Curriculum

For

National Vocational certificate level 1-2

"FASHION DSIGN"

(Junior Assistant fashion Designer)

October 2021

National Vocational & Technical Training Commission

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Introduction

Definition/ Description of the Training Programme for *(Fashion Design level 1-2)*

Fashion Drawing and course will give you a complete understanding of fashion design. Candidate will be guided through the history and principles of the subject, the formulation and presentation of ideas, the design process, understanding the materials and tools, and creating standard garments.

Purpose of the Training Programme

The purpose of this training is to develop a range of skills and techniques, personal skills and attributes essential for successful performance in Fashion and Textile sector in accordance with industry requirements. Graduates of this program may find employment in local and international Fashion/Textile/Garment industries.

Overall Objectives of Training Programme

The main objective of this training program is to improve the employability of young graduates through qualifying job-related training in the Fashion and Textile sector, and to train them so that they can prove to be an asset to this sector.

Competencies to be gained after Completion of Course

- **A-**Maintain Personal Health, hygiene and safety
- **B-**Perform Basic Communication Skills and Green behavior at work
- **C-** Operate Computer Functions (General)
- **D-**Perform Basic Drawing & Colouring
- **E-**Develop Textile Design
- **F-**Perform Basic Sewing
- **G-**Perform Pattern Drafting and Making

Possible Available Job Opportunities immediately and Later in the Future

- Assistant Repeat artist
- Assistant Tailor
- Assistant Draftsman

Trainee Entry Level

For National Vocational Certificate Level-1&2 in Fashion Design, the entry requirement is Middle.

Minimum Qualification of Trainer

Teaching staff should have at least three years' experience in the role of Fashion/Textile Designer. They should also hold or be working towards a formal teaching qualification.

Other formal qualifications in the Fashion/textile industry would be useful in addition to the above.

Recommended Trainer: Trainee Ratio

The recommended maximum trainer: trainee ratio for this programme is 1 trainer for 20 trainees.

Medium of Instruction I.E. Language of Instruction

Instruction will be Urdu and English.

Duration of the Course (Total time, Theory & Practical time)

This curriculum comprises 7 modules. The recommended delivery time is 600 hours. Delivery of the course could therefore be full time, 5 days a week, for 6 months. Training providers are at liberty to develop other models of delivery, including part-time and evening delivery.

The full structure of the course is as follow:

Module	Theory[1] Days/hours	Workplace[2] Days/hours	Total hours
A- Maintain Personal Health, Hygiene And Safety	20	10	30
B-Perform Basic Communication Skills and Green behavior at work	20	10	30
C-Operate Computer Functions (General)	20	10	30
D-Perform Basic Drawing & Colouring	20	110	130
E-Develop Textile Design	10	110	120
F-Perform Basic Sewing	10	110	120
G-Perform Pattern Drafting And Making	20	120	140

Sequence of the Modules

Each module covers a range of learning components. These are intended to provide detailed guidance to teachers (for example the Learning Elements component) and give them additional support for preparing their lessons (for example the Materials Required component). The detail provided by each module will contribute to a standardized approach to teaching, ensuring that training providers in different parts of the country have clear information on what should be taught. Each module also incorporates the industrial needs of Pakistan.

The distribution table is shown below:

Junior Assistant Fashion Designer in Fashion Design - 6 Months		
Perform Basic Drawing and Colouring	Comply Work Health and Safety Policies	Perform Basic Computer Operations
Develop Textile Design		Operate Computer Functions (General)
Perform Pattern Drafting and Making	Follow Basic Communication Skills (General)	Obey the Workplace Policies and Procedures

[1] Learning Module hours in training provider premises
[2] Training workshop, laboratory and on-the-job workplace

Summary – Overview of the Curriculum

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
Module 1: Maintain Personal Health, Hygiene and Safety **Aim:** After successful completion of this module, the trainee is competent in maintaining Personal Health, Hygiene and Safety	**LU1:** Identify Hazards at Workplace **LU2:** Apply Personal Protective and Safety Equipment (PPE) **LU3:** Observe Occupational Safety and Health (OSH) **LU4:** Dispose of hazardous Waste/materials	20	10	30
Module 2: Perform Basic Communication Skills and Green behaviour at work **Aim:** After successful completion of this module, the trainee is competent in performing Basic Communication Skills and Green behaviour at work	**LU1:** Work in Team **LU2:** Follow Supervisor's instructions **LU3:** Demonstrate Basic IT Skills	20	10	30

