashion design, pattern construction and sewing through a common core of 3 units. Candidates are then required to select units from across fashion design, garment manufacture and software from 2 restricted options sections. In total 8 of the 12 unit credits of the qualification are made up of mandatory and restricted options. This will ensure that all candidates receive a broad education in the main skill areas, including the use of software programmes. Thereafter candidates can complete a further 4 unit credits from the restricted options sections and/or a wide range of specialist options.

The range of optional units, listed in Section 5.2, have been included within the qualification structure to provide centres and candidates with the flexibility to tailor programmes of study to meet local needs and in line with candidates' preferred next steps. For example, as well as specialising in the existing skill areas, candidates can complete units in areas such as merchandising, garment control techniques, drawing, textiles, design, photography and events.

SCQF Level

The qualification has been mapped at SCQF level 6. This reflects the level of learning required of the candidates. For example, the qualification will require candidates to:

- ◆ learn and use industrial methods and equipment;
- ◆ interpret specifications and work to given tolerances;
- ◆ use problem solving and creative solutions to meet given briefs/specifications;
- ◆ carry out self directed research;
- ◆ combine and present their ideas in a logical and structured way.

The qualification goes beyond the demands of an SCQF level 5 qualification due to the degree of interpretation, planning, creativity and visual communication required and due to the level of practical skills which reflect industry standards. The qualification does not match the requirements of an SCQF level 7 qualification which would require higher level of interpretation,

problem solving, presentation and communication and require skills to be applied across more complex specifications

3 Aims of the Group Award

3.1 General aims of the Group Award

The general aims for the **NC in Fashion Design and Manufacture** include:

- 1 to provide candidates with a positive and supportive learning environment which can foster an interest and enthusiasm in the subject areas of fashion design and garment manufacture;
- 2 to enable candidates to understand the basic concepts of fashion design and garment manufacture and provide a foundation for the development of their skills;
- 3 to provide opportunities for candidates to explore and demonstrate their creativity;
- 4 to introduce candidates to methods and techniques used in industry which, with further training, could ultimately lead to a range of employment opportunities;
- 5 to provide opportunities to progress within SCQF to further study, in particular at HNC and HND level;
- 6 to encourage candidates to take responsibility for their own learning and develop their transferable and employability skills such as research, planning, evaluation, presenting and team working and core skills of communication, problem solving, IT, numeracy and working with others.

3.2 Specific aims of the Group Award

Specific aims for the **NC in Fashion Design and Manufacture** include:

- 1 to develop an understanding of garment design and how garments are manufactured;
- 2 to develop basic drawing skills for fashion;
- 3 to develop an understanding of different types and techniques of fashion illustration and using a variety of media to illustrate simple garments;
- 4 to develop an understanding of fashion forecasting, how to identify and interpret fashion trends and how to develop a fashion 'look';
- 5 to explore fashion design through a 3D conceptual design process;
- 6 to use industrial sewing and manufacturing techniques and equipment to create waist and shoulder suspended garments in accordance with specifications;
- 7 to develop production patterns for waist and shoulder suspended garments by creating basic blocks, a range of manipulation sheets and then full scale patterns using industrial methods in accordance with working drawings;
- 8 to use pattern construction and sewing skills to create garments by manipulating basic blocks to make relevant style changes, creating and cutting out production patterns and then sewing garments to a saleable standard;
- 9 to use the basic functions and tools of fashion illustration software to generate flat drawings of garments and to render garments;
- 10 to use the basic functions and tools of CAD Pattern Construction software to complete pattern manipulations and production patterns.

A grid illustrating how units from the qualification meet these aims is included in Section 5.5.

3.3 Target groups

There are no formal access requirements for this qualification.

Potential target groups for this qualification include:

- ◆ school leavers who wish to learn more about a career in fashion and/or garment manufacture;
- ◆ school leavers who wish to consolidate existing school qualifications;
- ◆ individuals who have practical skills and fashion design experience and who wish to gain a formal qualification;
- ◆ adult returners who wish to seek employment in the sector — this could include self employment;
- ◆ individuals who wish to undertake an HNC/D but do not meet the entry requirements.

Further details of access requirements are outlined in Section 4.

3.4 Employment opportunities

It is expected that successful completion of the new NC Fashion Design and Manufacture could lead to employment in a trainee position in areas such as:

- ◆ Sewing Machine Operator
- ◆ Assistant Pattern Cutter
- ◆ Assistant Fashion Retailer
- ◆ Assistant Visual Merchandising

Ultimately, with further study and/or training there may a range of self employment opportunities and career options within the sector, for example:

- ◆ Fashion Design Assistant
- ◆ Fashion Retailer
- ◆ Fashion Assistant for a Magazine
- ◆ Wardrobe Assistant
- ◆ Assistant/Pattern Designer
- ◆ Fashion Marketing Adviser
- ◆ Fashion Forecaster or Researcher
- ◆ Theatre/Film/TV costume designer
- ◆ Fashion Stylist
- ◆ Assistant/Fashion Buyer
- ◆ Assistant/Pattern Designer
- ◆ Assistant Buyer/Buyer
- ◆ Visual Merchandiser
- ◆ Merchandiser
- ◆ Trainee/Store Manager
- ◆ Sole Trader/Bespoke Manufacturer

4 Access to Group Award

There are no specific access requirements for the NC Fashion Design and Manufacture and entry to the qualification would be at the discretion of the centre.

Candidates would normally be expected to have attained a course or its component units at SCQF level 4. Adult returners would be expected to demonstrate appropriate prior experience.

Typically candidates would be expected to have a good level of communication skills, to at least SCQF level 4, and some basic IT skills. The fashion design units in particular require candidates to carry out research using the internet and to be able present and communicate their ideas in a logical way.

The units are designed to encourage candidates to take responsibility for their own learning and work to specifications — this could include practical tasks, design task and research tasks. It is therefore anticipated that candidates will have some proven problem solving ability — typically this would be equivalent to SCQF level 4.

Some numeracy skills are required for ensuring measurements are taken accurately — again typically this would be equivalent to SCQF level 4.

It may be appropriate to ask potential candidates to attend an interview and bring with them examples of work which could demonstrate their previous experience and aptitude for the qualification.

The over-riding criterion to be satisfied is that the applicant has a realistic chance of achieving the qualification

5 Group Award structure

5.1 Rationale

The qualification structure for the proposed **NC in Fashion Design and Manufacture** is designed to provide a flexible framework which will:

- ◆ provide a common foundation of skills for all candidates through 3 common mandatory units;
- ◆ ensure that candidates can develop techniques in key skill areas of design, sewing and pattern construction which will underpin further training and study;
- ◆ provide opportunities through 'develop and manufacture' units to combine a range of skills developed in the qualification;
- ◆ ensure that candidates have an understanding of, and build expertise in, industrial methods and equipment;
- ◆ ensure that candidates have some experience of using current industry software programmes for fashion illustration and/or CAD pattern construction;
- ◆ allow individual colleges the flexibility to provide tailored programmes;

- ◆ provide candidates with a range of options which will allow them to specialise in key disciplines and/or develop specialist skills;
- ◆ provide a range of progression routes to employment and/or further study.

