

NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING

NSQ LEVEL 1

GENERAL INFORMATION

QUALIFICATION PURPOSE

This qualification is aimed at introducing the learner to acquire Basic, knowledge and skills in the work environment to support experienced workers in the garment making industry.

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the basic knowledge and skills of:

1. Basics of Garment Making Industry
2. Introduction to Health, Safety and Environment
3. Communication in the work environment
4. Introduction to Garment Illustration
5. Basics of Fabric Cutting
6. Introduction to Fabric stitching
7. Garment embellishment 1
8. Garment quality control 1

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR**

LEVEL 1: FASHION AND GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L1	Basics of Garment Making Industry	3	30	NSQ LEVEL 1
2	FLW/GMK/002/L1	Introduction to Health, Safety and Environment	2	20	NSQ LEVEL 1
3	FLW/GMK/003/L1	Communication in the work environment	2	20	NSQ LEVEL 1
4	FLW/GMK/004/L1	Introduction to Garments Illustration	4	40	NSQ LEVEL 1
5	FLW/GMK/005/L1	Basics of Fabric Cutting	6	60	NSQ LEVEL 1
6	FLW/GMK/006/L1	Introduction to Fabric Stitches	6	60	NSQ LEVEL 1
7	FLW/GMK/007/L1	Basic embellishment	6	60	NSQ LEVEL 1
8	FLW/GMK/008/L1	Basic garment quality control	2	20	NSQ LEVEL 1

NOTE: This is a 31 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Vocational Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study time or assessment required to achieve a qualification or unit of a qualification.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 1: Basics of Garment Making Industry

Unit Reference Number: FLW/GMK/001/L1

NSQ Level:	1
Credit Value:	3
Guided Learning Hours:	30

Unit Purpose: The aim of this unit is to equip the learner with understanding the Fundamentals of a Garment Making Industry

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which Garments are being produced. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM).

UNIT 01: BASICS OF GARMENT MAKING INDUSTRY

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Understand The History Of Clothing	1.1	State the reasons/ of wearing clothes								
	1.2	Identify different garment types according to culture								
	1.3	Gather pictures of garments from different cultures								
Lo 2: Understand Body Measurement	2.1	Explain units of measurement used in garment making								
	2.2	List the basic tools/materials for taking measurements								
	2.3	Identify different body types								
	2.4	Explain different body types								
	2.5	Take body measurements on mannequin								
	2.6	Record measurements taken								
Lo 3: Know how to Select Garment Making Materials	3.1	Identify the various material used in Garment Making								
	3.2	Identify vendors and suppliers of materials for garment making								
	3.3	Communicate effectively with vendors and suppliers in procuring materials								
	3.4	Inspect materials for flaws and imperfections during the purchasing process								
	3.5	Measure the correct yardage of material accordingly with the estimated quantities.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.				
	3.6	Prepare materials for the cutting process										
	3.7	Store materials when not in use										
Lo 4: Understand The Production Processes	4.1	List the various stages of production in Garment making										
	4.2	Describe the stages of production process										
	4.3	Identify the necessary materials used in the production of garments										
	4.4	Identify the tools and equipment used in the production process										

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR LEVEL 1: FASHION AND GARMENT MAKING

Unit 2: INTRODUCTION TO HEALTH, SAFETY AND THE ENVIRONMENT

Unit Reference Number: FLW/GMK/002/L1

NSQ Level: 1

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit specifies the competencies required to demonstrate understanding of safe work practices in the garment Industry.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. in which learning and human development is carried out. *Simulation is allowed* (where/when necessary) in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Other methods (OM)

Unit 2: HEALTH, SAFETY AND THE ENVIRONMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. No.	Page No.
LO 1: Demonstrate Safe working Practices and Instructions	1.1	Identify safe work practice and instructions			
	1.2	Explain safety signs and symbol			
	1.3	Use safety signs and symbols correctly			
	1.4	Work in accordance with health and safety best practices			
LO 2: Demonstrate Understanding of Safety Hazards and risks	2.1	Identify work environment hazards			
	2.2	State methods to reduce the risk of hazards			
	2.3	Identify Personal Protection Equipment (PPE).			
	2.4	Use personal protection equipment appropriately			
LO 3: Understand first Aid	3.1	Define First Aid			
	3.2	Identify basic first aid equipment			
	3.3	State the uses of first aid equipment in the workplace			
	3.4	State how to maintain hygienic, safe and secure workplace.			
LO 4: Demonstrate safe work habit and clean work environment	4.1	Use safe access and exit routes in the work environment			
	4.2	Dispose all wastes appropriately to designated waste facilities			
	4.3	Explain methods of resource conservation (Eg. Water, Energy etc)			

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 3: COMMUNICATION AND INTERPERSONAL SKILLS

Unit reference number: FLW/GMK/003/L1

QCF level: 1

Credit value: 2

Guided learning hours: 20

Unit Purpose:

This unit specifies the competencies required to demonstrate good communication and interpersonal skills. It involves the ability to read and understand documented instructions and the ability to know how to communicate respectfully when in a bad mood or under pressure;

Unit assessment requirements/ evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

Assessment methods to be used include:

1. Questioning
2. Direct Observation of the learner's performance
3. Recognition of Prior Learning and experience
4. Authentic statement/Witness testimony
5. Personal statement/reflective account.
6. Product of the learners work.
7. Assignment

UNIT 03: COMMUNICATIONS AND INTERPERSONAL SKILL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the importance of good communication	1.1	State reasons why good communication is important								
	1.2	List ways to communicate effectively								
	1.3	Exhibit patience and a mild attitude while communicating with colleagues, managers and clients								
	1.4	Use respectful body language								
	1.5	Interprete verbal communication accurately								
LO 2: Demonstrate ability to follow documented instructions	2.1	Use steps in garment making instructional manuals.								
	2.2	Show documented information in the workplace (e.g. Receipt, Invoices, Reports)								
	2.3	Show documented errors, solution, processes and reports in the workplace.								
LO 3: Understand garments making Symbols	3.1	List basic garment making Symbols.								
	3.2	Identify basic garment making symbols.								
	3.3	Use basic garment making symbols to communicate.								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL 1: FASHION AND GARMENT MAKING

Unit 4: INTRODUCTION TO GARMENT ILLUSTRATION

Unit Reference Number: FLW/GMK/004/L1

NSQ Level: 1

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed to equip the learner with the knowledge and competency in sketching garment designs.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Other methods (OM).

Unit 4: Introduction to Garment Illustration

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Know The Sources Of Creative Ideas	1.1	State sources of inspiration to create garment designs e.g magazines, nature etc								
	1.2	Identify tools and materials used in sketching								
	1.3	List the parts of different garment designs								
	1.4	Sketch basic garments								
Lo 2: Know Human Body Anatomy	2.1	Identify body parts								
	2.2	Distinguish female, male and children anatomy								
	2.3	Trace figure templates into a sketch pad								
	2.4	Transfer sketched basic design on the figure template								
Lo 3: Understand Basic Fabric Motifs	3.1	Identify grains of plain fabric.								
	3.2	State elements of design								
	3.3	State principles of design								
	3.4	Produce fabric motif								
Lo 4: Demonstrate knowledge of tools for Illustration	4.1	List tools for illustration								
	4.2	Identify the tools for illustration								
	4.3	State the uses of identified tools for illustration								
	4.4	Use tools for basic illustration.								
	4.5	Illustrate basic garments.								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

Learning Resources: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 5: BASIC OF FABRIC CUTTING

Unit Reference Number: FLW/GMK/005/L1

NSQ Level:	1
Credit Value:	6
Guided Learning Hours:	60

Unit Purpose: The aim of this Unit is to equip the learner with the ability to assist in cutting out different garment components from fabrics.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Other methods (OM)

Unit 5: BASIC OF FABRIC CUTTING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.					
Lo :1 Know Cutting Tools And Equipment In Garment Making	1.1	Identify cutting tools in garment making											
	1.2	List the activities in the cutting room											
	1.3	Explain how to set up tools, equipment and materials for cutting											
	1.4	Explain how to perform the activities in the cutting room											
	1.5	Clean and store cutting tools after usage											
Lo 2: Know The Preliminary Cutting Procedures	2.1	List the cutting instructions											
	2.2	Explain how to prepare the cutting layout according to the fabric design											
	2.3	State the types of transferring cutting markings											
	2.4	Differentiate the transferring cutting markings											
	2.5	Describe the methods of transferring cutting makings											
LO3: Demonstrate understanding of Cutting Fabrics	3.1	Identify the various garment components for cutting											
	3.2	List the steps in cutting the fabric											
	3.3	Sort the cut garment components											
	3.4	Bundle the cut garment components											
	3.5	Label the cut garment components											

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: scissors, rotary knife cutter, straight knife cutter, fabric, tailor's chalk, brown paper, interfacing (gum stay), etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 6: INTRODUCTION TO FABRIC STITCHING

Unit Reference Number: FLW/GMK/006/L1

NSQ Level: 1

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the basic knowledge and skills for assembling of cut out garment components using the sewing machine

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Other methods (OM)

UNIT 6: INTRODUCTION TO FABRIC STITCHING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate the Understanding of Basic Hand Stitches	1.1	List the types of hand stitches								
	1.2	Classify the types of hand stitches								
	1.3	State the uses of hand stitches classified in 1.2 above.								
	1.4	Select hand stitches for specific purposes								
	1.5	Produce selected hand stitches								
	1.6	Display hand stitches produced in 1.5 above.								
Lo:2 Demonstrate Procedure For Using Sewing Machine	2.1	Classify types of sewing machines								
	2.2	Identify the sewing machine parts.								
	2.3	Identify sewing machine attachments								
	2.4	State the usage of sewing machine attachments								
	2.5	Explain functions of sewing machine parts								
	2.6	Take correct sitting position for stitching								
	2.7	Use the sewing machine without threading								
Lo 3: Demonstrate Sewing	3.1	Thread the upper and lower parts of the machine								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Machine Operation	3.2	Guide material for correct stitch grading								
	3.3	Set correct stitch count								
	3.4	Use correct stitch count								
	3.5	Stitch Using the sewing machine for different lines								
Lo 4: Demonstrate the different types of seams	4.1	Define Seam								
	4.2	Classify Types of Seam								
	4.3	Identify Types of Seam								
	4.4	Explain the functions of different seams								
	4.5	Produce different types of seams								
	4.6	Utilise different types of seams in assembling basic garments								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 7: GARMENT EMBELISHMENT 1

Unit Reference Number: FLW/GMK/007/L1

NSQ Level: 1

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to introduce learner to basic embellishment on garment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Other methods (OM)

Unit 7: GARMENT EMBELISHMENT 1

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand Operation Specialization	1.1	Define operation specialization.								
	1.2	List the types of operation specialisation								
	1.3	Describe each type of operation specialisation								
Lo:2 Know the Basic Garment Embellishment	1.1	Define Garment Embellishment								
	1.2	State reasons for garment embellishment								
	1.3	List the types of garment embellishment								
	1.4	Describe types of garment embellishments								
	1.5	Differentiate the types of garment embellishment								
	1.6	State the care of garment embellishment								
Lo 3: Demonstrate the basic Embellishments On Garments	2.1	State the methods of applying embellishment on garments								
	2.2	Carry out simple embellishments on garment								
	2.3	Finish simple embellishments on the garments								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 1: FASHION AND GARMENT MAKING

Unit 8: GARMENT QUALITY CONTROL 1

Unit Reference Number: FLW/GMK/008/L1

NSQ Level: 1

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this Unit is to equip the basic learner with the knowledge of garment quality control.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Other methods (OM)