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
Module 3: Operate Computer Functions (General) **Aim:** After successful completion of this module, the trainee is competent in Operating Computer Functions (General)	**LU1:** Set up the computer for use **LU2:** Organize files in folder **LU3:** Shut down computer system	20	10	30
Module 4: Perform Basic Drawing and Colouring **Aim:** After successful completion of this module, the trainee is competent in performing Basic Drawing and Colouring	**LU1:** Explore the basics of drawing **LU2:** Express Different Moods Through Lines **LU3:** Create a Design Using Different Shapes **LU4:** Explore 2D/3D Media and Materials **LU5:** Make Composition Through Forms **LU6:** Perform Colour Theory **LU7:** Draw Still life with different mediums **LU8:** Perform Nature Drawing with different mediums	20	110	130

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
Module 5: Develop Textile Design **Aim:** After successful completion of this module, the trainee is competent in Developing Textile Design	**LU1:** Create Motifs for Design Through Research **LU2:** Perform Textile Repeats **LU3:** Apply Colour in the Textile Repeats	10	110	120
Module 6: Perform Basic Sewing **Aim:** After successful completion of this module, the trainee is competent in Performing Basic Sewing	**LU1:** Identify the performance of Sewing Machine **LU2:** Perform Basic Stitching Practice with Sewing Machine **LU3:** Perform Different Seam Types with Sewing	10	110	120
Module 7: Perform Pattern Drafting and Making **Aim:** After successful completion of this module, the trainee is competent in Performing Pattern Drafting and Making	**LU1:** Take Measurements (Men/Women/Kids) **LU2:** Draft and Make Women Basic Bodice Block **LU3:** Perform Dart Manipulation **LU4:** Draft and Make Collar Patterns **LU5:** Draft and Make Basic Sleeve Block **LU6:** Draft and Make Basic Skirt Block **LU7:** Draft and Make Basic Trouser Block	20	120	140

Modules

Module 1: Maintain Personal Health, Hygiene and Safety

Objective of the module: The aim of this module to get knowledge, skills and understanding to maintain personal health, hygiene and safety.

Duration: 30hours **Theory:** 20 hours **Practical:** 10 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1: Identify Hazards at Workplace	**The trainee will be able to:** **1.** Interpret work processes and procedures correctly to identify risk to Health, hygiene and safety at workplace **2.** Recognize processes, tools, equipment and consumable materials that have the potential to cause harm **3.** Prepare Report of the identified risk to Health, hygiene and safety	• Types of hazards that are most likely to cause harm to health and safety • Health and safety precautions • Techniques and methods to identify the risks of hazards at workplace • Explain different types of tools, equipment and consumable materials • Methods of Dealing with hazard to avoid any accident or injury	**Total:**7hrs **Theory:**5hrs **Practical:**2hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system	Class Room/ Simulated environment
LU2: Apply Personal Protective and Safety Equipment (PPE)	**The trainee will be able to:** **1.** Select personal protective equipment in terms of type and quantity according to work orders.	• Describe the types of Personal protective equipment (PPEs	**Total:**7hrs **Theory:**5hrs **Practical:**2hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners	Class Room/ Simulated environment

	2. Wear, adjust, and maintain personal protective equipment to ensure correct fit and optimum protection in compliance with company procedures. **3.** Ensure personal protective equipment is cleaned and stored in proper place.	• Importance of personal protective equipment • Define the Maintenance and cleaning of PPEs		Non Consumable • White board • Multimedia • Internet • Computer system • PPEs (Safety glasses, Ear muffs/ear plugs, Protective Gloves, Cap, Safety shoes etc.)	
LU3: Observe Occupational Safety and Health (OSH)	**The trainee will be able to:** **1.** Maintain cleanliness and hygiene as per organizational policy **2.** Comply with Health, hygiene and safety precautions before starting work **3.** Follow organizational Health, hygiene and safety guidelines during work	• Types of personal hygiene • Define safety reporting procedures and documentation • Importance of organizational Health, hygiene and safety guidelines	**Total:**7hrs **Theory:**5hrs **Practical:**2hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system	Class Room/ Simulated environment

	4. Deal with resolvable problems according to prescribed procedures **5.** Report resolvable problems to immediate supervisor **6.** Place the tools equipment etc at their prescribed place after completion of work	• Explain resolvable problems at workplace • Importance of house keeping at workplace		• Safety manuals	
LU4: Dispose of hazardous Waste/materials	**The trainee will be able to:** **1.** Identify hazardous waste/ drug materials which needs to be disposed off **2.** Collect hazardous or non-hazardous waste carefully from the designated area as per approved procedure **3.** Use proper disposal hazardous containers for dispose-off hazardous waste as per procedure **4.** Take necessary precautions like putting masks and gloves while	• Types of hazardous waste/ drug materials • Types of non-hazardous waste • Explain the difference between non-hazardous and hazardous waste • Explain the hazardous or non-hazardous waste collection procedures • Define the hazardous or non-hazardous waste disposal procedures	**Total:**9hrs **Theory:**5hrs **Practical:**4hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system	Class Room/ Simulated environment

	disposing hazardous waste/ materials as per standard operating procedure for green environment assurance	• Understand green skills • Understand green skills in fashion design			

Module 2:Perform Basic CommunicationSkills

Objective of the module: The aim of this module to get knowledge, skills and understanding to perform basic communication.

