

DESIGN AND CONSTRUCT GARMENTS

UNIT CODE: FAS/OS/FD/CR/02/5/A

UNIT DESCRIPTION

This unit covers the competencies required to design and construct garments. It involves planning for design and construction of garments, sketching, illustrating and designing, selected garments, constructing and cutting the garment patterns pieces. It also entails laying and cutting garment pieces, constructing the garment, finishing, accessorizing, displaying the garment and developing a garment portfolio.

This standard applies in Fashion industry.

ELEMENTS AND PERFORMANCE CRITERIA

ELEMENT These describe the key outcomes which make up workplace function	PERFORMANCE CRITERIA These are assessable statements which specify the required level of performance for each of the elements. <i>Bold and italicized terms are elaborated in the Range (Passive voice)</i>
1. Plan for design and construction of garments	1 .1Production standards are identified and adhered to based on organization objectives. 1 .2 <i>Production tools and equipment</i> are identified and obtained based on fabric and garment design. 1 .3Tools and equipment are checked for serviceability and sufficiency as based on workplace policy and production requirements. 1 .4 <i>Production materials and supplies</i> are identified and obtained based on production and market targets and clients' specifications. 1 .5 <i>Production tasks</i> are identified based on tasks to be performed. 1 .6Production targets are set based on customers' requirements/orders. 1 .7Occupational safety and health are observed as per <i>legal requirements.</i>

<p>2. Sketch, design and illustrate selected garments</p>	<p>2 .1 PPEs are identified and used as per legal requirements. 2 .2 sketching and illustration tools and equipment are identified and gathered based on standard operating procedures. 2 .3 Design, sketching and illustration products and supplies are identified and obtained based on job requirements. 2 .4 Client consultation is done as per workplace policy. 2 .5 Clients specifications are recorded as per workplace policy. 2 .6 Design is sketched based on clients' specifications/market preference. 2 .7 Design is illustrated based on the sketch.</p>
<p>3. Construct selected garment patterns pieces</p>	<p>3.1 Pattern construction tools and equipment are identified and gathered based on standard operating procedures. 3.2 Pattern construction products and supplies are identified and obtained based on job requirements. 3.3 Basic block patterns are drafted based on garment production standards. 3.4 Basic garment pattern pieces are developed based on garment illustration. 3.5 Pattern pieces are cut as per standard operating procedures. 3.6 Garment pattern pieces are graded based on sizing standards and client specifications.</p>
<p>4. Lay the garment pattern pieces on fabric and cut</p>	<p>4.1 Laying and cutting tools and equipment are identified and gathered based on standard operating procedures. 4.2 Laying and cutting products and supplies are identified and obtained based on job requirements. 4.3 Pattern pieces are laid on fabric based on fabric and garment design. 4.4 Garment pieces are cut in accordance with pattern pieces layout. 4.5 Pattern markings are transferred to the garment pieces as per standard operating procedures.</p>
<p>5. Construct and finish the garment</p>	<p>5.1 Garment construction tools and equipment are identified and gathered based on standard operating procedures. 5.2 Garment construction products and supplies are identified and obtained based on job requirements. 5.3 Garment pieces are stitched as per illustrated garment design and standard operating procedures. 5.4 Garment finishing is done based on illustrated garment design and workplace policy.</p>

6. Accessorize and package the garment	<p>6.1 Tools and equipment for garment accessorizing are identified and gathered based on illustrated design.</p> <p>6.2 Products and supplies for garment accessorizing are identified and obtained based on illustrated garment design.</p> <p>6.3 Method of garment accessorizing is selected based on illustrated garment design.</p> <p>6.4 Garment is accessorized based on illustrated design as per standard operating procedures.</p> <p>6.5 Garment is packaged as per workplace policy.</p>
7. Display the garment	<p>7.1 Tools and equipment for garment display are identified and gathered based on workplace policy.</p> <p>7.2 Products and supplies for garment display are identified, selected and obtained based on workplace policy.</p> <p>7.3 Garment display area is identified and prepared as per workplace policy.</p> <p>7.4 Garment is displayed as per workplace policy.</p>
8. Develop a garment portfolio	<p>8.1 Tools and equipment for portfolio development are identified and gathered as per workplace policy.</p> <p>8.2 Products and supplies for portfolio development are identified, selected and obtained based on workplace policy.</p> <p>8.3 Fashion design portfolio is developed as per standard operating procedure.</p>

RANGE

This section provides work environments and conditions to which the performance criteria apply. It allows for different work environments and situations that will affect performance.