Unit 8: GARMENT QUALITY CONTROL 1

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Know the importance of specifications	1.1	Define quality control								
	1.2	State reasons for quality control in a garment industry								
	1.3	Define specifications								
	1.4	State the importance of specifications								
	1.5	Check established specifications in finished products								
	1.6	Use tolerance limits to take decisions								
	1.7	Record number of reject periodically								
LO 2: Understand Fault in garment	2.1	Define garment faults								
2.2	Identify garment faults									
2.3	Classify garment faults									
2.4	Carry out basic Repairs of faults on garments									
2.5	Explain basic total quality control in garments									
LO 3: Understand defect in Garment Produced	3.1	Define defect on garments								
3.2	Identify defects on garment									
3.3	Categorise defects in garment									
3.4	Perform simple alterations of defects on garments									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

**FASHION AND GARMENT MAKING
NSQ LEVEL 2**

NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING NSQ LEVEL 2

GENERAL INFORMATION

QUALIFICATION PURPOSE

This qualification is aimed at equipping of the learner with sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

9. History Of Clothing And Production Processes
10. Healthy Work Environment
11. Garment Illustration
12. Body Measurements
13. Cutting Of Fabric
14. Machine Routine Maintenance and services
15. Garment Construction
16. Garment Quality Control II
17. Garment Business
18. Decorative Embellishment I

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR
LEVEL 2: FASHION GARMENT MAKING**

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L2	History Of Clothing And Production Processes	2	20	NSQ LEVEL 2
2	FLW/GMK/002/L2	Healthy Work Environment	2	20	NSQ LEVEL 2
3	FLW/GMK/003/L2	Garment Illustration	3	30	NSQ LEVEL 2
4	FLW/GMK/004/L2	Body Measurements	2	20	NSQ LEVEL 2
5	FLW/GMK/005/L2	Cutting Of Fabric	6	60	NSQ LEVEL 2
6	FLW/GMK/006/L2	Machine Routine Maintenance And Services	4	40	NSQ LEVEL 2
7	FLW/GMK/007/L2	Garment Construction	6	60	NSQ LEVEL 2
8	FLW/GMK/008/L2	Garment Quality Control	2	20	NSQ LEVEL 2
9	FLW/GMK/009/L2	Garment Business	2	20	NSQ LEVEL 2
		TOTAL	29	290	

Optional Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
10	FLW/GMK/006/L2	Garment Embellishment II	4	40	NSQ LEVEL 2
		TOTAL	4	40	

NOTE: This is a 35 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units and 4 from the optional unit. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
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Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study Time or assessment required to achieve a qualification or unit of a qualification.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION GARMENT MAKING

Unit 1: HISTORY OF CLOTHING AND PRODUCTION PROCESSES

Unit Reference Number: FLW/GMK/001/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to introduce the learner to the Fundamentals of clothing

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Professional Discussion (PD)
7. Other methods (OM)

UNIT 01: HISTORY OF CLOTHING AND PRODUCTION PROCESS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Understand the History Of Clothing	1.1	Explain the History of clothing								
	1.2	Explain the influence of culture in clothing								
	1.3	Explain the effect of western clothing on the indigenous clothing								
Lo 2: Know the Production Processes	2.1	List the stages involved in producing a garment.								
	2.2	Discuss the basic production processes of garments								
	2.3	Explain the types of finishing in garment making								
Lo 3: Demonstrate how to Purchase Garment Making Raw Materials	3.1	Identify raw materials for garment making								
	3.2	Identify the quantity of raw materials for garment making								
	3.3	Cost the raw materials								
	3.4	Calculate unit cost of producing a garment (where applicable)								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 2: HEALTHY WORK ENVIRONMENT

Unit Reference Number: FLW/GMK/002/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is about observing all the health and safety requirements in the Garment Making Industry.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 2: HEALTHY WORK ENVIRONMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.						
Lo 1: Demonstrate Handling fabric waste in the garment industry	1.1	Identify the sources of waste in the garment workroom												
	1.2	Distinguish between usable and non-usable waste												
	1.3	Sort usable and non-usable waste												
	1.4	Dispose unusable waste												
	1.5	Recycle the useful waste												
Lo 2: Maintain healthy garment making work environment	2.1	Identify elements for a suitable garment production environment												
	2.2	Explain different sections in garment production environment												
	2.3	Select the suitable environment for garment production site in a garment industry												
	2.4	Demarcate sections in line with occupational requirement												
	2.5	Label each section of the work environment												
	2.6	Arrange all necessary equipment for production in the work environment												
Lo 3: Understand garments making	3.1	Explain precautionary symbols												

LEARNING OBJECTIVE (LO) The learner will:	PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.			
safety signs and symbols	in order to prevent accident.									
	3.2 Sketch signs and symbols signifying danger to operators and visitors									
	3.3 Sketch readable signs on appropriate methods of operation in line with health and safety standards.									

Learners Signature: Assessors Signature: IQA Signature (if sampled)	Date: Date Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 3: GARMENT ILLUSTRATION

Unit Reference Number: FLW/GMK/003/L2

NSQ Level: 2

Credit Value: 3

Guided Learning Hours: 30

Unit Purpose: The aim of this unit is to equip learner with the required skills and knowledge to illustrate garment on a sketch pad.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 3: GARMENT ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.					
Lo 1: Demonstrate creative Ideas For Garment Designs	2.1	Enumerate sources of inspiration to create garment designs											
	1.2	Apply sources of inspiration to create garment designs											
	1.3	Describe tools and materials for designs											
	1.4	Sketch garment designs into the sketch pad											
Lo 2: Demonstrate Body Anatomy	2.1	Explain body anatomy as it relates to garment making											
	2.2	Locate the body landmarks											
	2.3	Identify body proportions											
	2.4	Identify different body poses											
Lo 3: Demonstrate the knowledge of Fabric Design	3.1	Define fabric grain											
	3.2	Describe the fabric grain											
	3.3	Use grains of plain fabric.											
	3.4	Describe elements of design											
	3.5	Apply elements of design to produce different motifs											
	3.6	Describe principles of design											
	3.7	Apply principles of design to produce a pattern.											
	3.8	Interpret fabric design											

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
LO4: Demonstrate the Knowledge of clothing a figure	4.1	Create designs for specific garment									
	4.2	Produce working drawing from designs created									
	4.3	Display the developed garment designs.									
	4.4	Draw basic garments designs using different body figure templates									
	4.5	Clothe the figure									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 4: BODY MEASUREMENTS

Unit Reference Number: FLW/GMK/004/L2

NSQ Level: 2
Credit Value: 2
Guided Learning Hours: 20

Unit Purpose: This unit is about the skills and knowledge required to utilize body measurement to create garments.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 4: BODY MEASUREMENTS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo1: Recognise Measuring Tools And Equipment (Analog And Digital)	1.1	Identify measurement tools and equipment								
	1.2	Describe measurement tools and equipment (Analog and Digital)								
	1.3	Explain the uses of measuring tools and equipment (Analog and Digital)								
	1.4	Use Measuring tools and equipment								
Lo 2: Demonstrate how to take Body Measurement using landmarks	2.1	Define landmarks								
	2.2	List body landmarks								
	2.3	Describe how to take body measurements								
	2.4	Take Body measurement using the body landmarks								
Lo 3: Demonstrate usage of measurement template	3.1	create template for body measurements								
	3.2	Record body measurements								
	3.3	Add “ease allowance” in the measurement taken								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: tape measure, tailor’s chalk, ruler, painting materials, A4 paper, dummy/dress form, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 5: CUTTING OF FABRIC

Unit Reference Number: FLW/GMK/005/L2

NSQ Level: 2
Credit Value: 6
Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge required to cut out different garments components from fabric.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation not is allowed.*

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 5: CUTTING OF FABRIC

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the Use of cutting tools and equipment	1.1	Select appropriate cutting tools for various materials								
	1.2	Describe the procedure of using cutting tools for various materials								
	1.3	Use basic cutting tools correctly								
	1.4	Store cutting tools properly when not in use.								
Lo 2: Demonstrate the ability To Cut garment Components	2.1	Identify the cutting instructions								
	2.2	Prepare the cutting layout according to the fabric design								
	2.3	Transfer cutting markings								
	2.4	Cut the basic garment components with precision								
	2.5	Store cutting tools after usage								
Lo 3: Prepare the cut Garment Components For Sewing										
	3.1	Sort the cut garment components								
	3.2	Bundle the cut garment components								
	3.3	Label the cut garment components								
	3.4	Transfer cut garment components to the sewing room								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	
Date:	
EQA Signature (if sampled)	Date:

RESOURCES: scissors, rotary knife cutter, straight knife cutter, fabric, tailor’s chalk, brown paper, interfacing (gum stay), etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 6: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/006/L2

NSQ: Level: 2

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge needed to assemble Garment components.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 6: GARMENT CONSTRUCTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate the pre- assembling of cut garment components	1.1	List the order of garment assembly								
	1.2	Cross check markings								
	1.3	Match the garment components								
	1.4	Baste the garment components together								
	1.5	Outline the stages of fitting								
	1.6	Carry out test fitting on pre-assembled garment								
Lo 2: Demonstrate use of garment support materials	2.1	Select appropriate support materials to cut garment component								
	2.2	Prepare details for stitching support materials								
	2.3	Mark details for stitching support materials								
	2.4	Apply support materials								
Lo 3: Demonstrate assembling of basic Garment Components	3.1	Construct each garment component								
	3.2	Press constructed basic garment components together								
	3.3	Assemble constructed basic garment components								
	3.4	Carry out final test fitting on the assembled basic garment								
	3.5	Identify constructed basic garment faults								
	3.6	Amend identified faults in 3.5 with supervision.								

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 7: GARMENT QUALITY CONTROL II

Unit Reference Number: FLW/GMK/007/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge that will ensure that all garment specifications are met during garment making.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 7: GARMENT QUALITY CONTROL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Demonstrate quality control method used for clothing	1.1	Measure finished garment dimensions								
	1.2	Check tolerance for finished garments dimensions								
	1.3	Carry out physical test, pull test, fatigue test, fabric density, stretch and composition test								
	1.4	Use the garment quality control procedure checklist								
Lo 2: Demonstrate quality control process	2.1	Create a standard operational procedure (SOP)								
	2.2	Carry out quality control								
	2.3	Review of quality processes								
	2.4	Get feedback from the review								
	2.5	Make improvement from feedback								
Lo 3: Demonstrate garment finishing	3.1	Check garment interior								
	3.2	Trim loose thread ends								
	3.3	Neaten raw edges of garments								
	3.4	Iron garments								
	3.5	Label garments produced								
	3.6	Package garments								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR

LEVEL 2: FASHION AND GARMENT MAKING

Unit 8: GARMENT BUSINESS

Unit Reference Number: FLW/GMK/008/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge required to set up and run a simple Garment Making Business.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 8: GARMENT MAKING BUSINESS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Know how to set up a Garment Making Business	1.1	Identify types of garment making businesses								
	1.2	Explain how to choose a business name.								
	1.3	Explain how to register the business name								
	1.4	Enumerate the requirements for setting up a garment making business, example; space, staff, etc								
Lo 2: Understand Sources of Funds for garment making business	2.1	Identify the sources of funds								
	2.2	Differentiate the sources of fund								
	2.3	Explain the requirements of source of fund								
	2.4	Describe how to make a simple budget								
Lo 3: Understand how to market a Finished Garment.	3.1	Define market survey								
	3.2	Explain how to conduct a market survey								
	3.3	State the importance of identifying the marketing needs								
	3.4	State the steps of identifying the marketing needs								
	3.5	Market the finished garment								
	3.6	Record transactions								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: ledgers, writing materials, cash book, calculator, etc.