Duration: 30 hours **Theory:** 20 hours **Practical:** 10hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1: Work in Team	**The trainee will be able to:** **1.** Treat team members with respect and maintain positive relationships to achieve common organizational goals for green culture **2.** Listen to instructions carefully & comply with those instructions **3.** Provide work related information to team members and identify interrelated work activities to avoid confusion **4.** Adopt communication skills, appropriate to work activities and	• Importance and application of Work ethics • Explain the importance of Good communication skills (7Cs of effective communication) • Awareness of green culture • Define Workplace dress code • Describe the role of team members and functionality of the teams	**Total:**8hrs **Theory:**6hrs **Practical:**2hrs	Consumable • Notebooks • Pen Non Consumable • White board • Multimedia • Internet • Computer system	Class Room

	organizational/medical procedures **5.** Identify problems and resolve them through discussion and mutual agreement	• Describe team dynamics and stages of team development • Describe Conflict resolution strategies			
LU2: Follow Supervisor's instructions	**The trainee will be able to:** **1.** Carefully listen and note down the instructions of Supervisor for green response **2.** Carry out the instructions of the supervisor **3.** Report to the supervisor as per organizational SOPs	• Define Reporting techniques • Understand the importance of sustainable development/ Green environment	**Total:**8hrs **Theory:**6hrs **Practical:**2hrs	Consumable • Notebooks • Pen Non Consumable • White board • Multimedia • Internet • Computer system	Class Room

LU3: Demonstrate Basic IT Skills	**The trainee will be able to:** **1.** Create folders and files and learn major commands of operating system/windows **2.** Type text and use major commands such as printing, editing, creating tables and graphs etc. **3.** Generate office reports using appropriate computer applications **4.** Use internet for sending/receiving emails and connecting through social or other media	• Explain the importance of Basic computer skills • Different Types of computer applications for office reports • Types of internet browser • Enlist different types of social media • Explain Internet and E-mailing	**Total:**14hrs **Theory:**6hrs **Practical:**8hrs	Consumable • Notebooks Pen Non Consumable • White board • Multimedia • Internet • Computer system	Class Room

Module 3: Operate Computer Functions (General)

Objective of the module: The aim of this module to get knowledge, skills and understanding to Operate Computer Functions (General).

Duration: 30 hours **Theory:** 10 hours **Practical:** 20 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1: Set up the computer for use	**The trainee will be able to:** **1.** Identify physical components of computer **2.** Identify peripheral devices of the computer **3.** Connect all components of computer **4.** Follow procedures to turn on the computer system	• Basic parts of a computer • Definition of computer • Definition of Drives • Computer component	**Total:**14hrs **Theory:**6hrs **Practical:**8hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system	Class Room/ Simulated environment
LU2: Organize files in folder	**The trainee will be able to:** **1.** Create folders/subfolders with suitable names **2.** Save files in relevant folders. **3.** Rename and move folders in different drives. **4.** Move folders and files using drag and drop techniques	• Importance of organising files and folders on suitable locations • Procedure to save the files	**Total:**8hrs **Theory:**2hrs **Practical:**6hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet	Class Room/ Simulated environment

	5. Save folders and files on different media **6.** Search for folders/subfolders and files using appropriate tool bars **7.** Delete Folder files **8.** Restore deleted folder files	• Procedure to restore deleted folder and files		• Computer system • PPEs (Safety glasses, Ear muffs/ear plugs, Protective Gloves, Cap, Safety shoes etc.)	
LU3: Shut down computer system	**The trainee will be able to:** **1.** Save any work to be retained **2.** Close open application programs correctly **3.** Shut down computer **4.** Switch off any unused peripheral devices **5.** Ensure computer safety	• Peripheral devices • Shutting down computer system to ensure computer safety	**Total:**8hrs **Theory:**2hrs **Practical:**6hrs	Consumable • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system • Safety manuals	Class Room/ Simulated environment

Module 4: Perform Basic Drawing and Colouring

Objective of the module: After successful completion of this module, the trainee is competent in performing Basic Drawing and Colouring.