5.2 Framework

NATIONAL CERTIFICATE IN FASHION DESIGN AND MANUFACTURE AT SCQF LEVEL 6

(Candidates must achieve 72 SCQF credit points)

Unit title	Code	SCQF credit points	SCQF level	SQA credit value
MANDATORY UNITS (Candidates must achieve all three Units 18 SCQF credit points)				
Fashion Design: An Introduction	FP4R 11	6	5	1
Industrial Machine Sewing Skills: An Introduction	FP4V 11	6	5	1
Garment Pattern Construction: An Introduction	FP4X 11	6	5	1
Restricted Options — Group A and Group B				
OPTIONAL UNITS — GROUP A				
Software (Candidates must achieve at least one Unit from this group 6 SCQF credit points)				
Digital Fashion Illustration: An Introduction	FP50 12	6	6	1
CAD Pattern Construction: An Introduction	FP54 12	6	6	1
OPTIONAL UNITS — GROUP B				
Fashion Design, Sewing, Manufacture, Pattern Construction (Candidates must achieve at least 4 Units from this group 24 SCQF credit points)				
Garment Design for Manufacture: An Introduction	FP56 12	6	6	1
Garment Concepts: An Introduction	FP58 12	6	6	1
Fashion Illustration: Basic Principles	FP5A 12	6	6	1
Fashion Forecasting: An Introduction	FP5D 12	6	6	1
Pattern Construction: Waist Suspended Garments	FP5F 12	6	6	1
Pattern Construction: Shoulder Suspended Garments	FP5G 12	6	6	1
Sewing Skills: Waist Suspended Garments	FP5H 12	6	6	1
Sewing Skills: Shoulder Suspended Garments	FP5J 12	6	6	1

Develop and Manufacture: Skirt	FP5N 12	6	6	1
Develop and Manufacture: Bodice	FP5L 12	6	6	1
Develop and Manufacture: Trousers	FP5M 12	6	6	1
Develop and Manufacture: Dress	FP5K 12	6	6	1
OPTIONAL UNITS — GROUP C				
Specialist (Candidates can select up to 24 SCQF credit points from this group)				
Fashion Merchandising: An Introduction	FP72 12	6	6	1
Garment Manufacture: An Introduction to the Industry	FP73 12	6	6	1
Art and Design: Colour	F5CE 12	6	6	1
Art and Design: Creative Textile Development	F5C5 12	6	6	1
Art and Design: Research and Investigation Skills	F5C212	6	6	1
Art and Design: Sketch Book Development	F5CM 12	6	6	1
Art and Design: Drawing Skills — Figure/Life Drawing 3	F9WG 12	6	6	1
Art and Design: Analytical Drawing	F5CD 12	6	6	1
Event Organisation	F3PN 12	6	6	1
Communication	F3GB 12	6	6	1
Information and Communication Technology	F3GC 12	6	6	1
Numeracy	F3GF 12	6	6	1
Problem Solving	F3GD 12	6	6	1
Local Investigations	D36J 12*	6	6	1
Media: Feature Writing	F57M 12	6	6	1
OPTIONAL UNITS — GROUP D				
Specialist (Candidates can select up to 24 SCQF credit points from this group)				
Fashion: An Introduction	FP21 11	6	5	1
Introduction to Display	D0SN 10	6	4	1
*Marketing: Basic Principles and Applications	HJ30 45	6	5	1
Art and Design: Introduction to Surface Decoration	F9VK 11	6	5	1
Art and Design: Introduction to Stitched Textiles	EF79 09	6	4	1
Drawing Skills — Analytical Drawing	D947 11	6	5	1
Design Realisation	D9GF 11	6	5	1
Multimedia Computing: Introduction to Digital Photography	D0F7 11	6	5	1
Communication OR *Literacy	F3GB 11 H23W 75	6	5	1

Information and Communication Technology	F3GC 11	6	5	1
Numeracy OR *Numeracy	F3GF 11 H225 75	6	5	1
Local Investigations	D36J 11*	6	5	0.5
Guidance: On-Going (Lapse Date 31.07.2014) OR Guidance: On-Going	EA1W 09 H0EY 09*	6	4	0.5
Guidance: Pre-Exit (Lapse Date 31.07.2014) OR Guidance: Pre-Exit	EA1X 09 H0F1 09*	6	4	0.5

*Refer to History of changes for revision changes.

5.3 Conditions of Award

NC FASHION DESIGN AND MANUFACTURE CONDITIONS OF AWARD	
12 credits required:	72 SCQF points
3 mandatory units	18 SCQF points
1 unit from Optional Group A	6 SCQF points
4 units from Optional Group B	24 SCQF points
4 units from Optional Groups A or B or C or D	24 SCQF points
A minimum of 7 SCQF level 6 units are required	42 SCQF points

Rationales for the SCQF unit levels for the Mandatory units and units from Optional Group B are attached as Appendix 2.

5.4 Core Skills

During completion of this NC candidates will be involved in a range of practical tasks and will also be required to demonstrate communication, research, planning, presentation and evaluation skills. Whilst there is no automatic certification of core skills, the units in NC Fashion Design and Manufacture could offer candidates good opportunities for developing core skills as illustrated in the table below.

It is anticipated that candidates would enter the qualifications with a range of core skills profiles. For those entering with the minimum level of level 4 core skills for communication, problem solving and IT, the qualification will provide opportunities for them to gradually increase their core skills through the mandatory units where they will be completing tasks under direction before progressing to the optional units where there will be an increased expectation of self direction, problem solving and communication.

Group C Optional Units include core skills units at SCQF levels 5 and 6. For candidates wishing to progress to HNC/D level study, it would be advisable

to ensure they had achieved an exit level of Communication and Problem Solving at SCQF level 5. Colleges could include core skills units within the optional choices for individual candidates or as additional units.

NC FASHION DESIGN AND MANUFACTURE CORE SKILLS GRID		
MANDATORY UNITS		
Fashion Design: An Introduction (SCQF 5)	Communication (SCQF 5) Problem Solving (SCQF 4) Info & Comm Tech (SCQF 4)	Communication (Portfolio, Sketches): presenting images and sketches in the Portfolio in a structured and logical way; presenting images that clearly illustrate the theme; providing sufficient detail through annotations to explain style details in sketches. Problem Solving (Portfolio, Sketches): planning research and determining relevant sources for information; interpretation of given briefs; planning and production of sketches which will meet the design brief; appropriate use of colour in colour palette. Information & Communication Technology (Portfolio): using the internet to carry out research; collating and presenting research images.
Industrial Machine Sewing Skills: An Introduction (SCQF 5)	Problem Solving (SCQF 4) Numeracy (SCQF 4)	Problem Solving (Practical Exercises): interpretation of given specifications. Numeracy (Practical Exercises): working within tolerances.
Garment Pattern Construction: An Introduction (SCQF 5)	Communication (SCQF 4) Problem Solving (SCQF 4) Numeracy (SCQF 4)	Communication (Practical Exercises): providing accurate annotations on block and production pattern. Problem Solving (Practical Exercises): interpretation of given specifications. Numeracy (Practical Exercises): taking measurements; working within tolerances
GROUP A — Software		
Digital Fashion Illustration: An Introduction (SCQF 6)	Problem Solving (SCQF 5) Info & Comm Tech (SCQF 5)	Problem Solving (Portfolio, Sketches): selection of solutions to achieve specifications for style details and rendering; planning and creation of drawings which will meet the specified tasks. Information and Communication Technology (Portfolio): use of industry software to create fashion illustrations; selection of correct tools to achieve specified tasks.
CAD Pattern Construction: An Introduction (SCQF 6)	Problem Solving (SCQF 5) Info & Comm Tech (SCQF 5)	Problem Solving (Portfolio, Sketches): selection of solutions to achieve specifications for manipulations and production

	Numeracy (SCQF 4)	<p>patterns; planning and creation of patterns which will meet the specified tasks.</p> <p>Information and Communication Technology (Portfolio): use of industry software to create manipulations and production patterns; selection of correct tools to achieve specified tasks.</p> <p>Numeracy (Practical Exercises): ensuring measurements are accurate; working within tolerances</p>
GROUP B — Fashion Design, Sewing, Manufacture, Pattern Construction		
Garment Design for Manufacture: An Introduction (SCQF 6)	<p>Communication (SCQF 5)</p> <p>Problem Solving (SCQF 5)</p> <p>Info & Comm Tech (SCQF 5)</p>	<p>Communication (Portfolio, Sketches): presenting images and sketches in the Portfolio in a structured and logical way; presenting images that clearly illustrate the design brief; providing sufficient detail through annotations to explain style details in sketches.</p> <p>Problem Solving (Portfolio, Sketches): planning research and determining relevant sources for information; interpretation of given briefs; planning and production of sketches and drawings which will meet the design brief.</p> <p>Information & Communication Technology (Portfolio): using the internet to search for and select for images; evaluating images for relevance to brief; collating and presenting research images in an appropriate format.</p>
Garment Concepts: An Introduction (SCQF 6)	<p>Communication (SCQF 5)</p> <p>Problem Solving (SCQF 5)</p> <p>Working with Others (SCQF 5)</p>	<p>Communication (Portfolio, Sketches): presenting images and photos in the Portfolio in a structured and logical way; presenting images that clearly illustrate the concept; providing sufficient detail through annotations to explain style details in sketches.</p> <p>Problem Solving (Portfolio, Sketches): interpretation of given briefs; planning and production of concept development process; planning the creation of drawings which will meet the brief.</p> <p>Working With Others (concept development): working co-operatively as team to identify requirements of brief and create garment concepts</p>