National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL 2: FASHION AND GARMENT MAKING

Unit 9: BASIC MACHINE MAINTENANCE AND SERVICES

Unit Reference Number: FLW/GMK/009/L2

NSQ Level: 2

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is about the skills and knowledge required to carry out maintenance of the machines used in garment making.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 9: BASIC MACHINE MAINTENANCE AND SERVICES

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Carry out Routine Maintenance	1.1	List types of maintenance								
	1.2	Identify basic tools for machine maintenance.								
	1.3	Locate machine parts for routine maintenance								
	1.4	Remove fibre machine dust								
	1.5	Lubricate machine parts								
Lo 2: Carry Out Periodic Equipment Servicing	2.1	Identify sewing machine mechanisms								
	2.2	Plan for sewing machine periodic service								
	2.3	Service sewing machines								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: lubricating oil, brushes, sewing machine, screw driver etc.

National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 10: DECORATIVE EMBELISHMENT I

Unit Reference Number: FLW/GMK/006/L2

NSQ Level: 2

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge to carryout decorative embellishment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 10: GARMENT EMBELISHMENT II

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know decorative embellishment	1.1	Define decorative embellishment								
	1.2	List types of decorative embellishment								
	1.3	Classified decorative embellishment								
	1.4	Collect examples of classified structural embellishment								
	1.5	Display examples collected in 1.4 using any medium								
LO; 2 Know tools and equipment for decorative embellishment	2.1	Identify tools and equipment used for different types of embellishment								
	2.2	State the use of each tool used in decorative embellishment								
	2.3	Explain the care of the tool used for decorative embellishment								
Lo 3: Demonstrate decorative Embellishments	3.1	Illustrate decorative embellishment for various kinds of garments types								
	3.2	Assist in Selecting appropriate designs for specific garments								
	3.3	Assist in Producing decorative embellishment for selected design								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc.

FASHION AND GARMENT MAKING
NSQ LEVEL 3

NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING NSQ LEVEL 3

GENERAL INFORMATION

QUALIFICATION PURPOSE

This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce garments, carry out repairs and alterations, embellish garments, embroidery and support experienced workers in the industry.

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

19. History of Costume
20. Fashion Illustration
21. Sewing tools and equipment
22. Pattern Drafting
23. Fashion Materials
24. Garment Construction II
25. Garment Quality Control III.
26. Garment Merchandising
27. Structural embellishment

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L3	History Of Costume	2	20	NSQ LEVEL 3
2	FLW/GMK/002/L3	Fashion Illustration	3	30	NSQ LEVEL 3
3	FLW/GMK/003/L3	Sewing tools and equipment	2	20	NSQ LEVEL 3
4	FLW/GMK/004/L3	Pattern Drafting	4	40	NSQ LEVEL 3
5	FLW/GMK/005/L3	Fashion Materials	2	20	NSQ LEVEL 3
6	FLW/GMK/006/L3	Sewing Construction	6	60	NSQ LEVEL 3
7	FLW/GMK/007/L3	Garment Quality Control	2	20	NSQ LEVEL 3
8	FLW/GMK/008/L3	Garment Merchandising	2	20	NSQ LEVEL 3

Optional Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/009/L2	Structural embellishment	4	40	NSQLEVEL 3

NOTE: This is a 35credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units and 4 from the optional unit. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Skills Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study Time or assessment required to achieve a qualification or unit of a qualification.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 1: HISTORY OF COSTUME

Unit Reference Number: FLW/GMK/001/L3

NSQ Level:	3
Credit Value:	2
Guided Learning Hours:	20

Unit Purpose: The aim of this unit is to equip the learner with the knowledge and understanding of history of costume.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Professional Discussion (PD)
14. Other methods (OM)

UNIT 01: HISTORY OF COSTUME

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Understand History Of Clothing	1.1	Explain the historical development of clothing								
	1.2	Explain the development of various costumes								
	1.3	Identify the mode of dressing of Africans								
	1.4	Differentiate the cultural background of clothing								
	1.5	Display an album of various costumes (ancient and Modern)								
Lo 2: Know the Significance of clothing	2.1	State the significance of clothing								
	2.2	Explain the meaning of contemporary costume								
	2.3	Explain the influence of clothing and costume to the contemporary fashion								
Lo 3: Understand the influence of past fashion trends on present and future styles	3.1	Evaluate the current trend in traditional costume								
	3.2	Evaluate the current trend in contemporary costumes								
	3.3	List the factors that influence clothing designs								
	3.4	State the impact of the factors in modern clothing								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 2: FASHION ILLUSTRATION

Unit Reference Number: FLW/GMK/002/L3

NSQ Level: 3

Credit Value: 3

Guided Learning Hours: 30

Unit Purpose: The aim of this unit is to equip the learner with the knowledge and skills of Fashion Illustration.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (OM)

Unit 2: FASHION ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate Fashion illustration skills	1.1	Produce different strokes of lines								
	1.2	Produce female/male fashion templates								
	1.3	Apply body proportions								
Lo 2: Demonstrate Garment designs illustration	2.1	illustrate garment designs for the different human poses, e.g children/women/men wears								
	2.2	Develop variety of illustrations using coloured pencils, water colours, ink, etc								
	2.3	Use various illustration techniques to produce different types of textures in garments								
	2.4	Use different body proportions to illustrate male/female and children of different ages								
	2.5	Label each section								
	2.6	Use the developed body proportions to create garment designs								
Lo 3: Demonstrate Fashion portfolio	3.1	Describe fashion design portfolio								
	3.2	Describe how to plan a fashion design portfolio								
	3.3	Plan a fashion design portfolio								
	3.4	Produce fashion design portfolios								
	3.5	Display fashion design portfolio								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 3: SEWING TOOLS AND EQUIPMENT

Unit Reference Number: FLW/GMK/003/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge of sewing tools and equipment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

Unit 3: SEWING TOOLS AND EQUIPMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
Lo :1 Understand equipment manual	1.1	Explain garment making equipment manual									
	1.2	Pinpoint safety indicators and their meanings									
	1.3	Identify the equipment safety symbols									
	1.4	Assist in installation of the equipment									
Lo 2: Understand equipment usage	2.1	Mention parts of the equipment									
	2.2	State the functions of each part of the equipment mentioned 3.1 above									
	2.3	Adjust equipment speed in accordance with operation									
	2.4	Use the equipment to perform required operation									
Lo 3: Perform equipment maintenance	3.1	Clean equipment's									
	3.2	Drain oil from equipment's									
	3.3	Lubricate equipment's									
	3.4	Replace minor damaged parts of equipment's									

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 4: PATTERN DRAFTING

Unit Reference Number: FLW/GMK/004/L3

NSQ Level: 3
Credit Value: 4
Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the knowledge of pattern drafting.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

Unit 4: PATTERN DRAFTING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate knowledge of pattern drafting	1.1	Define pattern drafting								
	1.2	Identify the pattern drafting signs and notations								
	1.3	Describe pattern drafting methods								
	1.4	Draft a simple pattern and indicate signs and notations								
	1.5	Label patterns								
Lo 2: Demonstrate pattern making principles	2.1	Identify the basic blocks used in pattern drafting								
	2.2	Describe the processes involved in pattern drafting using basic blocks.								
	2.3	Draft pattern master plan using various basic bodice blocks.								
	2.4	Trace out pattern pieces of various component parts.								
	2.5	Add seam allowances to pattern pieces and cut								
Lo 3: Demonstrate Basic Block manipulation principles	3.1	List pattern the making principles								
	3.2	Explain the pattern making principles								
	3.3	Identify each pattern making principle								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.4	Use the pattern making principle to create various styles								
	3.5	Draft styles created in above 3.4 above								
	3.6	Cut out garment parts using pattern pieces								
	3.7	Assemble garment parts								
LO4: Demonstrate use of Basic blocks to produce collar and sleeves.	4.1	Identify the types of collar								
	4.2	Describe the different collar types								
	4.3	Identify the types of sleeves								
	4.4	Describe the different sleeve types								
	4.5	Use the basic blocks to produce collars.								
	4.6	Use basic blocks to produce sleeves								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL 3: FASHION AND GARMENT MAKING

Unit 5: FASHION MATERIALS

Unit Reference Number: FLW/GMK/005/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is designed to equip learner with the knowledge and skills of fashion materials.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Witness Testimony (WT)
4. Personal statement (PS) or Reflective Practice (RP)
5. Work Product (WP)
6. Recognition of Prior Learning (RPL)
7. Other methods (OM)

Unit 5: FASHION MATERIALS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo1: Understand Basic Fabric Classification	1.1	List the process of conversion of fibre to fabric								
	1.2	Describe the various techniques of fabric production								
	1.3	Classify the various types of fabric								
Lo 2: Understand the care of fabrics used in garment making	2.1	Identify the care instruction, symbols etc on fabric care labels								
	2.2	Interpret the care symbols on labels								
	2.3	Treat the fabric according to the care instructions during stages of processing								
Lo 3: Demonstrate the knowledge of support material used in Garment making	3.1	Identify the support materials for fashion e.g. interfacing, elastics, linings, underlining's, etc.								
	3.2	Select support fashion materials to suite an appropriate purpose								
	3.3	Use the support materials listed in 3.1								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 6: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/006/L2

NSQ Level: 2
Credit Value: 6
Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge of garment construction.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation not is allowed.*

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

Unit 6: GARMENT CONSTRUCTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO1: Recognise garment construction equipment	1.1	Identify equipment for garment construction								
	1.2	Adjust equipment settings to perform garment making processes								
	1.3	Use the equipment to construct garments effectively								
Lo 2: Demonstrate sewing processes in constructing various garments	2.1	Write operation breakdown								
	2.2	Identify the garment details eg collar, pockets, sleeves, etc shown in various garment illustrations								
	2.3	Identify positions for garment components								
	2.4	Use the order of sewing various garment (operation breakdown) in 2.1								
	2.5	Construct various garments using the operation engineering								

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: scissors, rotary knife cutter, straight knife cutter, fabric, tailor’s chalk, brown paper, interfacing (gum stay), etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 7: GARMENT QUALITY CONTROL

Unit Reference Number: FLW/GMK/007/L2

NSQ: Level:	2
Credit Value:	6
Guided Learning Hours:	60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge needed to assess assembled Garment components parts and finished garment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

UNIT 7: GARMENT QUALITY CONTROL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate understand of garment specification chart	1.1	Recognise garments specification charts								
	1.2	Select the appropriate raw materials for garment making								
	1.3	Check garment specification with standards provided								
	1.4	Use specification charts to check finished garments								
Lo 2: Recognise defects in garment produced	2.1	Detect defects on garments produced								
	2.2	Differentiate defects on garments produced								
	2.3	Perform alternation on garment with mild or minor defects								
	2.4	Reject garment with major defects								
Lo 3: Recognise faults on garments	3.1	Distinguish garments faults								
	3.2	Detect garment faults								
	3.3	Repair garment faults								
	3.4	Reject garment major faults								
	3.5	Implement total garment quality control								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 8: FASHION MERCHANDIZING

Unit Reference Number: FLW/GMK/008/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge of fashion marketing

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

Unit 8: FASHION MERCHANDIZING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Understand fashion merchandizing concept and terminologies	1.1	Define fashion merchandizing								
	1.2	State the scope of fashion industry								
	1.3	Explain fashion merchandizing concept								
	1.4	List terminologies (fashion trend, fashion design forecasting, fashion followers, etc)								
	1.5	Explain types of merchandizing in fashion industry e.g retail, expert, visual, etc								
	1.6	Estimate demand for certain kind of merchandise using this concept								
	1.7	Display fashion merchandizing product								
	1.8	Get feedback on display product								
	1.9	Review feedback								
Lo 2: Know advert concept in fashion industry	2.1	Explain advertisement concept in the fashion industry								
	2.2	State how to implement traditional advertising in the fashion industry								
	2.3	Enumerate how to implement the advertising in fashion industry								
	2.4	Distinguish between modern and traditional advertising concept								
	2.5	Explain how the modern and traditional could be put to use effectively								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 3: Understand the overview of fashion sales promotion	3.1	Define sales promotion								
	3.2	Give an overview of fashion sales promotion								
	3.3	Enumerate the advantages of sales promotion								
	3.4	List the strategies in promoting sales								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL 3: FASHION AND GARMENT MAKING