Duration: 130 hours **Theory:** 20 hours **Practical:** 110 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1: Explore the basics of drawing	**The trainee will be able to:** **1.** Identify elements of drawing: o Line o Shape o Form o Colour o Texture o Space **2.** Identify Principles of drawing: o Harmony o Balance o Rhythm o Emphasis o Composition o Proportion o Repetition **3.** Draw a design with the combination of elements and principles of drawing	• Introduction of Basic Drawing • Materials (Drawing Pencils, Pencil colours, Marker colours, etc.) • Techniques • Design Elements • Design Principles • Design Esthetics • Design Proportions	**Total:** 16hrs. **Theory:** 04hrs. **Practical:** 12hrs.	Consumable • Notebooks • Sketch files • Drawing Pencils • Pencil colours • Marker colours • Erasers • Sharpeners • Scales Non Consumable • White board • Multimedia • Internet • Computer system	Class room/Drawing Studio

	○ Geometrical ○ Floral ○ Abstract				
LU2: Express Different Moods Through Lines	**The trainee will be able to:** **1.** Draw different lines including: o Vertical line o Horizontal line o Diagonal line o Curvilinear line o Zigzag line **2.** Create a design with lines to express different moods, including: o Happy o Sad o Joyful o Angry o Confused, etc.	• Types of Line • Effects of different types of Lines (Zigzag, Vertical, Horizontal, etc.) • Define different Moods through lines (Happy, angry, sad, etc.)	**Total:** 15hrs. **Theory:** 02hrs. **Practical:** 13hrs.	Consumable • Notebooks • Sketch files • Drawing Pencils • Pencil colours • Marker colours • Erasers • Sharpeners • Scales Non Consumable • White board • Multimedia • Internet • Computer system	Class room/Drawing Studio
LU3: Create a Design Using Different Shapes	**The trainee will be able to:** **1.** Draw different shapes through lines including: o Circle o Triangle o Square	• Types of Shapes • Effects of different types of Shapes (Circle, triangle, etc.)	**Total:** 16hrs. **Theory:** 02hrs. **Practical:** 14hrs.	Consumable • Notebooks • Sketch files • Drawing Pencils • Pencil colours	Class room/Drawing Studio

	○ Rectangle **2.** Create an abstract design using different shapes	• Combination of Shapes • Basic types of Design (Floral, Geometric, abstract, etc.)		• Marker colours • Erasers • Sharpeners • Scales Non Consumable • White board • Multimedia • Internet • Computer system	
LU4: Explore 2D/3D Media and Materials	**The trainee will be able to:** **1.** Use different Medias for drawings: ○ Water Colour ○ Poster Colour ○ Dry Pastels ○ Markers ○ Mix Mediums **2.** Use 2D/3D Materials for 2D/3D Models: ○ Drawing sheets ○ Clay ○ Sponge ○ Wire ○ Rubber sheet ○ Mix Mediums	• Introduction of 2D/3D Media and Materials • Types of Drawing Medias • Application of Mediums • Types of Drawing Materials • Uses of Drawing Materials	**Total:** 16hrs. **Theory:** 02hrs. **Practical:** 14hrs.	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums • Dry Pastels • 2D/3D Materials • Erasers • Sharpeners • Scales • Tissue papers	Class room/Drawing Studio

				• Thumb Pins Non Consumable • White board • Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container • Drawing Board	
LU5: Make Composition Through Forms	**The trainee will be able to:** **1.** Draw different forms through basic shapes o Draw Cube o Draw pyramid o Draw sphere o Draw Cylinder o Draw cuboid **2.** Draw a composition through forms including: o Basic forms o Shading o Tones	• Introduction to 'Composition' • Types of 'Composition' • Types of Forms (Cube, Cylinder, Cuboid, etc.) • Application of Forms	**Total:** 16hrs. **Theory:** 02hrs. **Practical:** 14hrs.	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums • Dry Pastels • 2D/3D Materials • Erasers • Sharpeners • Scales	Class room/Drawing Studio

				• Tissue papers • Thumb Pins Non Consumable • White board • Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container • Drawing Board	
LU6: Perform Colour Theory	**The trainee will be able to:** **1.** Identify the importance of colour with drawing **2.** Develop colour wheel o Primary Colours o Secondary Colours o Tertiary Colours o Complementary Colours o Split Complementary Colours o Triadic Colours	• Introduction of Colour Theory • Characteristics of Colours (Hue, Value, Chroma, Tints and Shades) • Effects of Colour	**Total:** 19hrs. **Theory:** 04hrs. **Practical:** 15hrs.	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums • Dry Pastels • 2D/3D Materials • Erasers • Sharpeners	Class room/Drawing Studio

	○ Tetradic Colours ○ Analogous Colours ○ Neutral Colours ○ Monochromatic Colours ○ Tints and shades ○ Warm Colours ○ Cool Colours **3.** Develop Colour Schemes/Combinations **4.** Develop Designs from different colour terms **5.** Develop Designs from contrasting colours	• Different Colour Schemes/Combinations		• Scales • Tissue papers • Thumb Pins Non Consumable • White board • Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container Drawing Board	
LU7: Draw Still life with different mediums	**The trainee will be able to:** **1.** Draw different objects (Shoe, glass, bottle, jug, stool, chair, vase, fruits, vegetables, etc.) according to proportions. **2.** Draw composition of various still lives (Fruit basket, pencil box,	• Introduction of still life drawing • Define line proportions • Define Perspective • Shading techniques	**Total:** 15hrs. **Theory:** 02hrs. **Practical:** 13hrs.	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums • Dry Pastels	Class room/Drawing Studio