<p>Fashion Illustration: Basic Principles (SCQF 6)</p>	<p>Communication (SCQF 5) Problem Solving (SCQF 5) Info & Comm Tech (SCQF 5)</p>	<p>Communication (Portfolio, Sketches): presenting images and sketches in the Portfolio in a structured and logical way; presenting images that clearly illustrate the fashion trend; providing sufficient detail through annotations to explain style details in sketches. Problem Solving (Portfolio, Sketches): planning research and determining relevant sources for information; interpretation of given briefs; planning and production of sketches and drawings which will meet the design brief. Information & Communication Technology (Portfolio): using the internet to search for and select for images; evaluating images for relevance to brief; collating and presenting research images in an appropriate format.</p>
<p>Fashion Forecasting: An Introduction (SCQF 6)</p>	<p>Communication (SCQF 5) Problem Solving (SCQF 5) Info & Comm Tech (SCQF 5)</p>	<p>Communication (Portfolio, Sketches): presenting images and sketches in the Portfolio in a structured and logical way; presenting images that clearly demonstrate different techniques; providing sufficient detail of research sources. Problem Solving (Portfolio, Sketches): planning research and determining relevant sources for information; interpretation of given brief; planning and production of illustrations using different techniques. Information & Communication Technology (Portfolio): using the internet to search for and select for images; evaluating images for relevance to brief; collating and presenting research images in an appropriate format.</p>

<p>Pattern Construction: Waist Suspended Garments & Pattern Construction: Shoulder Suspended Garments (SCQF 6)</p>	<p>Communication (SCQF 4) Problem Solving (SCQF 5) Numeracy (SCQF 4)</p>	<p>Communication (Practical Exercises): providing accurate annotations on blocks and production pattern. Problem Solving (Practical Exercises): interpretation of specifications and working drawings; evaluation of blocks and production pattern. Numeracy (Practical Exercises): ensuring measurements are accurate; working within tolerances</p>
<p>Sewing Skills: Waist Suspended Garments & Sewing Skills: Shoulder Suspended Garments (SCQF 6)</p>	<p>Problem Solving (SCQF 5) Numeracy (SCQF 4)</p>	<p>Problem Solving (Practical Exercises): interpretation of given specifications and working drawings; evaluation of sewn garment. Numeracy (Practical Exercises): ensuring measurements are accurate; working within tolerances</p>
<p>Develop and Manufacture: Skirt & Develop and Manufacture: Bodice & Develop and Manufacture: Trousers & Develop and Manufacture: Dress (SCQF 6)</p>	<p>Communication (SCQF 5) Problem Solving (SCQF 5) Numeracy (SCQF 4)</p>	<p>Communication (Practical Exercises): providing accurate annotations on production pattern; creating a specification sheet which demonstrates the different manufacturing processes. Problem Solving (Practical Exercises): interpretation of working drawings and design; use of manipulation techniques; evaluation of production pattern and sewn garment. Numeracy (Practical Exercises): ensuring measurements are accurate; working within tolerances.</p>

5.5 Mapping information

5.5.1 Mapping to the aims of the award

The following grid illustrates where the Mandatory units and units from Optional Groups A and B meet the general and specific aims of the qualification.

NC FASHION DESIGN AND MANUFACTURE AIMS		
Unit title	General aims	Specific aims
MANDATORY UNITS		
Fashion Design: An Introduction	1, 2, 3, 6	1, 2
Industrial Machine Sewing Skills: An Introduction	1, 2, 6	1, 6
Garment Pattern Construction: An Introduction	1, 2, 6	1, 7
OPTIONAL UNITS — GROUP A		
Software		
Digital Fashion Illustration: An Introduction	1, 4, 5, 6	9
CAD Pattern Construction: An Introduction	1, 4, 5, 6	10
OPTIONAL UNITS — GROUP B		
Fashion Design, Sewing, Manufacture, Pattern Construction		
Garment Design for Manufacture: An Introduction	1, 3, 4, 5, 6	1, 2
Garment Concepts: An Introduction	1, 3, 4, 5, 6	1, 2, 5
Fashion Illustration: Basic Principles	1, 3, 4, 5, 6	1, 2, 3
Fashion Forecasting: An Introduction	1, 3, 4, 5, 6	1, 2, 4
Pattern Construction: Waist Suspended Garments	1, 4, 5, 6	7
Pattern Construction: Shoulder Suspended Garments	1, 4, 5, 6	7
Sewing Skills: Waist Suspended Garments	1, 4, 5, 6	6
Sewing Skills: Shoulder Suspended Garments	1, 4, 5, 6	6
Develop and Manufacture: Skirt	1, 3, 4, 5, 6	6, 8
Develop and Manufacture: Bodice	1, 3, 4, 5, 6	6, 8
Develop and Manufacture: Trousers	1, 3, 4, 5, 6	6, 8
Develop and Manufacture: Dress	1, 3, 4, 5, 6	6, 8

5.5.2 Mapping to the National Occupational Standards (NOS)

National Occupational Standards (NOS) have been developed for **Manufacturing Sewn Products**. As the NC in Fashion Design and Manufacture is an introductory qualification designed to introduce candidates to a range of basic skills, there are no significant opportunities for candidates to achieve credit transfer for the NOS. The grid below identifies where units developed in the NC in Fashion Design and Manufacture for the skill area of sewing can be mapped against the NOS and provide some potential progression opportunities for candidates.

NC FASHION DESIGN AND MANUFACTURE NOS MAPPING		
NOS — MANUFACTURING SEWN PRODUCTS		UNITS — NC FASHION DESIGN AND MANUFACTURE
HS1	Health, safety and security at work	The following units include observation checklists which assess compliance with H&S requirements including maintaining work areas: M2, B7, B8, B9, B10, B11, B12
MSP1	Look after the work area in manufacturing sewn products	
MSP2	Maintain the quality of production working with textiles, leather and materials	The following units include a requirement for candidates to evaluate their own work against given criteria — this is designed to encourage candidates to identify potential faults and emphasise the need to work within tolerances and to complete garments to a 'saleable' standard: B7, B8, B9, B10, B11, B12
MSP3	Cutting materials for manufacturing sewn products	The following units require candidates to cut fabric prior to sewing a garment — this is done, however, for one garment manually rather than on an industrial scale using cutting equipment : B9, B10, B11, B12
MSP4	Carry out the sewing process	M2 is designed to introduce candidates to sewing techniques using industrial methods and equipment. Candidates then progress to sewing garments within the following units: B7, B8, B9, B10, B11, B12 The emphasis is on building skill levels, accuracy, speed and standards of finish as candidates progress through the qualification.
MSP5	Carry out the tape sealing process in the production of clothing and related items	This skill area is not covered by the units

MSP6	Carry out hand pressing in the sewing process	Candidates will be required to finish garment they have created in the following unit using equipment such as pressing equipment, iron and vacuum table: B7, B8, B9, B10, B11, B12
MSP7	Dyeing fabric	This skill area is not covered by the units
MSP8	Dyeing sewn garments	This skill area is not covered by the units
MSP9	Rotary fabric printing	This skill area is not covered by the units
MSP10	Screen printing individual items/garments	This skill area is not covered by the units
MSP11	Carry out sewn product manufacturing operations	The focus of the units is on building skills but there will be some aspects of manufacturing operations covered in the following units: B7, B8, B9, B10, B11, B12

NC FASHION DESIGN AND MANUFACTURE UNITS	
Sewing Unit title	Code
Industrial Machine Sewing Skills: An Introduction	M2
Sewing Skills: Waist Suspended Garments	B7
Sewing Skills: Shoulder Suspended Garments	B8
Develop and Manufacture: Skirt	B9
Develop and Manufacture: Bodice	B10
Develop and Manufacture: Trousers	B11
Develop and Manufacture: Dress	B12

5.6 Articulation, professional recognition and credit transfer

There are three main progression opportunities for candidates on completion of the NC in Fashion Design and Manufacture:

- ◆ employment at trainee level in the clothing manufacture, design and retail sectors;
- ◆ National Occupational Standards for manufacturing sewn products;
- ◆ further study at SCQF levels 7 and 8, in particular to HNC/HNDs in fashion design and manufacture.