Unit 9: STRUCTURAL EMBELISHMENT

Unit Reference Number: FLW/GMK/006/L3

NSQ Level: 3

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge to carry out structural embellishment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (OM)

Unit 9: STRUCTURAL EMBELISHMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know structural embellishment	1.1	Define structural embellishment								
	1.2	List types of structural embellishment								
	1.3	Classified structural embellishment								
	1.4	Collect example of classified structural embellishment								
	1.5	Display examples collected in 1.4 using any medium								
LO; 2 Know tools and equipment for structural embellishment	2.1	Identify tools and equipment used for different types of embellishment								
	2.2	State the use of each tools used in structural embellishment								
	2.3	Explain the care of the tools used for structural embellishment								
Lo 3: Demonstrate decorative Embellishments	3.1	Illustrate structural embellishment for various kinds of garments types								
	3.2	Select appropriate designs for specific garments								
	3.3	Produce structural embellishment for selected design								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**FASHION AND GARMENT MAKING
NSQ LEVEL 4**

NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING

NSQ LEVEL 4

GENERAL INFORMATION

QUALIFICATION PURPOSE:

This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

1. Safety Precautions
2. Fabrics Selection
3. Basic ICT Skills
4. Fashion Illustration II
5. Use of Standard Measurements
6. Pattern Drafting II
7. Garment Construction
8. Fitting / modelling
9. Garment Quality Control IV
10. Decorative Embellishment II
11. Small Business Management

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR
LEVEL 1: GARMENT MAKING
Mandatory Units**

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L4	Safety And Precaution	2	20	NSQ LEVEL 4
2	FLW/GMK/002/L4	Fabrics Selection	2	20	NSQ LEVEL 4
3	FLW/GMK/003/L4	Basic ICT Skills	3	30	NSQ LEVEL 4
4	FLW/GMK/004/L4	Fashion Illustration II	3	30	NSQ LEVEL 4
5	FLW/GMK/005/L4	Use of Standard Measurement	2	20	NSQ LEVEL 4
6	FLW/GMK/006/L4	Pattern Drafting II	4	40	NSQ LEVEL 4
7	FLW/GMK/007/L4	Garment and construction assembling	6	60	NSQ LEVEL 4
8	FLW/GMK/008/L4	modelling and Fitting	2	20	NSQ LEVEL 4
9	FLW/GMK/009/L4	Garment Quality Control IV	2	20	NSQ LEVEL 4
10	FLW/GMK/010/L4	Small Business Management	4	40	NSQ LEVEL 4

OPTIONAL UNIT

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
11	FLW/GMK/011/L4	Decorative embellishment II	2	20	Optional

NOTE: This is a 31 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Vocational Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study time or assessment required to achieve a qualification or unit of a qualification.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 4: FASHION AND GARMENT MAKING

Unit 1: SAFETY PRECAUTIONARY PRACTICES

Unit Reference Number: FLW/GMK/001/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to ensure that the fashion designer within the workplace identifies and applies safety work practice in accordance with garment making industry procedure and legislative requirements

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which Garments are being produced. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)
26. Work Product (WP)
27. Recognition of Prior Learning (RPL)
- 28. Professional Discussion**

UNIT 01: SAFETY PRECAUTIONARY PRACTICES

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate safety work practices and instructions	1.1	Interpret safety signs and symbols								
	1.2	Utilize safety signs and symbols interpreted in (1.2 above)								
	1.3	Carry out work safety practices and instructions								
Lo 2: understand safety hazard and risks	2.1	Identify work environmental hazards and risks.								
	2.2	Take appropriate personal actions on identified hazards and risks.								
	2.3	Identify types of environmental hazards and risks in surface area.								
	2.3	Give guideline to resolve an occurring environmental hazard.								
Lo 3: Comply with own duties and obligations as defined in the health and safety rules.	3.1	List personal protective equipment in fashion industry								
	3.2	Explain personal protective equipment.								
	3.3	Explain source of procuring personal protective equipment.								
	3.4	Use appropriate PPE								
Lo 4: Know appropriate workplace kits.	4.1	Identify personal protective equipment needed for own role.								
	4.2	Explain the use of PPE as it relates to work at hand.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
	4.3	Select suitable PPE for the activity to be undertaken.									
	4.4	Dress appropriately with the selected PPE in 4.3									
	4.5	Observe proper housekeeping in compliance with safe work environmental procedures									
	4.6	Carry out duties in Compliance with the work Place safety procedure.									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

National Skills Qualification

FASHION AND LEATHERWORK SECTOR LEVEL 4: GARMENT MAKING

Unit 2: FABRICS SELECTION

Unit Reference Number: FLW/GMK/002/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at equipping the learner to be able to know more on fabrics and their uses.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment, in which learning and human development is carried out. *Simulation is allowed* (where/when necessary) in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

UNIT 2: FABRICS SELECTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Know types of Fabrics	1.1	Define fabric.								
	1.2	Describe the various types of fabrics								
	1.3	Differentiate the different types of fabrics								
	1.4	Categorise the types of fabric using the source, structure, texture and surface design								
	1.5	Select appropriate fabrics for specific use and seasons								
	1.6	Collect samples of fabrics in each category.								
LO 2: Know fabric properties and their characteristics	2.1	Carry out test to identify fabric properties and uses.								
	2.2	Discuss factors that influence fabric characteristics and the end product.								
	2.3	Describe the effect of fabric on the skin								
	2.4	Choose fabrics for different end-uses.								
LO 3: Demonstrate fabric structures and texture	3.1	Describe fabric structures.								
	3.2	Describe the characteristics of fabric structures.								
	3.3	Explain how to render different fabric types in relation to texture type and choice of garment design.								
LO 4: Understand fabric composition	4.1	Describe the importance of fabric composition								
	4.2	Utilize different surface design on fabric to produce garments								
	4.3	Suggest end product for different fabric composition								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 4 GARMENT MAKING

Unit 3: BASIC ICT SKILLS

Unit reference number: FLW/GMK/003/L4

QCF level: 4

Credit value: 3

Guided learning hours: 30

Unit Purpose:

This unit will equip the learner with the ability to demonstrate the skills and knowledge on how to use smart phone and computer effectively at work place;

Unit assessment requirements/ evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

UNIT 03: BASIC ICT SKILL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the ability to interpret the menu of smart phone	1.1	Identify the icons on the menu of a smart phone								
	1.2	List the icons on the menu of a smart phone								
	1.3	Locate the position of the icons on the menu of a smart phone								
	1.4	Use each icon in 1.2 for a specified task								
LO 2: Observe safety regulations when using a smart phone	2.1	State the safety rules to be observed in the use and handling of a smart phone.								
	2.2	Identify unsafe acts.								
	2.3	State the importance of safeguarding the information on a smart phone.								
	2.4	Safeguard the task in 1.4								
LO 3: Demonstrate various applications on a smart phone	3.1	Connect to the internet using smart phone								
	3.2	Show evidence of opening a bank account								
	3.3	Transfer money using smart phone								
	3.4	Snap pictures of product using smart phone								
	3.5	Place an advert using a smart phone via social media								
	3.6	Use smart for record keeping								
LO 4: Demonstrate the ability to use computer	4.1	Explain the uses of computer in fashion and garment making								
	4.2	List the software used for fashion and garment making.								
	4.3	Identify software listed in 4.2 above								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
	4.4	Use the software listed in 4.2		
LO 5: Understand computer Aided Design in fashion (CAD)	5.1	List the components of a CAD		
	5.2	Describe the functions of the component listed in 5.1 above		
	5.3	Use CAD to create a design for garment production		
	5.4	Use CAD to illustrate garment design on a figure		
	5.5	Print out the designed garment for production		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR

LEVEL 4: FASHION AND GARMENT MAKING

Unit 4: FASHION ILLUSTRATION II

Unit Reference Number: FLW/GMK/004/L4

NSQ Level: 4

Credit Value: 3

Guided Learning Hours: 40

Unit Purpose: The aim of this unit to equip the learner with knowledge, skills and techniques of sketch and illustrations.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

UNIT 4: FASHION ILLUSTRATION II

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate sketching and illustration skills	1.1	Discuss sketching and illustration in garment making.								
	1.2	Define fashion illustration								
	1.3	State reasons for fashion illustration								
	1.4	Sketch angles of figure in fashion illustration								
	1.5	Illustrate different body parts applying proportions								
	1.6	Illustrate fashion figure								
Lo 2: Apply life drawing in fashion	2.1	Define life drawing								
	2.2	States reasons for life drawing								
	2.3	Draw a life figure								
	2.4	Apply proportion in a life drawing								
	2.5	Observe the human body figure applying the accurate proportion								
Lo 3: Demonstrate clothing a figure	3.1	Identify techniques for clothing a fashion figure								
	3.2	Use the identified techniques in 3.1 to clothe a fashion figure								
	3.3	Display illustration made in 3.2								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

Learning Resources: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING

Unit 5: USE OF STANDARD MEASUREMENT

Unit Reference Number: FLW/GMK/005/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is designed to equip the learner with methods of measurement in relation to standard size chart.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 5: USE OF STANDARD MEASUREMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand standard measurements	1.1	Explain standard size chart								
	1.2	Enumerate body sizes								
	1.3	Discuss the difference in sizes								
	1.4	Identify measurement needed for garment designs								
	1.5	Produce a standard body measurement chart using size range.								
	1.6	Use body measurement chat to draft patterns to commercial standard								
Lo:2 Understand body landmarks	2.1	Identify body landmarks on a figure								
	2.2	Explain the body landmarks								
	2.3	Take body measurement for children showing landmarks								
	2.4	Take body measurement for Adult showing landmarks.								
Lo 3: Demonstrate the use of standard size chart for mass production	3.1	Identify different sizes in a standard size chart.								
	3.2	Differentiate metrics and imperial standard size chart.								
	3.3	Use sizes on standard size chart in drafting.								
	3.4	Compare sizes taken from a model and sizes on the size chart.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
	3.5	Use sizes for mass production		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING

Unit 6: PATTERN DRAFTING II

Unit Reference Number: FLW/GMK/006/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner on how to make patterns of garment components, laying and cutting fabrics using the pattern making methods

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 6: PATTERN DRAFTING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
Lo:1 Demonstrate different pattern making methods.	1.1	Describe the different pattern making methods									
	1.2	State the Advantages and Disadvantages of each method									
	1.3	List the procedures of making patterns									
	1.4	Produce patterns using the different pattern making methods									
Lo:2 Demonstrate uses of basic block making style variations	2.1	Use the basic block to produce pattern variation in master plan									
	2.2	Use pattern making principles in making pattern variations									
	2.3	Show pattern makings and pattern symbols									
	2.4	Trace out pattern pieces and add seam allowances									
	2.5	Produce a pattern envelop to commercial standard									
Lo 3: Demonstrate pattern alteration and grading	3.1	Differentiate pattern alteration and pattern grading									
	3.1	Make pattern alterations									
	3.2	Trace out the pattern altered pieces									
	3.3	Grade patterns to different sizes									
	3.4	Trace out pattern pieces									

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.5	Label patterns appropriately								
Lo 4: Demonstrate solving fitting issues as related to pattern development	4.1	Produce a toile for all drafted pattern pieces								
	4.2	Fit toile to check for fitting								
	4.3	Mark out areas to be corrected or adjusted.								
	4.4	Adjust patterns according to making in 4.3								
Lo 5: Demonstrate marker making in garment production	5.1	Outline procedure for laying out patterns on a given fabric or maker								
	5.2	Layout the patterns pieces on a given fabric observing the correct layout procedures.								
	5.3	State the factors that affect a maker								
	5.4	Measure the marker length and width								
	5.5	Draw a scaled down marker								
Lo 6: Understanding cutting techniques	6.1	Identify the appropriate types of shears for cutting laid out fabric								
	6.2	Plan cutting for mass production								
	6.3	Outline the correct practice for cutting fabric from pattern layout								
	6.4	Cut fabric correctly according to pattern layout using the appropriate tools and equipment								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR LEVEL 4: FASHION AND GARMENT MAKING