	jewellery box, bookshelf, etc.) according to proportions.			• 2D/3D Materials • Erasers • Sharpeners • Scales • Tissue papers • Thumb Pins Non Consumable • White board • Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container Drawing Board	
LU8: Perform Nature Drawing with different mediums	**The trainee will be able to:** **1.** Draw Leaves **2.** Draw Flowers **3.** Draw Trees **4.** Draw Branches **5.** Draw Roots.	• Introduction of Nature drawing • Define proportions • Shading and merging/blending	**Total:** 17hrs. **Theory:** 02hrs. **Practical:** 15hrs.	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums	Class room/Drawing Studio

				• Dry Pastels • 2D/3D Materials • Erasers • Sharpeners • Scales • Tissue papers • Thumb Pins Non Consumable • White board • Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container Drawing Board	

Module 5: Develop Textile Design

Objective of the module: After successful completion of this module, the trainee is competent in developing Textile Design.

Duration: 120 hours **Theory:** 10 hours **Practical:** 110 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place

LU1. Create Motifs for Design Through Research	**The trainee will be able to:**
	1. Create Research board/Theme board
	2. Create Mood board
	3. Create Colour board
	4. Create Story board/concept board
	5. Develop motifs according to the research board
	6. Develop a key for design through motif
		• Define different types of boards
		  ○ Research board/Theme board
		  ○ Mood board
		  ○ Colour board
		  ○ Story board/concept board
		• Describe Motif
			Total: 44hrs
			Theory: 04hrs
			Practical: 40hrs
				Consumable
				• Notebooks
				• Sketch files
				• Drawing Sheets
				• Drawing Pencils
				• Marker colours
				• Paint Mediums
				• Dry Pastels
				• 2D/3D Materials
				• Textile materials
				• Recycle Materials
				• Erasers
				• Sharpeners
				• Scales
				• Tissue papers
				• Thumb Pins
				Non Consumable
				• White board
					Class room/Design Studio

				• Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container • Drawing Board	
LU2. Perform Textile Repeats	**The trainee will be able to:** **1.** Create design through Block Repeat in 9x9 block **2.** Create design through Mirror Repeat in 9x9 block **3.** Create design through Half drop Repeat in 9x9 block **4.** Create design through Brick Repeat in 9x9 block **5.** Create design through Diamond Repeat in 9x9 block **6.** Create design through L Repeat in 9x9 block	• Define different types of textile repeats. o Block Repeat o Mirror Repeat o Half drop Repeat o Brick Repeat o Diamond Repeat o L Repeat	**Total:** 43hrs **Theory:** 03hrs **Practical:** 40hrs	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • 2D/3D Materials • Textile materials • Recycle Materials • Erasers • Sharpeners • Scales • Tissue papers • Thumb Pins Non Consumable • White board	Class room/Design Studio

				• Multimedia • Internet • Computer system • Colour palates • Paint brushes • Water container Drawing Board	
LU3. Apply Colour in the Textile Repeats	**The trainee will be able to:** **1.** Apply complimentary colour scheme in Block Repeat **2.** Apply split complimentary colour scheme in Mirror Repeat **3.** Apply analogous colour scheme in Half drop Repeat **4.** Apply monochromatic colour scheme in Brick Repeat **5.** Apply Achromatic colour scheme in Diamond Repeat	• Define different types of colour schemes: o complimentary colour scheme o Split complimentary colour scheme o Analogous colour scheme o Apply monochromatic colour scheme o Achromatic colour scheme	**Total:** 33hrs **Theory:** 03hrs **Practical:** 30hrs	Consumable • Notebooks • Sketch files • Drawing Sheets • Drawing Pencils • Marker colours • Paint Mediums • Dry Pastels • Erasers • Sharpeners • Scales • Tissue papers • Thumb Pins Non Consumable • White board • Multimedia • Internet	Class room/Design Studio

				• Computer system • Colour palates • Paint brushes • Water container • Drawing Board	

Module 6: Perform Basic Sewing

Objective of the module: After successful completion of this module, the trainee is competent in performing Basic sewing.