Variables	Range	
1. Garment design and construction tools and equipment may include but not limited to:	<ul style="list-style-type: none"> • 30 cm ruler • Meter rule • Assorted hand needles • Assorted Irons • Assorted machine needles • Assorted mannequins • Assorted scissors • Assorted sewing machines • Computer 	<ul style="list-style-type: none"> • Knitting needles • Measuring scale • Mirror • Paper scissors • Pin cushion • Press magic • Safety pins • Seam ripper • Seam ripper • Seam turners • Set square

	<ul style="list-style-type: none"> • Camera • USB drive • Compact discs • Crocheting needles • Cutting shears • Cutting machines • Cutting table • Display boards • Dressmakers pins • Embroidery hoop • French curve • Hangers • Hip curve • Iron • Ironing board 	<ul style="list-style-type: none"> • Sharpeners • Shelves • Sleeve board • Tape measure • Thimble • Thread trimmer • Tracing wheel • T-Square • Weights • Working surface
2. Production tasks may include but not limited to	<ul style="list-style-type: none"> • Skirts design and construction • Blouse design and construction • Dresses design and construction • Trousers design and construction 	<ul style="list-style-type: none"> • Jackets design and construction • Coats design and construction • Dungaree design and construction • Jump suit design and construction
3. Legal requirements may include but not limited to	<ul style="list-style-type: none"> • Occupational safety and health Act • EMCA 2015 • NEMA regulations • County by-laws 	<ul style="list-style-type: none"> • KRA act • Labour laws • Employment act • WIBA
4. PPEs may include but not limited to	<ul style="list-style-type: none"> • Apron • Dust coat • Face mask 	<ul style="list-style-type: none"> • Thimble • Gloves • Low heeled closed shoes
5. Garment design materials, products and supplies may	<ul style="list-style-type: none"> • Assorted belts, bows and shoes • Assorted buttons 	<ul style="list-style-type: none"> • Hard pencils <ul style="list-style-type: none"> ○ H ○ 2B ○ 2H

<p>include but not limited to:</p>	<ul style="list-style-type: none"> • Assorted embroidery threads • Assorted fabrics • Assorted inter lining • Assorted interfacing • Assorted lace • Assorted lining • Assorted ribbons • Assorted sewing threads • Assorted stiffeners • Assorted underlining • Beads • Brown papers • Bulbs • Charcoal • Colored pencils • Crayons • Dress makers pins • Dressmakers tracing paper • Elastic • Erasers • Fabric glue • Fibre pens 	<ul style="list-style-type: none"> ○ 4B ○ 4H ○ 6H ○ HB • Hooks and eyes • Pastels • Pencils • Piping cord • Plain papers • Press buttons • Press studs • Salt • Sand • Sequins • Sketching pads • Sponge • Stiffeners • Tailors chalk • Velcro • Water • Water colors • Zips
<p>6. Basic block patterns may include but not limited to:</p>	<ul style="list-style-type: none"> • Tailored skirt • Easy fitting bodice • Close fitting bodice • Easy fitting trouser • Close fitting/ jeans • Classic trouser • Tailored jacket 	<ul style="list-style-type: none"> • One-piece sleeve • Two-piece sleeve • One-piece dress • Two-piece dress • Classic shirt • Over garment
<p>7. Garment pattern pieces may include but not limited to:</p>	<ul style="list-style-type: none"> • Bodice • Skirt • Sleeve • Pockets • Cuffs • Welts 	<ul style="list-style-type: none"> • Pocket bags • Fly pieces • Collars and stands • Waist bands • Peplums • Flounces