Unit 7: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/007/L4

NSQ Level:	4
Credit Value:	6
Guided Learning Hours:	60

Unit Purpose: The aim of this unit is to equip learner with skills and knowledge of garment construction for mass production.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 7: GARMENT CONSTRUCTION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand garment construction	1.1	Explain garment construction processes.								
	1.2	Outline garment processes by division of labour								
	1.3	Describe techniques for garment construction in mass production								
Lo:2 Demonstrate of different seams in garment construction	2.1	Enumerate different types of seams								
	2.2	Explain uses of seams used in 2.1 above								
	2.3	Make seams on garment component parts								
	2.4	Use seams in garment construction								
Lo 3: Understand Construct of garment component in mass production	3.1	Identify garment components								
	3.2	Construct garment component								
	3.3	Display constructed garment components								
Lo 4: Demonstrate garment construction for mass production	4.1	Identify equipment for a specific garment to be constructed								
	4.2	Outline operation breakdown , operation engineering and operation specialisation								
	4.3	Supervise garments construction processes								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR

LEVEL 4: FASHION AND GARMENT MAKING

Unit 8: MODELING AND FITTING

Unit Reference Number: FLW/GMK/008/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The Unit will equip the learner with the ability to assist in garment fitting and modelling.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 8: MODELLING AND FITTING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
LO 1: Demonstrate the knowledge of modelling in fashion	1.1	Supervise garment sampling		
	1.2	Perform style adaptation on a model		
	1.3	Describe garment modelling		
	1.4	Prepare models for exhibition fashion products		
	1.5	Carry out garment design projects		
LO 2: Know garment fit processes	2.1	Explain accurate sizing details		
	2.2	Mark gapping on Models		
	2.3	Adjust all marked areas		
	2.4	Check refit of garments on Model		
LO 3: Demonstrate knowledge of Modelling in a runway	3.1	Select produced lines of garments for a runway		
	3.2	Prepare Model for outdoor shows		
	3.3	Organize the runway event		
	3.4	Supervise the events		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING

Unit 9: GARMENT QUALITY CONTROL IV

Unit Reference Number: FLW/GMK/009/L4

NSQ Level:	4
Credit Value:	4
Guided Learning Hours:	40

Unit Purpose: This unit is aimed at equipping the learner to know and maintain the quality of the products in a garment factory

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 9: GARMENT QUALITY CONTROL IV

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand quality assurance in garment industry	1.1	Explain quality assurance								
	1.2	Identify types of quality assurance								
	1.3	Explain quality Management.								
Lo:2 Understand fabric Quality Control in fashion	2.1	Describe fabric Inspection and fabric grading								
	2.2	Identify types of fabric defects								
	2.3	Carry out inspection and grading on fabrics								
Lo 3: Demonstrate fabric testing and quality assurance	3.1	Explain fabric testing								
	3.2	Lists types of fabric testing								
	3.3	List equipment for fabric testing								
	3.4	Carry out fabric testing								
Lo 4: Carry out Inspection procedures and Inspection check point.	4.1	Explain types of inspections								
	4.2	Explain the inspection procedures								
	4.3	Identify the garment check points								
	4.4	Carry out garment inspections								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING

Unit 10: DECORATIVE EMBELLISHMENT II

Unit Reference Number: FLW/GMK/010/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner with the skills and knowledge to carry out decorative embellishment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 10: DECORATIVE EMBELLISHMENT II

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand decorative embellishment	1.1	Explain decorative embellishment								
	1.2	Describe the types of decorative embellishments								
	1.3	Classify decorative embellishment.								
Lo:2 Demonstrate decorative embellishment on garments	2.1	Carry out decorative embellishment for male garments								
	2.2	Carry out decorative embellishment for female garments								
	2.3	Carry out decorative embellishment for children garments								
Lo 3: Demonstrate decorative embellishment on fashion accessories	3.1	Identify different fashion accessories								
	3.2	Describe functional and non-functional decorative embellishment for fashion accessories								
	3.3	Use decorative embellishment on fashion accessories identified in 3.1 above								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING

Unit 11: SMALL FASHION BUSINESS MANAGEMENT

Unit Reference Number: FLW/GMK/011/L4

NSQ Level:	4
Credit Value:	2
Guided Learning Hours:	20

Unit Purpose: This unit is aimed at equipping the learner demonstrate understanding of small fashion business management

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 11: SMALL FASHION BUSINESS MANAGEMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand garment making business	1.1	Identify the types of fashion businesses								
	1.2	Choose a business name								
	1.3	Register the business name								
Lo:2 Demonstrate the ability to source funds	2.1	Prepare cost of project								
	2.2	Calculate capital investment								
	2.3	Prepare Internal process flow chat								
	2.4	Make a budget								
Lo 3: Demonstrate fashion merchandising	3.1	Conduct market survey								
	3.2	Price fashion products								
	3.3	Advertise fashion products								
	3.4	Sell fashion products								
	3.5	Record all transactions								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

FASHION AND GARMENT MAKING
NSQ LEVEL 5

NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING

NSQ LEVEL 5

GENERAL INFORMATION

QUALIFICATION PURPOSE:

This qualification is aimed at the ability of the learner to exhibit high level of personal and professional practices in supervision in the work environment.

QUALIFICATION OBJECTIVES:

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

1. Communication
2. Fashion Illustration III
3. Advance clothing construction and tailoring
4. Pattern drafting and draping
5. Computer Aided design and production
6. Advanced fashion design and production
7. Total Quality Management
8. Fashion merchandising
9. Garment embroidery (Optional)

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR**

LEVEL 5: FASHION AND GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L5	Communication	2	20	NSQ LEVEL 5
2	FLW/GMK/002/L5	Fashion illustration	2	20	NSQ LEVEL 5
3	FLW/GMK/003/L5	Advanced clothing construction and tailoring	6	60	NSQ LEVEL 5
4	FLW/GMK/004/L5	Pattern drafting and draping	4	40	NSQ LEVEL 5
5	FLW/GMK/005/L5	Computer aided design and production	6	60	NSQ LEVEL 5
6	FLW/GMK/006/L5	Advanced fashion design and production	6	60	NSQ LEVEL 5
7	FLW/GMK/007/L5	Fashion merchandizing	4	40	NSQ LEVEL 5
8	FLW/GMK/008/L5	Quality Assurance	2	20	NSQ LEVEL 5

OPTIONAL UNIT

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
9	FLW/GMK/09/L5	Garment embroidery	4	40	Optional

NOTE: This is a 31 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Vocational Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study time or assessment required to achieve a qualification or unit of a qualification.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL5: FASHION AND GARMENT MAKING

Unit 1: COMMUNICATION

Unit Reference Number: FLW/GMK/001/L5

NSQ Level:	5
Credit Value:	2
Guided Learning Hours:	20

Unit Purpose: This unit is aimed at learner demonstrating ability to be able to communication effectively in the work environment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which Garments are being produced. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

29. Direct Observation/oral questions (DO)
30. Question and Answer (QA)
31. Witness Testimony (WT)
32. Personal statement (PS) or Reflective Practice (RP)
33. Work Product (WP)
34. Recognition of Prior Learning (RPL)
- 35. Professional discussion**

UNIT 01: COMMUNICATION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate effective communication in the work environment	1.1	Explain concept of effective communication								
	1.2	Describe competence of communication								
	1.3	Explain communication processes								
	1.4	Explain how to handle communication processes								
	1.5	Communicate effectively in the work environment								
Lo 2: Demonstrate self and time management	2.1	Explain self-evaluation								
	2.2	Describe time management concept e.g attendance discipline and punctuality								
	2.3	Describe self-criticism recognizing own limits and differences								
	2.4	Identifying one strength and weakness								
	2.5	Create a work plan								
Lo 3: Evaluate self -emotions	3.1	Communicate with team members								
	3.2	Correct wrong doing of team member								
	3.3	Manage emotions while communicating to team members								
Lo 4: Demonstrate Customer	4.1	Exhibit good listening skill								
	4.2	Develop evaluation form for customer feedback								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Service relation	4.3	Evaluate customers response for self-improvement								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL 5: FASHION AND GARMENT MAKING

Unit 2: FASHION ILLUSTRATION

Unit Reference Number: FLW/GMK/002/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The unit will equip the learner with an in-depth understanding about human figure in relations to fashion illustration, and presentation for fashion design practices

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is allowed* (where/when necessary) in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 2: FASHION ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate figure drawing in relation to fashion illustration	1.1	Draw human figure based on figure characteristics								
	1.2	Draw fashion figures showing perspective.								
	1.3	Draw fashion figures showing foreshortening.								
LO 2: Demonstrate drawing of models	2.1	Draw fashion faces from different views e.g (Front profile, side etc)								
	2.2	Draw posed model in sitting position.								
	2.3	Draw posed model in standing position.								
LO 3: Interpret photographs and original designs for fashion illustration	3.1	Analyse photographs and original designs for fashion								
	3.2	Produce illustration from original designs								
	3.3	Show case illustration to specification drawing for product purposes								
	3.4	Draw fashion illustration using photograph as source of inspiration								
	3.5	Display illustrations								
LO 4: Demonstrate importance of colour in fashion design	4.1	Explain colour concept in fashion								
	4.2	Explain different colour media								
	4.3	Draw fashion illustrations using any colour media								
	4.4	Draw and render background appropriate colour using correct media								
	4.5	Produce design using CAD								
	4.6	Supervise design using CAD								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 5: Draw fashion accessories	5.1	Draw fashion accessories from photographs								
	5.2	Use any design inspiration for drawing footwear, bags, hat e.t.c								
	5.3	Produce illustration to match fashion accessories using CAD								
LO 6: Design a collection	6.1	Discuss how to make an effective presentation								
	6.2	Draw a coordinated collections								
	6.3	Prepare a mini look book showing illustrations								
	6.4	Create an effective presentations using illustration								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR LEVEL 5 GARMENT MAKING

Unit 3: ADVANCED CLOTHING CONSTRUCTION AND TAILORING

Unit reference number: FLW/GMK/003/L5

QCF level: 4

Credit value: 6

Guided learning hours: 60

Unit Purpose:

This unit is designed to equip the learner with high professional skills in clothing construction.