Duration: 120 hours **Theory:** 10 hours **Practical:** 110 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Identify the performance of Sewing Machine	**The trainee will be able to:** **1.** Perform sewing machine speed control **2.** Perform threading and bobbin winding **3.** Perform machine lubrication and check safety features according to manufacturer's manual for Eco friendly environment **4.** Perform Needle and presser foot adjustment **5.** Perform thread tension adjustment **6.** Perform stitch length (SPI) Adjustment	• Procedure to check the operations of sewing machine components o Speed control o SPI adjustment o Lubrication o Threading and winding o Thread tension adjustment o Define Eco friendly o Define waste management of sewing machine	**Total:** 24hrs **Theory:** 04hrs **Practical:** 20hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Sewing machine	Class room/Lab
LU2. Perform Basic Stitching Practice with Sewing Machine	**The trainee will be able to:** **1.** Perform basic stitching practice on paper without thread:		**Total:** 48hrs **Theory:** 03hrs **Practical:** 45hrs	Consumable • Pocket files • Notebooks • Pencils	Class room/Lab

	○ Straight line ○ Curves ○ Circles ○ Squares ○ Zigzags **2.** Perform basic stitching practice on paper with thread: ○ Straight line ○ Curves ○ Circles ○ Squares ○ Zigzags **3.** Perform basic stitching practice on Fabric with thread: ○ Straight line ○ Curves ○ Circles ○ Squares ○ Zigzags	• Importance of stitching practicing on Paper with thread and without thread • Importance of practicing on fabric with thread • Adjustment of machine components according to fabric type.		• Erasers • Sharpeners • Fabric • Thread • A4 Papers Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Clipper • Seam opener • Sewing machine • Measuring Tape	
LU3. Perform Different Seam Types with Sewing Machines	**The trainee will be able to:** **1.** Draw line diagrams of different seam types	• Define basic types of Seam	**Total:** 48hrs **Theory:** 03hrs **Practical:** 45hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers	Class room/Lab

	2. Perform English seam/simple seam/superimposed seam **3.** Perform piping/bound seam **4.** Perform Fido/lapped seam **5.** Perform edge finishing/hemming	• Variation of Seam types (Seam code/number as per tech pack, like: SSa, LSb, BSa, etc.) • Line Diagrams of different seam types • Procedure to sew different Seam types		• Sharpeners • Fabric • Thread • A4 Papers Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Clipper • Seam opener • Sewing machine • Measuring Tape	

Module 7: Perform Pattern Drafting and Making

Objective of the module: After successful completion of this module, the trainee is competent in performing Pattern Drafting and Making.

Duration: 140 hours **Theory:** 20 hours **Practical:** 120 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Take Measurements (Men/Women/Kids)	**The trainee will be able to:** **1.** Take full body measurement using measuring tape according to the set standard o Horizontally o Vertically o Diagonal **2.** Make measurement chart according to the taken measurements **3.** Take measurements of the given garment **4.** Make measurement chart of the given garment	• Anthropometry (the science of obtaining systematic measurements of the human body.) • Human Anatomy • Sizing system • Measurement chart	**Total:** 13hrs **Theory:** 03hrs **Practical:** 10hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Measuring Tape Non Consumable • White board • Multimedia • Internet • Computer system	Class room/Lab
LU2. Draft and Make Women Basic Bodice Block	**The trainee will be able to:** **1.** Draft the basic bodice block on pattern sheet according to measurement **2.** Label all the basic information on the block o Length & Width	• Introduction to pattern making • Fabric behaviour (Grain line)	**Total:** 23hrs **Theory:** 03hrs **Practical:** 20hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper	Class room/Lab

	o Grain line o Centre front o Centre back o Neckline o Shoulder line o Carrure line o Under-arm line o Bust line o Dart line o Waistline o Side seam **3.** Cut the basic bodice block on cardboard sheet	• Pattern making tools and uses (French curve, Japanese rulers, etc.) • Technical sketch • Tech pack specifications • Define Bodice Block • Labelling of bodice block • Pattern information chart		• Pattern sheets • Scholar sheets • Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	
LU3. Perform Dart Manipulation	**The trainee will be able to:** **1.** Manipulate the basic bodice dart at different points, such as: o Neckline o Carrure line o Under arm hole	• Define Dart • Dart manipulation tools (tracing wheel, tracing paper, etc.) • Types of Dart manipulation	**Total:** 18hrs **Theory:** 03hrs **Practical:** 15hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper	Class room/Lab

	○ Side seam ○ Waistline ○ Shoulder line ○ Etc. **2.** Construct princes block using dart manipulation	• Define princes block • Procedure to construct princes block using dart manipulation		• Pattern sheets • Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	
LU4. Draft and Make Collar Patterns	**The trainee will be able to:** **1.** Draft & cut the band Collar on pattern sheet according to measurement **2.** Draft & cut the One-piece Collar on pattern sheet according to measurement	• Define different types of Collar (Band collar, One piece shirt collar, etc.)	**Total:** 18hrs **Theory:** 03hrs **Practical:** 15hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper • Pattern sheets	Class room/Lab