A key progression option for candidates who complete the **NC in Fashion Design and Manufacture** will be to progress to one of the existing HNC/D qualifications:

- ◆ [HNC/HND Fashion Design and Manufacture](#)
- ◆ [HNC/HND Fashion Technology and Manufacture with Design](#)
- ◆ [HNC/HND Fashion: Design and Production with Retail](#).

Individual colleges will be able to advise candidates on the best optional units to assist them to make a successful transition to their chosen HNC/D.

Many of the units on the NC qualification will lead directly to units within the HNC/Ds.

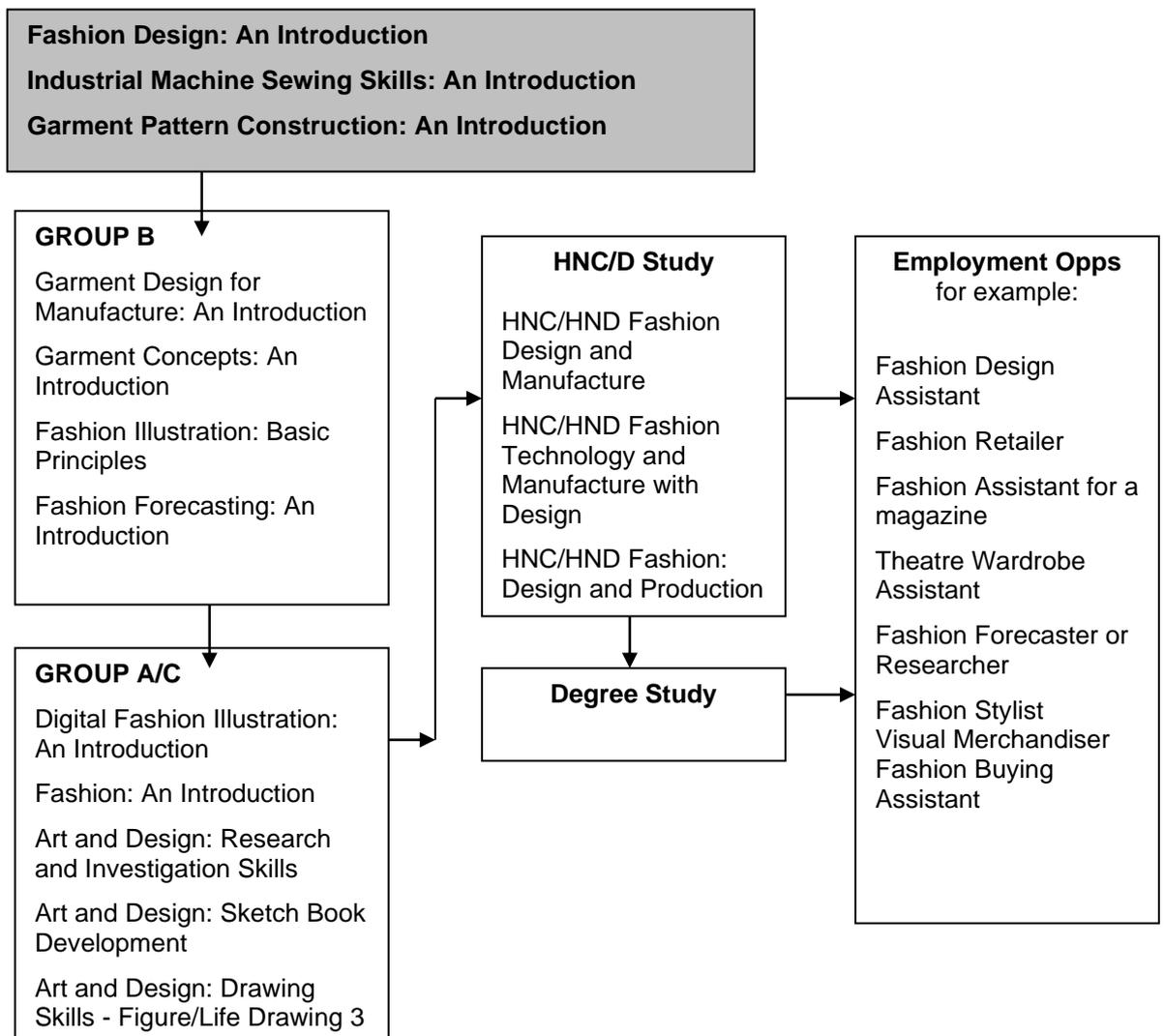
Despite a downturn in the industry there are still some opportunities for candidates to progress directly into employment. Options could include:

- ◆ the clothing manufacturing sector — the NC course will provide an introduction to industrial skills and methods which could provide a foundation from which employers could provide further specialist training;
- ◆ various opportunities within the retail sector on completion of a range of fashion design and merchandising units;
- ◆ providing design and manufacturing support in a self-employed capacity or for small businesses.

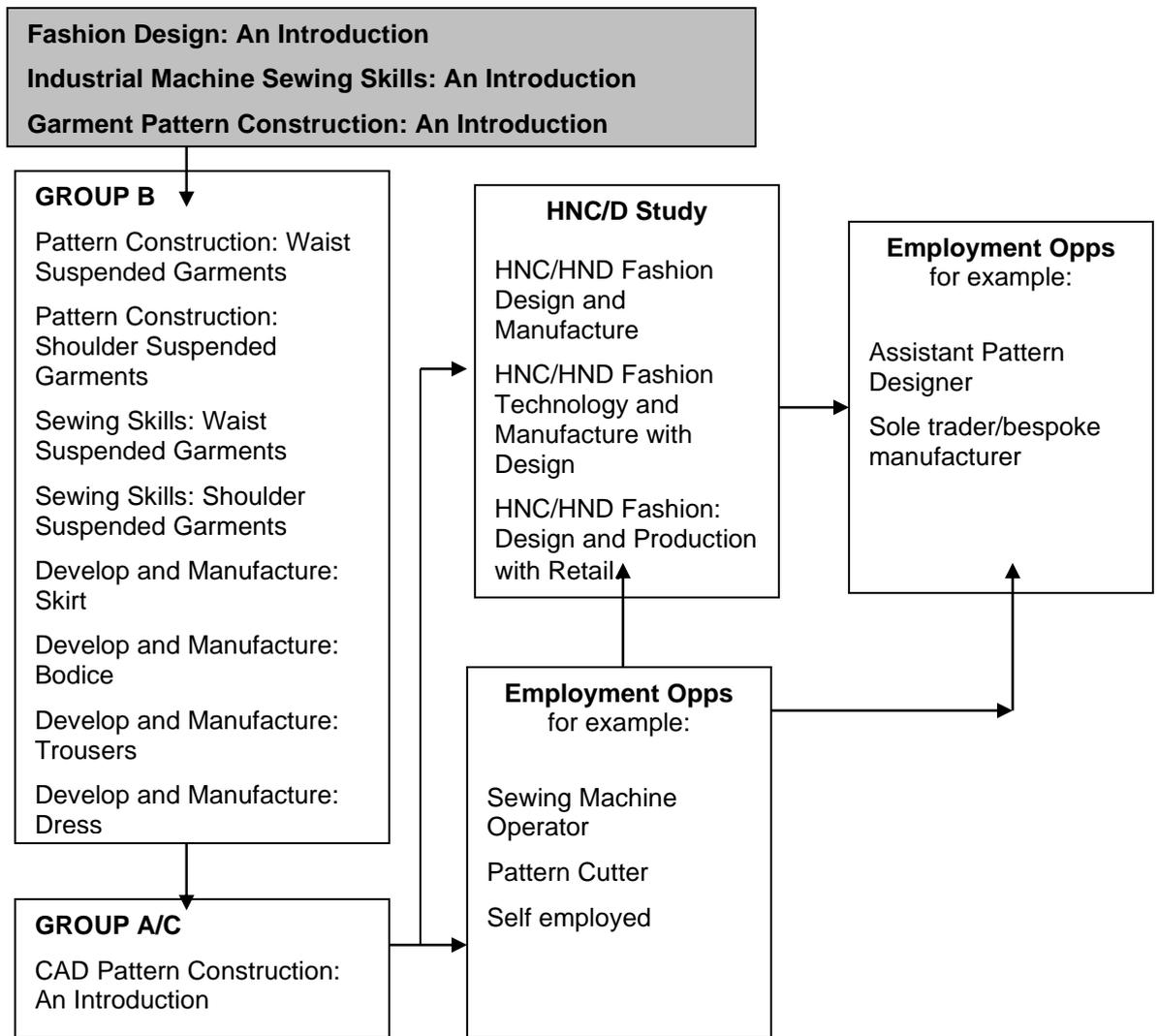
It may be possible to find some employment opportunity in fashion design although it is likely that candidate would benefit from completing further study.