Unit assessment requirements/ evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

UNIT 03: ADVANCED CLOTHING CONSTRUCTION AND TAILORING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate style adaptation according to fabric selection	1.1	Explain style adaptation in fashion.								
	1.2	Construct garment variations.								
	1.3	Supervise changes in garment sizes.								
	1.4	Adapt styles using suitable fabrics.								
LO 2: Know sewing machine attachments	2.1	Describe the uses of sewing machine attachments.								
	2.2	Supervise sewing machine attachments in garment production for different purposes.								
	2.3	Display the products.								
	2.4	Identify seams pucker in garments.								
	2.5	Correct garment seam pucker.								
LO 3: Demonstrate garments production	3.1	Select suitable support materials for garment production								
	3.2	Apply support materials appropriately								
	3.3	Produce garment with necklines variation								
	3.4	Sew garments with style lines								
	3.5	Sew garments with cowls								
	3.6	Sew garments with collars								
	3.7	Display Sewn products								
	3.8	Supervise sewn products								
LO 4: Know garment Fasteners	4.1	Describe fasteners used in producing garments								
	4.2	Supervise the production of garments with fasteners.								
	4.3	Check for faults in the attachments of fasteners								
	4.4	Remedy identified faults in 4.3								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR LEVEL5: FASHION AND GARMENT MAKING

Unit 4: PATTERN DRAFTING AND DRAPING

Unit Reference Number: FLW/GMK/004/L5

NSQ Level: 5

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is designed to equip the learner with high professional skills in pattern making using computer Aided Design (CAD)

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 4: PATTERN DRAFTING AND DRAPING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.			
Lo 1: Demonstrate pattern drafting skills with the use of CAD	1.1	Explain the need for design analysis on garments									
	1.2	Write out design analysis on various garment styles									
	1.3	Carry out free hand drafting using CAD To produce garment component patterns									
	1.4	Carry out pattern draping using CAD To produce patterns									
	1.5	Use CAD to add ease allowance on to the patterns produced in 1.1 and 1.2									
	1.6	Produce different pattern sets using size standard charts with grading tools									
	1.7	Create pattern making sets using CAD									
Lo 2: Demonstrate draping with the use of CAD	2.1	Explain any draping technique in pattern making									
	2.2	Carryout adaption processes of draping using CAD									
	2.3	Use the CAD to draw produce the draped pattern(s)									
Lo 3: Demonstrate the use of knock off method of pattern drafting	3.1	Enumerate knockoff processes to produce pattern using CAD									
	3.2	Describe different knock off methods in garment production									
	3.3	Use CAD to reproduce patterns									
LO 4: Demonstrate making pattern for	4.1	Produce patterns symmetric and asymmetric garment design									
	4.2	Modify patterns creating cowl skirts									

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.					
symmetrical and asymmetrical designed garment using CAD	4.3	Create patterns for cowl neck skirt, etc. using CAD											
	4.4	Plot drafted patterns											

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

Learning Resources: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING

Unit 5: COMPUTER AIDED DESIGN AND PRODUCTION

Unit Reference Number: FLW/GMK/005/L5

NSQ Level:	5
Credit Value:	6
Guided Learning Hours:	60

Unit Purpose: This unit is aimed to equip the learner with the knowledge and skills required to use fashion software applications effectively.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional discussion

Unit 5: COMPUTER AIDED DESIGN AND PRODUCTION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1; Demonstrate techniques in motif designs using CAD to produce fabric design	1.1	Create motifs with different patterns								
	1.2	Use techniques to create motifs designs on a figure								
	1.3	Use CAD to produce fabric designs								
	1.4	Create collection showing components of styles collections e.g. theme, colours, fabric e.t.c								
Lo:2 Practice use of software applications to cloth a figure	2.1	Use software applications to create basic designs								
	2.2	Discuss ways of making various designs using software								
	2.3	Discuss processes of using the different software								
	2.4	Use software to edit figure drawing								
	2.5	Use computer to create a look book for collections showing components of styles (Colour theme, fabrics, etc.)								
LO 3 Demonstrate Fashion Illustration with the aid of CAD	3.1	Carryout 3D product virtualisation in garment illustration								
	3.2	Carryout draping using software application								
	3.3	Carryout patterning using software application								
	3.4	Draw accessories using software application								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.5	Illustrate 2.1 – 2.4 with software applications								
LO 4 Demonstrate Clothing design using virtual models	4.1	Identify various software use for design of clothing								
	4.2	Create different figures using CAD								
	4.3	Create opaque and transparent garment using CAD								
	4.4	Use computer sketch books to illustrate 4.3								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING

Unit 6: ADVANCED FASHION DESIGN AND PRODUCTION

Unit Reference Number: FLW/GMK/006/L5

NSQ Level:	5
Credit Value:	6
Guided Learning Hours:	60

Unit Purpose: The aim of this unit is to equip the learner with knowledge to demonstrate high professional skills in creation of original designs for garment manufacturers.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional discussion

UNIT 6: ADVANCED FASHION DESIGN AND PRODUCTION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate understanding of textile materials.	1.1	Describe the various textile materials								
	1.2	Categorise the various textile materials in woven and dyed								
	1.3	Investigate the effect of colour on fabric usage among ethnic group								
	1.4	Produce dyed fabric								
	1.5	Display samples of various textile materials on a scrap book								
Lo:2 Carry out production test	2.1	Identify type of test suitable for textile product								
	2.2	Display finished textile production for test								
	2.3	Supervise testing of various finished product parameters for conformity to specifications (seam strength, seam allowances, garment measurement, etc								
Lo 3: Demonstrate the understanding of Current fashion trend in Nigeria	3.1	Evaluate fashion trends								
	3.2	Compare fashion trends in Nigeria as it affects culture, religion e.t.c								
	3.3	Produce garment showing current trend								
	3.4	Produce alternative fashion trends in the state of operation								
Lo 4: Demonstrate the production of new clothing lines in fashion design	4.1	Describe different types of clothing lines from a design								
	4.2	Illustrate variations of clothing lines from a given designs								
	4.3	Draft patterns for illustrated design in 4.2								
	4.4	Produce operational sequence using patterns drafted in 4.3								
	4.5	Plan workflow from materials								

LEARNING OUTCOME (LO) The learner will:	PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	receiving to finished product								
	4.6 Create work stations for for the lines in relation to the available resources								
	4.7 Display samples								
	4.8 Package finished product for delivery								
	4.9 Calculate appropriate wages and incentives to operators								
Lo 5: Exhibit personal and professional practice in supervision of production processes.	5.1 Outline professional practices in garment manufacturing processes								
	5.2 Carry out professional practice.								
	5.3 Supervise garment production processes								
	5.4 Organise a fashion show displaying garment collections								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

NATIONAL SKILLS QUALIFICATION

FASHION AND LEATHERWORK SECTOR LEVEL 5: FASHION AND GARMENT MAKING

Unit 7: TOTAL QUALITY MANAGEMENT

Unit Reference Number: FLW/GMK/007/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at equipping learner with sufficient skills and knowledge on quality control management

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

UNIT 7: TOTAL QUALITY MANAGEMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know total quality management	1.1	Explain total quality management in fashion industry.								
	1.2	State the importance of total quality management								
	1.3	State the different between quality control and quality assurance								
	1.4	Adapt the TQM tools for the production line								
Lo:2 Understand procurement and inspection of raw material	2.1	Explain procurement and inspection of raw materials								
	2.2	Explain inspection classification of raw material								
	2.3	Carry out raw material inspection and testing								
Lo 3: Understand acceptance criteria in garment production process	3.1	Explain acceptance criteria in garment production								
	3.2	Explain In process of quality control (IPQ) in production process								
	3.3	Explain Acceptable quality level (AQL) in production processes								
	3.4	Check finished product for conformity with the accepted quality level (AQL) of the garment industry								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. No.	Page No.
LO 4: Demonstrate total quality management procedures	4.1	Carry out pre-production quality control in garment production			
	4.2	Carry out quality control during garments production			
	4.3	Supervise garments construction processes in mass production			
LO5 Demonstrate final inspection and packaging	5.1	Explain final inspection in garment quality			
	5.2	Develop final inspection checklist			
	5.3	Use the developed checklist for inspection			
	5.4	Explain the importance of packaging			
	5.6	Explain procedures of packaging			
	5.7	Inspect packaging on finished garment			

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING

Unit 8: FASHION MERCHANDIZING

Unit Reference Number: FLW/GMK/008/L5

NSQ Level:	5
Credit Value:	2
Guided Learning Hours:	20

Unit Purpose: The Unit will equip the learner to acquire skill and knowledge in fashion business.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is not allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional discussion

Unit 8: FASHION MERCHANDIZING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Understand fashion marketing and merchandizing	1.1	Explain different fashion marketing concepts								
	1.2	Describe out different channels of marketing processes								
	1.3	Distinguish the different marketing techniques								
	1.4	Demonstrate the different fashion retail marketing techniques								
	1.5	Carry out various selling techniques								
LO 2: Demonstrate marketing process and innovation	2.1	Explain the relationship between fashion and marketing								
	2.2	List 3 types of fashion marketing (E-commerce, branding, etc)								
	2.3	Market fashion products using different marketing process								
LO 3: Demonstrate visual merchandising and display	3.1	Carry out visual merchandising of trends								
	3.2	Describe the relationship between the tools used in displaying and design elements								
	3.3	Use methods for constructing interior displays								
	3.4	Use methods for constructing exterior displays								
	3.5	Experiment merchandising with different forms of media and projects.								
LO4: Demonstrate pricing and promotion in	4.1	Explain promotion in fashion merchandising.								
	4.3	Enumerate the different between pricing, promotion and fashion marketing research.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
fashion marketing research	4.3	Use different form of pricing and promotions for project to conduct field research.								
LO5: Understand the Computer aided design for merchandising in digital fashion marketing	5.1	Apply technology advancement by fashion merchandiser and designer								
	5.2	Use various computer software for merchandising								
	5.3	Create designs to assist in advertising products								
	5.4	Create marketing materials using CAD software application for branding end products								
	5.5	Use CAD to create a look book for small businesses								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHERWORK SECTOR
LEVEL5: FASHION AND GARMENT MAKING

Unit 9: GARMENT EMBROIDERY

Unit Reference Number: FLW/GMK/009/L5

NSQ Level:	5
Credit Value:	4
Guided Learning Hours:	40

Unit Purpose: This unit is aimed at equipping the learner with the professional skill and knowledge of embroidery (surface ornamentation techniques)

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. *Simulation is allowed* in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional discussion

UNIT 9: GARMENT EMBROIDERY

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate the use of embroidery tools/equipment with safety precaution	1.1	Differentiate the type of embroidery tools and equipment								
	1.2	Operate embroidery equipment and their accessories								
	1.3	Select appropriate equipment for each type of embroidery								
	1.4	Use embroidery tools and equipment observing safety measures								
	1.5	Remedy minor faults on the equipment								
Lo:2 Demonstrate sample stitches, (temporary and permanent)	2.1	distinguish between temporary and permanent stitches								
	2.2	Select raw material for temporary stitches								
	2.3	Select raw material for permanent stitches								
	2.4	Prepare sample for temporary stitches								
	2.5	Prepare sample for permanent stitches								
	2.6	Display samples prepared in 2.4 and 2.5								
Lo3: Demonstrate use of different types of tracing method in garment embroidery	3.1	Explain types of tracing methods in embroidery								
	3.2	Select raw material, tools and equipment for each tracing methods								
	3.3	Carry out all method of tracing on different fabric safely								
Lo 4: Demonstrate embroidery stitches	4.1	Select a suitable raw material for different stitches (temporary and permanent)								
	4.2	Select suitable designs for garments								
	4.3	Select a suitable colour for the design using colour scheme								
	4.4	Show the placement of design on the fabric or garments								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	4.5	Select suitable machine embroidery stitches for the selected design								
	4.6	Carry out embroidery step by step by applying suitable stitches								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.