	<ul style="list-style-type: none"> • Facings • Yoke • Panels • Pleat backing • Tabs • Dress • 	<ul style="list-style-type: none"> • Insets • Godets • Trouser • Jackets • Frills • Ties • Gussets • Hood
8. Pattern markings may include but not limited to:	<ul style="list-style-type: none"> • Folds • Notches/balance marks • Straight grains • Pattern size • Style number • Number of pieces to be cut 	<ul style="list-style-type: none"> • Center back and center front • Name of pattern • Seam allowances • Construction lines • Scale
9. Garment finishing methods may include but not limited to:	<ul style="list-style-type: none"> • Hemming • Ironing • Shell edging • Overlocking 	<ul style="list-style-type: none"> • Edge stitching • Button holing • Button fixing • Trimming
10. Method of garment accessorizing may include but not limited to:	<ul style="list-style-type: none"> • Beading • Patchwork • Embroidery • Assorted head gear 	<ul style="list-style-type: none"> • Assorted foot wear • Assorted belts • Assorted bows • Assorted motifs
11. Garment display areas may include but not limited to:	<ul style="list-style-type: none"> • Window • Shelves • Display boards 	<ul style="list-style-type: none"> • Virtual display • Mirror

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit of competency.

Required Skills

The individual needs to demonstrate the following skills:

Generic skills:

- Communication

- People skills
- Time management
- Record keeping
- Telephones handling
- Conflict resolution
- Negotiation
- Analytical
- Problem solving
- Critical thinking
- Summarizing
- Listening
- Observation
- Organizing
- Technology

Technical skills:

- Designing
- Sketching
- Illustrating
- Drafting
- Laying
- Cutting
- Constructing
- Finishing
- Accessorising
- Displaying
- Photography

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Required Knowledge

The individual needs to demonstrate knowledge of:

- History of fashion design
- Principles of management
- Fibres and fabrics
- Principles of clothing design and construction
- Practices in clothing design and construction
- Principles of pattern construction
- Finishing and accessorising garments
- Fashion marketing
- Creativity and innovation in fashion design

- Sewing machine operation
- Fashion design tools and equipment
- Fashion design products and supplies
- Ethical issues in fashion design
- Occupational safety and health
- Waste management
- Photography

EVIDENCE GUIDE

This provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge and range.

<p>1. Critical aspects of competency</p>	<p>Assessment requires evidence that the candidate:</p> <ol style="list-style-type: none"> 1.1 Identified and obtained production tools and equipment appropriately. 1.2 Checked for serviceability and sufficiency of production tools and equipment. 1.3 Identified, obtained and allocated production materials and supplies appropriately. 1.4 Identified production tasks appropriately. 1.5 Set production targets and developed production schedules appropriately. 1.6 Observed occupational safety and health requirements appropriately. 1.7 Observed production standard operating procedures appropriately. 1.8 Identified PPEs and used them appropriately. 1.9 Consulted client and recorded specification accurately. 1.10 Sketched and illustrated and designed, garment accurately. 1.11 Identified appropriate basic block pattern, developed and cut garment pattern pieces appropriately. 1.12 Laid and cut garment pattern pieces appropriately. 1.13 Transferred pattern markings accurately. 1.14 Stitched and finished garment accurately and appropriately. 1.15 Accessorized, packaged and displayed the garment appropriately. 1.16 Developed a fashion design portfolio appropriately.
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2. Resource implications	The following resources must be provided: A functional fashion design studio or workshop.
3. Methods of assessment	Competency may be assessed through: <ul style="list-style-type: none"> • Written test • Observation • Oral questioning • Interviewing • Projects • Portfolio • Third party report
4. Context of assessment	Assessment may be done: <ul style="list-style-type: none"> • On-the-job • Off-the-job • During industrial attachment
5. Guidance information for assessment	Holistic assessment with related units of competency in the sector is recommended.

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