Some possible groupings of units and progression routes are illustrated below.

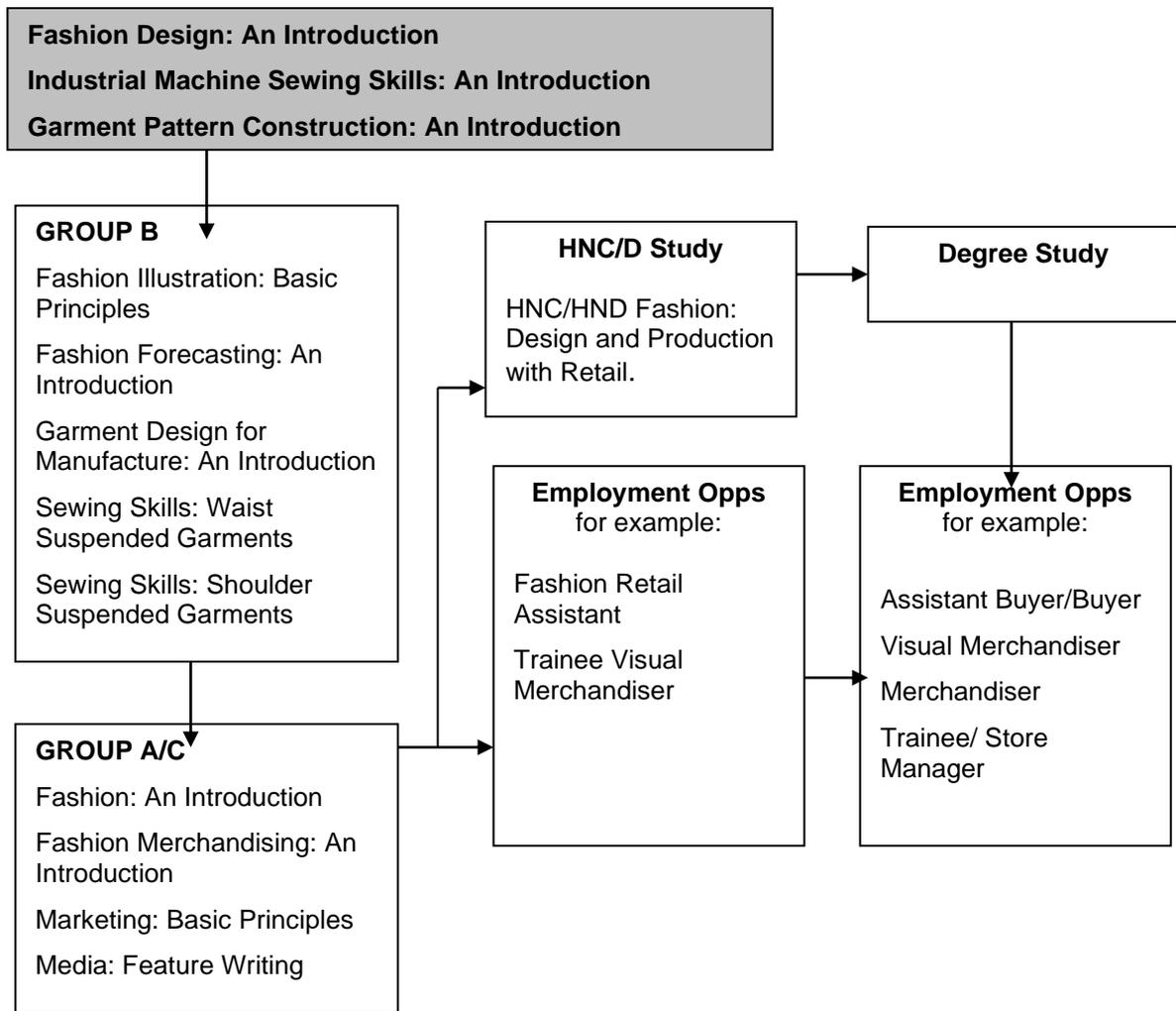
Illustrative Route 1 — Fashion



Illustrative Route 2 — Sewing



Illustrative Route 3 — Retail



6 Approaches to delivery and assessment

6.1 Content and Context

The content of the Mandatory units and units from Optional Groups A and B are outlined below.

<p>Fashion Design: An Introduction (SCQF level 5) This Unit is designed to provide candidates with an introduction to fashion design. Candidates will develop an awareness of current fashion styling and will produce basic fashion sketches in accordance with fashion design briefs. The Unit will involve research skills and will develop basic drawing skills for fashion.</p>
<p>Industrial Machine Sewing Skills: An Introduction (SCQF level 5) This Unit is designed to provide candidates with an introduction to sewing skills using industrial equipment. Candidates will learn a range of industrial sewing techniques and will use them to produce a simple sewn product.</p>
<p>Garment Pattern Construction: An Introduction (SCQF level 5) This Unit is designed to provide candidates with an introduction to garment pattern construction using industrial methods. Candidates will learn how to create a basic block from which manipulation sheets can be created. Candidates will create also a production pattern for a garment.</p>
<p>Digital Fashion Illustration: An Introduction (SCQF level 6) This Unit is designed to provide candidates with an introduction to fashion illustration software. Candidates will learn how to use basic functions and software tools to generate flat drawings of garments and render garments.</p>
<p>CAD Pattern Construction: An Introduction (SCQF level 6) This Unit is designed to provide candidates with an introduction to CAD Pattern Construction software. Candidates will learn how to use basic functions and software tools to complete pattern manipulations and produce production patterns.</p>
<p>Garment Design for Manufacture: An Introduction (SCQF level 6) This Unit is designed to provide candidates with an introduction to garment design. Candidates will prepare working drawings and develop an awareness of how garments are developed for manufacturing. The Unit will involve research skills and will develop drawing skills for fashion.</p>
<p>Garment Concepts: An Introduction (SCQF level 6) This Unit is designed to allow candidates the opportunity to explore, experiment and record 3D conceptual design developments in a practical manner using a wide range of materials in response to a given brief.</p>
<p>Fashion Illustration: Basic Principles (SCQF level 6) This Unit is designed to provide candidates with an introduction to fashion illustration. Candidates will develop an awareness of different types and techniques of fashion illustration. Candidates will use a variety of media to illustrate simple garments. The Unit will involve research skills and will develop drawing skills for fashion.</p>
<p>Fashion Forecasting: An Introduction (SCQF level 6) This Unit is designed to provide candidates with an introduction to fashion forecasting. Candidates will learn how to identify fashion trends and how to interpret trends and develop a fashion 'look'. The Unit will involve research and drawing skills.</p>
<p>Pattern Construction: Waist Suspended Garments (SCQF level 6) This Unit is designed to develop pattern construction skills for waist suspended garments. Candidates will create a basic block, a range of</p>