**LIST OF PARTICIPANTS AT THE NATIONAL OCCUPATIONAL STANDARD (NOS)
CRITIQUE WORKSHOP ON GARMENT MAKING HELD FROM 27TH – 30TH
SEPTEMBER, 2021 AT THE NBTE CONSULT, NO. 8 KAJURU CLOSE, U/RIMI,
KADUNA**

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NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING NSQ LEVEL 2

GENERAL INFORMATION

QUALIFICATION PURPOSE

This qualification is aimed at **equipping** of the learner **with** sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

- 28. History Of Clothing And Production Processes
- 29. Healthy Work Environment
- 30. Garment Illustration
- 31. Body Measurements
- 32. Cutting Of Fabric
- 33. Machine Routine Maintenance and services
- 34. Garment Construction
- 35. Garment Quality Control II
- 36. Garment Business
- 37. **Decorative** Embellishment I

FASHION AND LEATHER WORK SECTOR

LEVEL 2: FASHION GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L2	History Of Clothing And Production Processes	2	20	NSQ LEVEL 2
2	FLW/GMK/002/L2	Healthy Work Environment	2	20	NSQ LEVEL 2
3	FLW/GMK/003/L2	Garment Illustration	3	30	NSQ LEVEL 2
4	FLW/GMK/004/L2	Body Measurements	2	20	NSQ LEVEL 2
5	FLW/GMK/005/L2	Cutting Of Fabric	6	60	NSQ LEVEL 2
6	FLW/GMK/006/L2	Machine Routine Maintenance And Services	4	40	NSQ LEVEL 2
7	FLW/GMK/007/L2	Garment Construction	6	60	NSQ LEVEL 2
8	FLW/GMK/008/L2	Garment Quality Control	2	20	NSQ LEVEL 2
9	FLW/GMK/009/L2	Garment Business	2	20	NSQ LEVEL 2
		TOTAL	29	290	

Optional Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
10	FLW/GMK/006/L2	Garment Embellishment II	4	40	NSQ LEVEL 2
		TOTAL	4	40	

NOTE: This is a 35 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units and 4 from the optional unit. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Skills Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours

Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study Time or assessment required to achieve a qualification or unit of a qualification.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION GARMENT MAKING**

Unit 1: HISTORY OF CLOTHING AND PRODUCTION PROCESSES

Unit Reference Number: FLW/GMK/001/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to introduce the learner to the Fundamentals of clothing

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Professional Discussion (PD)
14. Other methods (Ot)

UNIT 01: HISTORY OF CLOTHING AND PRODUCTION PROCESS

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. Page No.
The learner will:		The learner can:		

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.				
Lo 1: Understand the History Of Clothing	1.1	Explain the History of clothing										
	1.2	Explain the influence of culture in clothing										
	1.3	Explain the effect of western clothing on the indigenous clothing										
Lo 2: Know the Production Processes	2.1	List the stages involved in producing a garment.										
	2.2	Discuss the basic production processes of garments										
	2.3	Explain the types of finishing in garment making										
Lo 3: Demonstrate how to Purchase Garment Making Raw Materials	3.1	Identify raw materials for garment making										
	3.2	Identify the quantity of raw materials for garment making										
	3.3	Cost the raw materials										
	3.4	Calculate unit cost of producing a garment (where applicable)										

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	
Date:	

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 2: HEALTHY WORK ENVIRONMENT

Unit Reference Number: FLW/GMK/002/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is about observing all the health and safety requirements in the Garment Making Industry.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (Ot)

Unit 2: HEALTHY WORK ENVIRONMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate Handling fabric waste in the garment industry	1.1	Identify the sources of waste in the garment workroom								
	1.2	Distinguish between usable and non usable waste								
	1.3	Sort usable and non usable waste								
	1.4	Dispose unusable waste								
	1.5	Recycle the useful waste								
Lo 2: Maintain healthy garment making work environment	2.1	Identify elements for a suitable garment production environment								
	2.2	Explain different sections in garment production environment								
	2.3	Select the suitable environment for garment production site in a garment industry								
	2.4	Demarcate sections in line with occupational requirement								
	2.5	Label each section of the								

LEARNING OBJECTIVE (LO) The learner will:	PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
	work environment		
	2.6 Arrange all necessary equipment for production in the work environment		
Lo 3: Understand garments making safety signs and symbols	3.1 Explain precautionary symbols in order to prevent accident.		
	3.2 Sketch signs and symbols signifying danger to operators and visitors		
	3.3 Sketch readable signs on appropriate methods of operation in line with health and safety standards.		

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 2: **FASHION AND** GARMENT MAKING**

Unit 3: GARMENT ILLUSTRATION

Unit Reference Number: FLW/GMK/003/L2

NSQ Level: 2

Credit Value: 3

Guided Learning Hours: 30

Unit Purpose: The aim of this unit is to equip learner with the required skills and knowledge to illustrate garment on a sketch pad.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 3: GARMENT ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate creative Ideas For Garment Designs	2.1	Enumerate sources of inspiration to create garment designs								
	1.2	Apply sources of inspiration to create garment designs								
	1.3	Describe tools and materials for designs								
	1.4	Sketch garment designs into the sketch pad								
Lo 2: Demonstrate Body Anatomy	2.1	Explain body anatomy <i>as it relates to garment making</i>								
	2.2	Locate the body landmarks								
	2.3	Identify body proportions								
	2.4	Identify different body poses								
Lo 3: Demonstrate the knowledge of Fabric Design	3.1	Define fabric grain								
	3.2	Describe the fabric grain								
	3.3	Use grains of plain fabric.								
	3.4	Describe elements of design								
	3.5	Apply elements of design to								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
		produce different motifs								
	3.6	Describe principles of design								
	3.7	Apply principles of design to produce a pattern.								
	3.8	Interpret fabric design								
LO4: Demonstrate the Knowledge of clothing a figure	4.1	Create designs for specific garment								
	4.2	Produce working drawing from designs created								
	4.3	Display the developed garment designs.								
	4.4	Draw basic garments designs using different body figure templates								
	4.5	Clothe the figure								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:

EQA Signature (if sampled)

Date:

RESOURCES: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 4: BODY MEASUREMENTS

Unit Reference Number: FLW/GMK/004/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is about the skills and knowledge required to utilize body measurement to create garments.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
14. Other methods (Ot)

Unit 4: BODY MEASUREMENTS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo1: Recognise Measuring Tools And Equipment (Analog And Digital)	1.1	Identify measurement tools and equipment								
	1.2	Describe measurement tools and equipment (Analog and Digital)								
	1.3	Explain the uses of measuring tools and equipment (Analog and Digital)								
	1.4	Use Measuring tools and equipment								
Lo 2: Demonstrate how to take Body Measurement using landmarks	2.1	Define landmarks								
	2.2	List body landmarks								
	2.3	Describe how to take body measurements								
	2.4	Take Body measurement using the body landmarks								
Lo 3: Demonstrate usage of measurement	3.1	create template for body measurements								
	3.2	Record body measurements								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
template	3.3	Add “ease allowance” in the measurement taken								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: tape measure, tailor’s chalk, ruler, painting materials, A4 paper, dummy/dress form, etc

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 5: CUTTING OF FABRIC

Unit Reference Number: FLW/GMK/005/L2

NSQ Level: 2

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge required to cut out different garments components from fabric.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation not is allowed.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 5: CUTTING OF FABRIC

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the Use of cutting tools and equipment	1.1	Select appropriate cutting tools for various materials								
	1.2	Describe the procedure of using cutting tools for various materials								
	1.3	Use basic cutting tools correctly								
	1.4	Store cutting tools properly when not in use.								
Lo 2: Demonstrate the ability To Cut garment Components	2.1	Identify the cutting instructions								
	2.2	Prepare the cutting layout according to the fabric design								
	2.3	Transfer cutting markings								
	2.4	Cut the basic garment components with precision								
	2.5	Store cutting tools after usage								
Lo 3: Prepare the cut Garment Components For Sewing										
	3.1	Sort the cut garment components								
	3.2	Bundle the cut garment components								
	3.3	Label the cut garment components								
	3.4	Transfer cut garment components								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
		to the sewing room								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: scissors, rotary knife cutter, straight knife cutter, fabric, tailor’s chalk, brown paper, interfacing (gum stay), etc.

FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING

Unit 7: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/006/L2

NSQ: Level: 2

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge needed to assemble Garment components.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation is not allowed in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 7: GARMENT CONSTRUCTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate the pre-assembling of cut garment components	1.1	List the order of garment assembly								
	1.2	Cross check markings								
	1.3	Match the garment components								
	1.4	Baste the garment components together								
	1.5	Outline the stages of fitting								
	1.6	Carry out test fitting on pre-assembled garment								
Lo 2: Demonstrate use of garment support materials	2.1	Select appropriate support materials to cut garment component								
	2.2	Prepare details for stitching support materials								
	2.3	Mark details for stitching support materials								
	2.4	Apply support materials								
Lo 3: Demonstrate	3.1	Construct each garment component								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
assembling of basic Garment Components	3.2	Press constructed basic garment components together								
	3.3	Assemble constructed basic garment components								
	3.4	Carry out final test fitting on the assembled basic garment								
	3.5	Identify constructed basic garment faults								
	3.6	Amend identified faults in 3.5 with supervision.								

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 8: GARMENT QUALITY CONTROL II

Unit Reference Number: FLW/GMK/007/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge that will ensure that all garment specifications are met during garment making.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation is not allowed in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 7: GARMENT QUALITY CONTROL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Demonstrate quality control method used for clothing	1.1	Measure finished garment dimensions								
	1.2	Check tolerance for finished garments dimensions								
	1.3	Carry out physical test, pull test, fatigue test, fabric density, stretch and composition test								
	1.4	Use the garment quality control procedure checklist								
Lo 2: Demonstrate quality control process	2.1	Create a standard operational procedure (SOP)								
	2.2	Carry out quality control								
	2.3	Review of quality processes								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	2.4	Get feedback from the review								
	2.5	Make improvement from feedback								
Lo 3: Demonstrate garment finishing	3.1	Check garment interior								
	3.2	Trim loose thread ends								
	3.3	Neaten raw edges of garments								
	3.4	Iron garments								
	3.5	Label garments produced								
	3.6	Package garments								

Learners Signature: Assessors Signature: IQA Signature (if sampled)	Date: Date: Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 9: GARMENT BUSINESS

Unit Reference Number: FLW/GMK/008/L2

NSQ Level: 2

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge required to set up and run a simple Garment Making Business.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 8: GARMENT MAKING BUSINESS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Know how to set up a Garment Making Business	1.1	Identify types of garment making businesses								
	1.2	Explain how to choose a business name.								
	1.3	Explain how to register the business name								
	1.4	Enumerate the requirements for setting up a garment making business, example; space, staff, etc								
Lo 2: Understand Sources of Funds for garment making business	2.1	Identify the sources of funds								
	2.2	Differentiate the sources of fund								
	2.3	Explain the requirements of source of fund								
	2.4	Describe how to make a simple budget								
Lo 3: Understand how to market a Finished Garment.	3.1	Define market survey								
	3.2	Explain how to conduct a market survey								
	3.3	State the importance of identifying the marketing needs								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.4	State the steps of identifying the marketing needs								
	3.5	Market the finished garment								
	3.6	Record transactions								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: ledgers, writing materials, cash book, calculator, etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 9: BASIC MACHINE MAINTENANCE AND SERVICES

Unit Reference Number: FLW/GMK/009/L2

NSQ Level: 2

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is about the skills and knowledge required to carry out maintenance of the machines used in garment making.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

8. Direct Observation/oral questions (DO)
9. Question and Answer (QA)
10. Witness Testimony (WT)
11. Personal statement (PS) or Reflective Practice (RP)
12. Work Product (WP)
13. Recognition of Prior Learning (RPL)
- 14.** Other methods (Ot)

Unit 9: BASIC MACHINE MAINTENANCE AND SERVICES

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Carry out Routine Maintenance	1.1	List types of maintenance								
	1.2	Identify basic tools for machine maintenance.								
	1.3	Locate machine parts for routine maintenance								
	1.4	Remove fibre machine dust								
	1.5	Lubricate machine parts								
Lo 2: Carry Out Periodic Equipment Servicing	2.1	Identify sewing machine mechanisms								
	2.2	Plan for sewing machine periodic service								
	2.3	Service sewing machines								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: lubricating oil, brushes, sewing machine, screw driver etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 10: DECORATIVE EMBELISHMENT I

Unit Reference Number: FLW/GMK/006/L2

NSQ Level: 2

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge to carryout decorative embellishment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 11: GARMENT EMBELISHMENT II

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know decorative embellishment	1.1	Define decorative embellishment								
	1.2	List types of decorative embellishment								
	1.4	Classified decorative embellishment								
		Collect examples of classified structural embellishment								
	1.5	Display examples collected in 1.4 using any medium								
LO; 2 Know tools and equipment for decorative embellishment	2.1	Identify tools and equipment used for different types of embellishment								
	2.2	State the use of each tool used in decorative embellishment								
	2.3	Explain the care of the tool used for decorative embellishment								
Lo 3:	3.1	Illustrate decorative								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
Demonstrate decorative Embellishments		embellishment for various kinds of garments types		
	3.2	Assist in Selecting appropriate designs for specific garments		
	3.3	Assist in Producing decorative embellishment for selected design		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc.