	3. Draft & cut the Two-piece Collar on pattern sheet according to measurement **4.** Draft & cut the Peter pan Collar on pattern sheet according to measurement **5.** Draft & cut the Sailor Collar on pattern sheet according to measurement **6.** Draft & cut the Lapel Collar on pattern sheet according to measurement	• Procedure to construct different types of collar: o Band collar o One-piece collar o Two-piece collar o Peter pan collar o Sailor collar		• Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	
LU5. Draft and Make Basic Sleeve Block	**The trainee will be able to:** **1.** Draft the basic sleeve block on pattern sheet according to measurement **2.** Label all the basic information on the block o Length & Width o Grain line o Bicep line o Elbow line	• Define to basic sleeve block • Procedure to construct basic sleeve block	**Total:** 18hrs **Theory:** 03hrs **Practical:** 15hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper • Pattern sheets	Class room/Lab

	○ Wrist line ○ Front line ○ Back line ○ Crown depth line **3.** Cut the basic sleeve block on cardboard sheet			• Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	
LU6. Draft and Make Basic Skirt Block	**The trainee will be able to:** **1.** Draft the basic Skirt block on pattern sheet according to measurement **2.** Label all the basic information on the block ○ Length & Width ○ Grain line ○ Waistline ○ Upper hip line	• Define to basic skirt block • Procedure to construct basic skirt block	**Total:** 23hrs **Theory:** 03hrs **Practical:** 20hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper • Pattern sheets	Class room/Lab

	o Hip line o Knee line/Hem line o Dart line o Centre front o Centre back o Side seam **3.** Cut the basic Skirt block on cardboard sheet			• Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	
LU7. Draft and Make Basic Trouser Block	**The trainee will be able to:** **1.** Draft the basic Trouser block on pattern sheet according to measurement **2.** Label all the basic information on the block o Length & Width o Grain line o Front rise o Back rise	• Define to basic trouser block • Procedure to construct basic trouser block	**Total:** 27hrs **Theory:** 02hrs **Practical:** 25hrs	Consumable • Pocket files • Notebooks • Pencils • Erasers • Sharpeners • Tracing paper • Pattern sheets	Class room/Lab

	o Waistline o Dart line o Upper hip line o Hip line o Centre front o Centre back o Knee line o Ankle line o Crotch line o Inseam o Side seam **3.** Cut the basic Trouser block on cardboard sheet			• Box board/card board sheets • Clutch pencil Non Consumable • White board • Multimedia • Internet • Computer system • Scissor • Paper shear • T-square • Set square • Japanese Ruler • French curve • Tracing wheel	

General assessment guidance for *(Junior Assistant fashion Designer in Fashion Design)*

Good practice in Pakistan makes use of sessional and final assessments, the basis of which is described below. Good practice by vocational training providers in Pakistan is to use a combination of these sessional and final assessments, combined to produce the final qualification result.

Sessional Assessmentis going on all the time. Its purpose is to provide feedback on what students are learning:

- to the student: to identify achievement and areas for further work
- to the teacher: to evaluate the effectiveness of teaching to date, and to focus future plans.

Assessors need to devise sessional assessments for both theoretical and practical work. Guidance is provided in the assessment strategy

Final Assessmentis the assessment, usually on completion of a course or module, which says whether or not the student has "passed". It is – or should be – undertaken with reference to all the objectives or outcomes of the course, and is usually fairly formal. Considerations of security – ensuring that the student who gets the credit is the person who did the work – assume considerable importance in final assessment.

Methods of Assessment

For lessons with a high quantity of theory, written or oral tests related to learning outcomes and/ or learning content can be conducted. For workplace lessons, assessment can focus on the quality of planning the related process, the quality of executing the process, the quality of the product and/or evaluation of the process.
Methods include direct assessment, which is the most desirable form of assessment. For this method, evidence is obtained by direct observation of the student's performance.

Examples for direct assessment of a Fashion designing and dress making include:

- Work performances, for example Draw Life and Fashion Figure
- Demonstrations, for example Perform Pattern Drafting and Making
- Direct questioning, where the assessor would ask the student about fashion drawing, surface techniques, etc.

- Paper-based tests, such as multiple choice or short answer questions on Pattern Drafting and Making

Indirect assessment is the method used where the performance could not be watched and evidence is gained indirectly.

Examples for indirect assessment of a Industrial Merchandiser include:

- Work products, such as a final designs, research work, theme selection, etc.
- Workplace documents, designs, portfolios, production documents

Indirect assessment should only be a second choice. (In some cases, it may not even be guaranteed that the work products were produced by the person being assessed.)

Principles of Assessment

All assessments should be valid, reliable, fair and flexible:

Fairness means that there should be no advantages or disadvantages for any assessed person. For example, it should not happen that one student gets prior information about the type of work performance that will be assessed, while another candidate does not get any prior information.

Validity means that a valid assessment assesses what it claims to assess. For example, if final audit are to be assessed and certificated, the assessment should involve performance criteria that are directly related to that cooking activity. An interview about the visual merchandizing tool kit would not meet the performance criteria.

Reliability means that the assessment is consistent and reproducible. For example, if the work performance of preparing shipment documents has been assessed, another assessor (e g the future employer) should be able to see the same work performance and witness the same level of achievement.