<p>manipulation sheets and then a full scale production pattern. Candidates will use industrial methods and will work in accordance with working drawings. This Unit forms part of the National Certificate in Fashion Design and Manufacture but can also be delivered as a freestanding Unit.</p>
<p>Pattern Construction: Shoulder Suspended Garments (SCQF level 6) This Unit is designed to develop pattern construction skills for shoulder suspended garments. Candidates will create a basic block, a range of manipulation sheets and then a full scale production pattern. Candidates will use industrial methods and will work in accordance with working drawings. This Unit forms part of the National Certificate in Fashion Design and Manufacture but can also be delivered as a freestanding Unit.</p>
<p>Sewing Skills: Waist Suspended Garments (SCQF level 6) This Unit is designed to develop sewing skills for waist suspended garments. Candidates will learn a range of sewing techniques and will then produce a waist suspended garment. Candidates will use industrial equipment and methods and will work in accordance with specifications.</p>
<p>Sewing Skills: Shoulder Suspended Garments (SCQF level 6) This Unit is designed to develop sewing skills for shoulder suspended garments. Candidates will learn a range of sewing techniques and will then produce a shoulder suspended garment. Candidates will use industrial equipment and methods and will work in accordance with specifications.</p>
<p>Develop and Manufacture: Skirt (SCQF level 6) This Unit is designed to use pattern construction and sewing skills to create a skirt. Candidates will manipulate a basic skirt block to make relevant style changes, create and cut out a production pattern and then sew a skirt. Candidates will use industrial equipment and methods and will work in accordance with working drawings.</p>
<p>Develop and Manufacture: Bodice (SCQF level 6) This Unit is designed to use pattern construction and sewing skills to create a bodice. Candidates will manipulate a basic bodice block to make relevant style changes, create and cut out a production pattern and then sew a bodice. Candidates will use industrial equipment and methods and will work in accordance with working drawings.</p>
<p>Develop and Manufacture: Trousers (SCQF level 6) This Unit is designed to use pattern construction and sewing skills to create trousers. Candidates will manipulate a basic trouser block to make relevant style changes, create and cut out a production pattern and then sew the trousers. Candidates will use industrial equipment and methods and will work in accordance with working drawings.</p>
<p>Develop and Manufacture: Dress (SCQF level 6) This Unit is designed to use pattern construction and sewing skills to create a dress. Candidates will manipulate a basic dress block to make relevant style changes, create and cut out a production pattern and then sew a dress. Candidates will use industrial equipment and methods and will work in accordance with working drawings.</p>

6.2 Delivery and Assessment

Delivery Approach

As outlined in previous sections, the qualification has been designed to develop candidates' understanding of, and ability to use, industrial techniques. The NC Fashion Design and Manufacture uses candidate centred, resource based learning. Each unit takes a very practical approach with candidates being provided with structured exercises designed to introduce them to relevant skills, and then opportunities to consolidate these skills through practical applications which will require them to apply industrial techniques. This will include presentation of fashion sketches and drawings.

Specifically, the delivery approach is designed to:

- ◆ encourage candidates to take responsibility for their own learning;
- ◆ ensure that candidates can develop core skills and techniques which will underpin further training and study;
- ◆ ensure that candidates have an understanding of, and build expertise in, industrial methods and equipment;
- ◆ ensure that candidates have an understanding of, and can develop expertise in, meeting tolerances and complying with specifications;
- ◆ ensure candidates have an understanding of basic techniques before moving on to use some of the latest tools and techniques that are used in the industry;
- ◆ encourage candidates to evaluate the quality of their work against given specifications and samples;
- ◆ develop candidates' research skills and the ability to search in a logical and focused way;
- ◆ develop candidates' ability to present their ideas and designs in a logical and easily understood way;
- ◆ develop an understanding of the manufacturing process and the importance of presenting and annotating drawings to ensure that they can be easily interpreted.

Delivery Options

The design of the qualification allows for considerable flexibility in the delivery of the units and individual centres will be able to create tailored delivery programmes.

Typically all candidates will complete the 3 mandatory units before progressing to units from the restricted optional grouping of Units. This will allow for skills to be developed over time. For example:

- ◆ the mandatory sewing unit focuses on the key sewing techniques which are then applied in the Sewing Skills units for Waist and Shoulder Suspended Garments — during this process standards for speed, accuracy and finish will be increased with emphasis on working towards creating garments to a 'saleable' standards;
- ◆ the complexity of the style manipulations will increase from the pattern cutting mandatory unit to the Pattern Construction units for Waist and Shoulder Suspended Garments;

- ◆ a key focus of the mandatory fashion design unit is on the development of skills in research and presenting findings and sketches which will assist candidates when they progress to the more advanced fashion design briefs in the fashion design unit in the restricted options section;
- ◆ the Develop and Manufacture units provide an opportunity to combine and consolidate a range of skills developed in other units ie design, pattern construction and sewing.

The optional units could be completed at any time during the delivery programme and will often be completed in conjunction with other units.

The progression routes in Section 5.6 illustrate some typical groupings of units.

The majority of candidates will complete the NC qualification on a full time basis. In addition to being part of the NC qualification, all of the units can be delivered independently and as part of smaller clusters which would provide opportunities for individuals to achieve them within part-time or evening courses.

Assessment Strategy

The assessment strategy for the qualification is designed to enable candidates to demonstrate their skills in realistic situations which reflect industry requirements, as outlined in the delivery approach.

For the Mandatory units and the units in Optional Groups A and B, the main assessment instrument used is practical exercises, for example:

- ◆ for the sewing and pattern construction units, candidates are required to create Portfolios which demonstrate their application of relevant techniques — in addition, practical observation checklists are used to ensure that candidates can demonstrate the correct use of industrial equipment and methods and compliance with Health and Safety requirements;
- ◆ for the fashion design units, candidates will prepare Portfolios which contain their research images, sketches, drawings and illustrations in accordance with given briefs — the Portfolios could be based on A3 boards, sketch books, mood boards, theme boards or other relevant options and must be presented in a logical and structured way so that their designs/ideas can be easily interpreted.

Throughout the assessments there is a focus on reinforcing the importance of meeting the given brief or specification, evaluating their work and presenting ideas in a way that can be easily understood.

Knowledge is assessed in an applied way rather than through set assessment exercises. Candidates are required to create and present Portfolios of their work which illustrate how they have applied their knowledge and skills.

The evidence requirements have been developed to provide sufficient detail to ensure that consistent standards are applied by all centres but also allow for flexibility in how centres will design their own assessment approaches.

Integration Opportunities

Each of the units is designed to be delivered and assessed independently. There are however many opportunities to deliver and assess the units in an integrated way. For example:

- ◆ the Sewing Skills units for Waist and Shoulder Suspended Garments would often be delivered and assessed in conjunction with the Pattern Construction units for Waist and Shoulder Suspended Garments ie candidates will create a production pattern which will then be used within the sewing skills unit;
- ◆ the Digital Fashion Illustration: An Introduction unit could be delivered and assessed in conjunction with the Fashion Illustration: Basic Principles unit;
- ◆ candidates' designs developed in the fashion design units could be used in the Sewing Skills, Pattern Construction and/or Develop and Manufacture units;
- ◆ the drawing units in Optional Group C could be delivered in conjunction with the fashion design units to further develop candidates' drawing skills — drawing units are available at levels 5 and 6 which will allow the level to be tailored to individual candidate skill needs;
- ◆ the digital photography unit from the options could be used to build visual evidence which records the development and construction process for the Garment Concepts unit;
- ◆ delivery and assessment of the units could be structured around an ongoing theme which will be used throughout the units;
- ◆ delivery and assessment of the units could also be structured around an event such as an end of year fashion show — this could be supported by the completion of an Event unit from the options.

6.3 Core Skills

The arrangements for Core Skills delivery will vary considerably from centre to centre. Centres will have the flexibility to deploy college-wide strategies in support of their candidates to ensure that wherever possible all candidates have the opportunity to make further progress in their Core Skills at entry, while ensuring that all have the minimum required for success in the qualification. Core Skills can be delivered as independent units, in an integrated way with units from the qualification or in an embedded way within in the content of the units.

6.4 Open Learning

It may be possible to offer some aspects of this NC through open learning but the practical aspects of the NC would be best achieved through instruction and supervised practice.

6.5 E-learning Opportunities

While this is a practical based qualification there are opportunities within the delivery and assessment of the Units to incorporate e-learning, for example, the use of VLEs to upload Unit support notes, video clips, blogs etc .

6.6 Credit Transfer

The NC in Fashion Design and Manufacture is a new national qualification which has replaced a number of locally devised qualifications. While many of the Units making up the locally devised awards were very old, the skills and knowledge required in many of the Units is broadly similar to the new Units. The table below highlights credit transfer arrangements.

Current Unit	New Unit	Credit Transfer
Garment Pattern Construction — Skirts	Pattern Construction: Waist Suspended Garments	Full Credit
Garment Pattern Construction — Bodices	Pattern Construction: Shoulder Suspended Garments	Full Credit
Garment Pattern Construction — Trousers	Pattern Construction: Waist Suspended Garments	Full Credit
Garment Pattern Construction — Dresses	Pattern Construction: Shoulder Suspended Garments	Full Credit
Garment Sewing Skills — Skirts	Sewing Skills: Waist Suspended Garments	Full Credit
Garment Sewing Skills — Trousers	Sewing Skills: Waist Suspended Garments	Full Credit
Garment Sewing Skills — Bodices	Sewing Skills: Shoulder Suspended Garments	Full Credit
Design and Manufacture Skirts	Develop and Manufacture: Skirt	Full Credit
Design and Manufacture Bodices	Develop and Manufacture: Bodice	Full Credit
Design and Manufacture Trousers	Develop and Manufacture: Trousers	Full Credit

7 General information for centres

Disabled candidates and/or those with additional support needs

The additional support needs of individual candidates should be taken into account when planning learning experiences, selecting assessment instruments, or considering whether any reasonable adjustments may be required. Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

Internal and external verification

All instruments of assessment used within this/these Group Award(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).

8 General information for candidates

What is the National Certificate in Fashion Design and Manufacture?

The new **NC in Fashion Design and Manufacture** is intended for individuals wishing to follow a career in Fashion, Garment Manufacture, Fashion Retail or associated occupations.

The qualification is flexible enough to allow you to select options that will meet your individual aspirations. This could include progressing to further study at HNC/D level, seeking employment or becoming self employed.

The structure of the qualification is designed to introduce you to the key skill areas of fashion design, pattern and garment construction. You will learn how to use industrial methods and equipment in these three areas and you will also be introduced to the latest tools and software that are used in the industry.

The qualification will allow you to specialise in any of the three main skill areas and also to complete a range of optional units in areas such as design, merchandising, garment control techniques, drawing, textiles, photography and events.

In total you will have to complete 12 units to achieve this qualification. Typically this would be achieved through a one year full-time course at college. There may also be opportunities for you to complete individual units and/or cluster of units on a part-time basis.

What are the entry requirements?

There are no specific entry requirements for the NC Fashion Design and Manufacture, however, access will be at the discretion of the centre. The

qualification will require you to have a good level of communication skills (typically to at least SCQF level 4). It should be noted that where English is not your first language, it is recommended that you possess English for Speakers of Other Languages at SCQF level 5.

You will also require some basic IT skills as you will be required to use the internet to carry out research and to use some software programmes.

What kind of study and assessment is involved?

The content of each Unit will be delivered through a series of practical tasks where you will be introduced to techniques that are used in the industry through structured exercises and then required to apply these skills through practical applications.

Typical tasks will include:

- ◆ creating fashion sketches and drawings
- ◆ using techniques used in garment manufacture;
- ◆ using different techniques of fashion illustration
- ◆ identifying and interpreting fashion trends and developing a fashion 'look';
- ◆ exploring fashion design through a 3D conceptual design process;
- ◆ using industrial sewing and manufacturing techniques and equipment to create waist and shoulder suspended garments;
- ◆ developing production patterns for waist and shoulder suspended garments;
- ◆ using pattern construction and sewing skills to create garments to a saleable standard;
- ◆ using the basic functions and tools of fashion illustration software;
- ◆ using the basic functions and tools of CAD Pattern Construction software.

You will learn how to work with specifications, work towards commercial tolerances and how to evaluate the quality of your own work.

As well as learning some key techniques you will have the opportunity to be creative and create your own designs and your own garments.

You will also develop some important employability skills which will help you in your future career, for example, researching, planning and presenting your design ideas

Assessments will involve you creating and presenting Portfolios of your work which illustrate how you have applied your knowledge and skills.

For fashion design units this will typically involve creating a Portfolio which includes your fashion sketches and drawings. Portfolios may be developed as A3 boards, sketch books, mood boards, digital or other relevant options.

For the sewing and pattern construction units you will be asked to create a Portfolio which includes your work, for example a production pattern or a garment you have sewn. You will also be assessed by observation

checklists which will ensure that you have used the correct techniques and have complied with Health and Safety requirements.

What can I do with my qualification?

Successful completion of the **NC Fashion Design and Manufacture** could allow you to progress to further study at HNC/D level, for example:

- ◆ [HNC/HND Fashion Design and Manufacture](#)
- ◆ [HNC/HND Fashion Technology and Manufacture with Design](#)
- ◆ [HNC/HND Fashion: Design and Production with Retail.](#)

It is expected that successful completion of the **NC Fashion Design and Manufacture** could also lead to employment in a trainee position in areas such as:

- ◆ Sewing Machine Operator
- ◆ Assistant Pattern Cutter
- ◆ Assistant Fashion Retailer
- ◆ Assistant Visual Merchandising

You may also be able to provide design and manufacturing support in a self-employed capacity or for small businesses.

Ultimately, with further study and/or training there may a range of self employment opportunities and career options within the sector, for example:

- ◆ Fashion Design Assistant
- ◆ Fashion Retailer
- ◆ Fashion Assistant for a Magazine
- ◆ Wardrobe Assistant
- ◆ Assistant/Pattern Designer
- ◆ Fashion Marketing Adviser
- ◆ Fashion Forecaster or Researcher
- ◆ Theatre/Film/TV costume designer
- ◆ Fashion Stylist
- ◆ Assistant/Fashion Buyer
- ◆ Assistant/Pattern Designer
- ◆ Assistant Buyer/Buyer
- ◆ Visual Merchandiser
- ◆ Merchandiser
- ◆ Trainee/Store Manager
- ◆ Sole Trader/Bespoke Manufacturer

9 Glossary of terms

SCQF: This stands for the Scottish Credit and Qualification Framework, which is a new way of speaking about qualifications and how they inter-relate. We use SCQF terminology 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: One SCQF credit point equates to 10 hours of learning. NQ Units at SCQF levels 2–6 are worth 6 SCQF credit points, NQ Units at level 7 are worth 8 SCQF points.

SCQF levels: The SCQF covers 12 levels of learning. 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.

Dedicated Unit to cover Core Skills: This is a non-subject Unit that is written to cover one or more particular Core Skills.

Embedded Core Skills: This is where the development of a Core Skill is incorporated into the Unit and where the Unit assessment also covers the requirements of Core Skill assessment at a particular level.

Signposted Core Skills: This refers to the opportunities to develop a particular Core Skill at a specified level that lie outwith automatic certification.

Qualification Design Team: The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the National Certificate/National Progression Award from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities and other relevant organisations.

Consortium-devised National Certificates/National Progression Awards are those developments or revisions undertaken by a group of centres in partnership with SQA.

10 Appendices

Appendix 1: HN Fashion Design and Manufacturing Qualifications
Appendix 2: Rationales for SCQF Unit Levels

Appendix 1: HN Fashion Design and Manufacturing Qualifications

HNC/D and PDA Qualifications

[HNC/HND Fashion Design and Manufacture](#)

[HNC/HND Fashion Technology and Manufacture with Design](#)

[HNC/HND Fashion: Design and Production with Retail](#)

[HNC/HND Textiles](#)

[PDA Commercial Fashion Design](#)

[PDA Complex Pattern Production Skills](#)

[PDA Contemporary Fashion Corsetry](#)

[PDA Design and Production: Fashion Collection](#)

[PDA Design and Production: Occasional Wear](#)

[PDA Fashion Illustration](#)

[PDA Fine Art Textiles](#)

[PDA Garment Design and Production](#)

[PDA Pattern Production Skills](#)

[PDA Printed Textiles](#)

[PDA Tailoring Techniques](#)

[PDA Textile Accessories](#)

[PDA Textile Design for Garments](#)