Flexibility means that the assessor has to be flexible concerning the assessment approach. For example, if there is a power failure during the assessment, the assessor should modify the arrangements to accommodate the students' needs.

Assessment strategy for *(Junior Assistant fashion Designer in Fashion Design)*

This curriculum consists of 7 modules:

- **Module 1:**Maintain Personal Health, Hygiene and Safety
- **Module 2:**Perform basic communication skills and Green behavior at work
- **Module 3:**Operate Computer Functions (General)
- **Module 4:**Perform Basic Drawing & Colouring
- **Module 5:**Develop Textile Design
- **Module 6:**Perform Basic Sewing
- **Module 7:**Perform Pattern Drafting and Making

Sessional Assessment

The sessional assessment for all modules shall be in two parts: theoretical assessment and practical assessment. The sessional marks shall contribute to the final qualification.

Theoretical assessment for all learning modules must consist of a written paper lasting at least one hour per module. This can be a combination of multiple choice and short answer questions.

For practical assessment, all procedures and methods for the modules must be assessed on a sessional basis. Guidance is provided below under Planning for assessment.

Final Assessment

Final assessment shall be in two parts: theoretical assessment and practical assessment. The final assessment marks shall contribute to the final qualification.

The Assessment Team

The number of assessors must meet the needs of the students and the training provider. For example, where two assessors are conducting the assessment, there must be a maximum of five students per assessor. In this example, a group of 20 students shall therefore require assessments to be carried out over a four-day period. For a group of only 10 students, assessments would be carried out over a two-day period only.

Planning for Assessment

Sessional assessment: assessors need to plan in advance how they will conduct sessional assessments for each module. The tables on the following pages are for assessors to use to

insert how many hours of theoretical and practical assessment will be conducted and what the scheduled dates are.

Final assessment: Training providers need to decide ways to combine modules into a cohesive two-day final assessment programme for each group of five students. Training providers must agree the content for practical assessments in advance.

Complete List of Tools and Equipment

List of non-consumable supplies

Sr#	Description	Quantity
1.	Computer with relevant soft ware	25
2.	Printer	1
3.	Colour palates	25
4.	Paint brushes	25 sets
5.	Water container	25
6.	Drawing Board	25
7.	Dying container	25
8.	Oil paint brushes	25 sets
9.	Stove	10
10.	Over Lock stitch machine	25
11.	Flat lock stich machine	25
12.	Lock stitch machine (Double needle/single needle)	25
13.	Button attachment machine	5
14.	Button hole machine	5
15.	Bar tack machine	5
16.	Feed of the arm machine	5
17.	Fusing Loop making machine	5
18.	Waist band machine	5
19.	Folders and attachments for machines	
20.	Scissor	25
21.	Frames	25
22.	Embroidery machines Godda machine, power machine, etc.)	25
23.	Adda	25
24.	Soldering iron	5
25.	Scholar sheets	
26.	Box board/card board sheets	
27.	Clutch pencil	25
28.	Paper shear	25
29.	T-square	25
30.	Set square	25

31.	Japanese Ruler	25
32.	Notcher	25
33.	French curve	25
34.	Tracing wheel	25
35.	Measuring Tape	25
36.	Steam Iron	5

List of consumable supplies

Sr no	Material	Quantity
1.	Notebooks	
2.	Sketch files	
3.	Drawing Sheets	
4.	Drawing Pencils	
5.	2D/3D Materials	
6.	Textile materials	
7.	Recycle Materials	
8.	Erasers	
9.	Sharpeners	
10.	Scales	
11.	Tissue papers	
12.	Thumb Pins	
13.	Scales	
14.	Masking Tape	
15.	Thread	
16.	Gutta	
17.	Stencil Sheet	
18.	Screen coating emulsion/blocking agent	
19.	Dye colours	
20.	Tracing paper	
21.	Carbon paper	
22.	Butter paper	
23.	Needles	
24.	Pearl pins	

25.	Fusing	
26.	Interlining	
27.	Collar stay	
28.	Variations of closures	

Credit values

The credit value of the National Certificate Level 2 in Fashion Design & Dress Making is defined by estimating the amount of time/ instruction hours required to complete each competency unit and competency standard. The NVQF uses a standard credit value of 1 credit = 10 hours of learning (Following Higher Education Commission (HEC) guidelines.

The credit values are as follows:

Competency Standard	Estimate of hours	Credit
A. Maintain Personal Health, Hygiene And Safety	3	30
B. Perform Basic Communication Skills and Green behaviour at work	3	30
C. Operate Computer Functions (General)	3	30
D. Perform Basic Drawing & Colouring	13	130
E. Develop Textile Design	12	120
F. Perform Basic Sewing	12	120
G. Perform Pattern Drafting and Making	14	140