Appendix 2: Rationales for SCQF Unit Levels

NC FASHION DESIGN AND MANUFACTURE		
MANDATORY UNITS		
Fashion Design: An Introduction	5	<p>This unit is judged to be at SCQF level 5 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a basic, factual knowledge of fashion design — this will involve basic processes, materials and terminology (1) ◆ applying ideas and knowledge to a practical context and completing basic fashion sketches and drawings (2) ◆ using a problem solving approach to interpret briefs (3) ◆ using research skills to gather and use and relate information and ideas of different kinds to practical contexts (3) ◆ identify relevant images to meet the brief and organising and presenting images in a structured and logical way to clearly illustrate understanding of the brief (3, 4) ◆ using the internet and other methods for research (4) ◆ taking responsibility for activities required to meet briefs (5) <p>The unit goes beyond the demands of level 4 due to the level of interpretation and visual communication required.</p> <p>The unit does not match the level 5 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against NQ Unit Garment Design for Manufacture: An Introduction (new unit), which are levelled at SCQF level 6.</p>
Industrial Machine Sewing Skills: An Introduction	5	<p>This unit is judged to be at SCQF level 5 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a basic, factual knowledge of industrial techniques for sewing — this will involve basic processes, materials and terminology (1) ◆ relating ideas and knowledge to a practical context and carrying out a range of sewing techniques (2) ◆ using industrial equipment and methods safely and effectively (2) ◆ using a problem solving approach to interpret briefs (3) ◆ using numerical skills in a straightforward context to take measurements (4) ◆ taking responsibility for activities required to meet briefs (5)

		<p>The unit goes beyond the demands of level 4 due to the level of practical skills which reflect industry standards. The unit does not match the level 5 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against NQ Units Sewing Skills: Waist Suspended Garments and Sewing Skills: Shoulder Suspended Garments, (new units), which are levelled at SCQF level 6.</p>
<p>Garment Pattern Construction: An Introduction</p>	<p>5</p>	<p>This unit is judged to be at SCQF level 5 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a basic, factual knowledge of industrial techniques for pattern construction — this will involve basic processes, materials and terminology (1) ◆ relating ideas and knowledge to a practical context and carrying out a range of pattern construction techniques (2) ◆ using industrial equipment and methods safely and effectively (2) ◆ using a problem solving approach to interpret briefs (3) ◆ using numerical skills in a straightforward context to take measurements (4) ◆ taking responsibility for activities required to meet briefs (5) <p>The unit goes beyond the demands of level 4 due to the level of practical skills which reflect industry standards. The unit does not match the level 5 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against NQ Units Pattern Construction: Waist Suspended Garments and Pattern Construction: Shoulder Suspended Garments, (new units), which are levelled at SCQF level 6.</p>

GROUP B — Fashion Design, Sewing, Manufacture, Pattern Construction		
Garment Design for Manufacture: An Introduction	6	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of industrial garment design processes — this will involve a range of facts, terminology, practices and techniques (1) ◆ applying skills and knowledge in known practical context to produce sketches and drawings to meet a brief (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using research skills (including the internet) to obtain knowledge and select information in the form of relevant images to meet the design brief (3, 4) ◆ making generalisations and drawing conclusion to clearly illustrate an understanding of manufacturing processes and the brief (3) ◆ combining, organising and presenting images in a structured and logical way to produce a detailed and relatively complex visual communication in both familiar and unfamiliar contexts (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a brief is clear (5) <p>The unit goes beyond the demands of level 5 due to the level of interpretation, planning, creativity and visual communication required. The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F26T 34 Creative Garment Design Development: An Introduction, which was levelled at SCQF level 7.</p>
Garment Concepts: An Introduction	6	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of how garments are developed from concepts — this will involve a range of practices and techniques (1) ◆ using creative skills to develop design concepts (1) ◆ applying skills and knowledge in known practical context to develop a garment concept to meet a brief (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2)

		<ul style="list-style-type: none"> ◆ making generalisations and predications to clearly illustrate an understanding of manufacturing processes and the brief (3) ◆ combining, organising and presenting images in a structured and logical way to produce a detailed and relatively complex visual communication in both familiar and unfamiliar contexts (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a brief is clear (5) <p>The unit goes beyond the demands of level 5 due to the level of planning, creativity and visual communication required. The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F1F6 34 Concept Garment Design: An Introduction, which was levelled at SCQF level 7.</p>
Fashion Illustration: Basic Principles	6	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of the basic principles of fashion illustration — this will involve a range of facts, terminology, practices and techniques (1) ◆ applying skills and knowledge in known practical context to produce illustrations to meet a brief (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using research skills (including the internet) to obtain knowledge and select information in the form of relevant examples of fashion illustration (3, 4) ◆ making generalisations and drawing conclusion to clearly illustrate an understanding of fashion illustration techniques (3) ◆ combining, organising and presenting illustrations in a structured and logical way to produce a detailed and relatively complex visual communication in both familiar and unfamiliar contexts (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a brief is clear (5) <p>The unit goes beyond the demands of level 5 due to the level of interpretation, planning and visual communication required.</p>

		<p>The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F26W 34 Fashion Illustration: An Introduction, which was levelled at SCQF level 7.</p>
Fashion Forecasting: An Introduction	6	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of fashion trends — this will involve a range of facts, terminology and practices (1) ◆ applying skills and knowledge in known practical context to develop and present a look for a fashion trend to meet a brief (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using research skills (including the internet) to obtain knowledge and select information in the form of relevant images to meet the design brief (3, 4) ◆ making generalisations and predications and drawing conclusion to clearly illustrate an understanding of fashion trends and the brief (3) ◆ combining, organising and presenting images in a structured and logical way to produce a detailed and relatively complex visual communication in both familiar and unfamiliar contexts (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a brief is clear (5) <p>The unit goes beyond the demands of level 5 due to the level of interpretation, planning, creativity and visual communication required.</p> <p>The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F18C 34 Fashion Forecasting: Research and Development, which was levelled at SCQF level 7.</p>
Pattern Construction: Waist Suspended Garments & Pattern Construction: Shoulder Suspended Garments	6	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of industrial techniques for pattern construction — this will involve a range of facts, terminology, practices and techniques (1) ◆ applying skills and knowledge in known practical context to complete tasks using industrial equipment and techniques (2)

		<ul style="list-style-type: none"> ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using numerical skills in a routine context to make accurate measurements and work within defined tolerances (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a specification is clear (5) ◆ taking a significant role in the evaluation of own work against specifications and samples (5) <p>The unit goes beyond the demands of level 5 due to the level of practical skills which reflect industry standards and the level of interpretation, planning and problem solving required.</p> <p>The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F1PL 34 Fashion Technology: pattern Drafting and Development, which was levelled at SCQF level 7.</p>
<p>Sewing Skills: Waist Suspended Garments & Sewing Skills: Shoulder Suspended Garments</p>	<p>6</p>	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of industrial techniques for sewing — this will involve a range of facts, terminology, practices and techniques (1) ◆ applying skills and knowledge in known practical context to complete tasks using industrial equipment and techniques (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using numerical skills in a routine context to make accurate measurements and work within defined tolerances (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a specification is clear (5) ◆ taking a significant role in the evaluation of own work against specifications and samples (5) <p>The unit goes beyond the demands of level 5 due to the level of practical skills which reflect industry standards and the level of interpretation, planning and problem solving required.</p>

		<p>The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F1PY 34 Sewing and Finishing Techniques for Garment Development, which was levelled at SCQF level 7.</p>
<p>Develop and Manufacture: Skirt & Develop and Manufacture: Bodice & Develop and Manufacture: Trousers & Develop and Manufacture: Dress</p>	<p>6</p>	<p>This unit is judged to be at SCQF level 6 in line with the following requirements for candidates:</p> <ul style="list-style-type: none"> ◆ developing a good generalised knowledge of industrial techniques for pattern construction and sewing — this will involve a range of facts, terminology, practices and techniques (1) ◆ applying skills and knowledge in known practical context to complete tasks using industrial equipment and techniques (2) ◆ completing practical tasks which are largely routine but include some non-routine elements in particular in relation interpretation of briefs and some problem solving (2) ◆ using numerical skills in a routine context to make accurate measurements and work within defined tolerances (4) ◆ planning and taking responsibility for a range of activities where the overall goal of meeting a specification is clear (5) ● taking a significant role in the evaluation of own work against specifications and samples (5) <p>The unit goes beyond the demands of level 5 due to the level of practical skills which reflect industry standards and the level of interpretation, planning and problem solving required.</p> <p>The unit does not match the level 7 descriptor which requires skills to be applied across a more complex specification.</p> <p>This Unit was benchmarked against HN Unit F1PK 34 Fashion Technology: Design and Produce and Outfit, which was levelled at SCQF level 7.</p>