TEAM LIST

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NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING NSQ LEVEL 3

GENERAL INFORMATION

QUALIFICATION PURPOSE

This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce garments, carry out repairs and alterations, embellish garments, embroidery and support experienced workers in the industry.

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

- 38. History of Costume
- 39. Fashion Illustration
- 40. Sewing tools and equipment
- 41. Pattern Drafting
- 42. Fashion Materials
- 43. Garment Construction II
- 44. Garment Quality Control III.
- 45. Garment Merchandising
- 46. Structural embellishment

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR**

LEVEL 3: FASHION AND GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/001/L3	History Of Costume	2	20	NSQ LEVEL 3
2	FLW/GMK/002/L3	Fashion Illustration	3	30	NSQ LEVEL 3
3	FLW/GMK/003/L3	Sewing tools and equipment	2	20	NSQ LEVEL 3
4	FLW/GMK/004/L3	Pattern Drafting	4	40	NSQ LEVEL 3
5	FLW/GMK/005/L3	Fashion Materials	2	20	NSQ LEVEL 3
6	FLW/GMK/006/L3	Sewing Construction	6	60	NSQ LEVEL 3
7	FLW/GMK/007/L3	Garment Quality Control	2	20	NSQ LEVEL 3
8	FLW/GMK/008/L3	Garment Merchandising	2	20	NSQ LEVEL 3

Optional Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	FLW/GMK/009/L2	Structural embellishment	4	40	NSQ LEVEL 3

NOTE: This is a 35credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units and 4 from the optional unit. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner acquiring sufficient knowledge and skills in the work environment to produce basic garments, carry out basic repairs and alterations, embellish the garments and support experienced workers in the industry.
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GUIDE

Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Skills Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.

Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study Time or assessment required to achieve a qualification or unit of a qualification.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR**

LEVEL 3: **FASHION AND GARMENT MAKING**

Unit 1: HISTORY OF COSTUME

Unit Reference Number: FLW/GMK/001/L3

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the knowledge and understanding of history of costume.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Professional Discussion (PD)
21. Other methods (Ot)

UNIT 01: HISTORY OF COSTUME

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Understand History Of Clothing	1.1	Explain the historical development of clothing								
	1.2	Explain the development of various costumes								
	1.3	Identify the mode of dressing of Africans								
	1.4	Differentiate the cultural background of clothing								
	1.5	Display an album of various costumes (ancient and Modern)								
Lo 2: Know the Significance of clothing	2.1	State the significance of clothing								
	2.2	Explain the meaning of contemporary costume								
	2.3	Explain the influence of clothing and costume to the contemporary fashion								
Lo 3: Understand the influence of past fashion trends on	3.1	Evaluate the current trend in traditional costume								
	3.2	Evaluate the current trend in contemporary costumes								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
present and future styles	3.3	List the factors that influence clothing designs									
	3.4	State the impact of the factors in modern clothing									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING

Unit 2: FASHION ILLUSTRATION

Unit Reference Number: FLW/GMK/002/L3

NSQ Level: 3

Credit Value: 3

Guided Learning Hours: 30

Unit Purpose: The aim of this unit is to equip the learner with the knowledge and skills of Fashion Illustration.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)
19. Work Product (WP)
20. Recognition of Prior Learning (RPL)
21. Other methods (Ot)

Unit 2: FASHION ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate Fashion illustration skills	1.1	Produce different strokes of lines								
	1.2	Produce female/male fashion templates								
	1.3	Apply body proportions								
Lo 2: Demonstrate Garment designs illustration	2.1	illustrate garment designs for the different human poses, e.g children/women/men wears								
	2.2	Develop variety of illustrations using coloured pencils, water colours, ink, etc								
	2.3	Use various illustration techniques to produce different types of textures in garments								
	2.4	Use different body proportions to illustrate male/female and children of different ages								
	2.5	Label each section								
	2.6	Use the developed body proportions to create garment designs								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 3: Demonstrate Fashion portfolio	3.1	Describe fashion design portfolio								
	3.2	Describe how to plan a fashion design portfolio								
	3.3	Plan a fashion design portfolio								
	3.4	Produce fashion design portfolios								
	3.5	Display fashion design portfolio								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 3: SEWING TOOLS AND EQUIPMENT

Unit Reference Number: FLW/GMK/003/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge of sewing tools and equipment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)
26. Work Product (WP)
27. Recognition of Prior Learning (RPL)
28. Other methods (Ot)

Unit 3: SEWING TOOLS AND EQUIPMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Understand equipment manual	1.1	Explain garment making equipment manual								
	1.2	Pinpoint safety indicators and their meanings								
	1.3	Identify the equipment safety symbols								
	1.4	Assist in installation of the equipment								
Lo 2: Understand equipment usage	2.1	Mention parts of the equipment								
	2.2	State the functions of each part of the equipment mentioned 3.1 above								
	2.3	Adjust equipment speed in accordance with operation								
	2.4	Use the equipment to perform required operation								
Lo 3: Perform equipment	3.1	Clean equipments								
	3.2	Drain oil from equipments								
	3.3	Lubricate equipments								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
maintenance											
	3.4	Replace minor damaged parts of equipments									

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 2: FASHION AND GARMENT MAKING**

Unit 4: PATTERN DRAFTING

Unit Reference Number: FLW/GMK/004/L3

NSQ Level: 3

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the knowledge of pattern drafting.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)
26. Work Product (WP)
27. Recognition of Prior Learning (RPL)
28. Other methods (Ot)

Unit 4: PATTERN DRAFTING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate knowledge of pattern drafting	1.1	Define pattern drafting								
	1.2	Identify the pattern drafting signs and notations								
	1.3	Describe pattern drafting methods								
	1.4	Draft a simple pattern and indicate signs and notations								
	1.5	Label patterns								
Lo 2: Demonstrate pattern making principles	2.1	Identify the basic blocks used in pattern drafting								
	2.2	Describe the processes involved in pattern drafting using basic blocks.								
	2.3	Draft pattern master plan using various basic bodice blocks.								
	2.4	Trace out pattern pieces of various component parts.								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
	2.5	Add seam allowances to pattern pieces and cut									
Lo 3: Demonstrate Basic Block manipulation principles	3.1	List pattern the making principles									
	3.2	Explain the pattern making principles									
	3.3	Identify each pattern making principle									
	3.4	Use the pattern making principle to create various styles									
	3.5	Draft styles created in above 3.4 above									
	3.6	Cut out garment parts using pattern pieces									
	3.7	Assemble garment parts									
LO4: Demonstrate use of Basic blocks to produce collar and sleeves.	4.1	Identify the types of collar									
	4.2	Describe the different collar types									
	4.3	Identify the types of sleeves									

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	4.4	Describe the different sleeve types								
	4.5	Use the basic blocks to produce collars.								
	4.6	Use basic blocks to produce sleeves								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

National Skills Qualification

**FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 5: FASHION MATERIALS

Unit Reference Number: FLW/GMK/005/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is designed to equip learner with the knowledge and skills of fashion materials.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

15. Direct Observation/oral questions (DO)
16. Question and Answer (QA)
17. Witness Testimony (WT)
18. Personal statement (PS) or Reflective Practice (RP)

- 19. Work Product (WP)
- 20. Recognition of Prior Learning (RPL)
- 21. Other methods (Ot)

Unit 5: FASHION MATERIALS

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo1: Understand Basic Fabric Classification	1.1	List the process of conversion of fibre to fabric								
	1.2	Describe the various techniques of fabric production								
	1.3	Classify the various types of fabric								
Lo 2: Understand the care of fabrics used in garment making	2.1	Identify the care instruction, symbols etc on fabric care labels								
	2.2	Interpret the care symbols on labels								
	2.3	Treat the fabric according to the care instructions during stages of processing								
Lo 3: Demonstrate the knowledge of support material used in Garment	3.1	Identify the support materials for fashion e.g interfacing, lastics, linings, underlinings, etc								
	3.2	Select support fashion materials								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
making		to suite an appropriate purpose								
	3.3	Use the support materials listed in 3.1								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 6: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/006/L2

NSQ Level: 2

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge of garment construction.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation not is allowed.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)

- 25. Personal statement (PS) or Reflective Practice (RP)
- 26. Work Product (WP)
- 27. Recognition of Prior Learning (RPL)
- 28. Other methods (Ot)

Unit 6: GARMENT CONSTRUCTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO1: Recognise garment construction equipment	1.1	Identify equipment for garment construction								
	1.2	Adjust equipment settings to perform garment making processes								
	1.3	Use the equipment to construct garments effectively								
Lo 2: Demonstrate sewing processes in constructing various garments	2.1	Write operation breakdown								
	2.2	Identify the garment details eg collar, pockets, sleeves, etc shown in various garment illustrations								
	2.3	Identify positions for garment components								
	2.4	Use the order of sewing various garment (operation								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
		breakdown) in 2.1								
	2.5	Construct various garments using the operation engineering								

Learners Signature:	Date:
Assessors Signature:	Date
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: scissors, rotary knife cutter, straight knife cutter, fabric, tailor’s chalk, brown paper, interfacing (gum stay), etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 7: GARMENT QUALITY CONTROL

Unit Reference Number: FLW/GMK/007/L2

NSQ: Level: 2

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge needed to assess assembled Garment components parts and finished garment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation is not allowed in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)

- 24. Witness Testimony (WT)
- 25. Personal statement (PS) or Reflective Practice (RP)
- 26. Work Product (WP)
- 27. Recognition of Prior Learning (RPL)
- 28. Other methods (Ot)

Unit 7: GARMENT QUALITY CONTROL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate understand of garment specification chart	1.1	Recognise garments specification charts								
	1.2	Select the appropriate raw materials for garment making								
	1.3	Check garment specification with standards provided								
	1.4	Use specification charts to check finished garments								
Lo 2: Recognise defects in garment produced	2.1	Detect defects on garments produced								
	2.2	Differentiate defects on garments produced								
	2.3	Perform alternation on								

LEARNING OBJECTIVE (LO) The learner will:	PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
	garment with mild or minor defects		
	2.4 Reject garment with major defects		
Lo 3: Recognise faults on garments	3.1 Distinguish garments faults		
	3.2 Detect garment faults		
	3.3 Repair garment faults		
	3.4 Reject garment major faults		
	3.5 Implement total garment quality control		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 8: FASHION MERCHANDIZING

Unit Reference Number: FLW/GMK/007/L2

NSQ Level: 3

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to equip the learner with the skill and knowledge of fashion marketing

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Simulation is not allowed in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)

- 26. Work Product (WP)
- 27. Recognition of Prior Learning (RPL)
- 28. Other methods (Ot)

Unit 8: FASHION MERCHANDIZING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo :1 Understand fashion merchandizing concept and terminologies	1.1	Define fashion merchandizing								
	1.2	State the scope of fashion industry								
	1.3	Explain fashion merchandizing concept								
	1.4	List terminologies (fashion trend, fashion design forecasting, fashion followers, etc)								
	1.5	Explain types of merchandizing in fashion industry e.g retail, expert,								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
		visual, etc								
	1.6	Estimate demand for certain kind of merchandise using this concept								
	1.7	Display fashion merchandizing product								
	1.8	Get feedback on display product								
	1.9	Review feedback								
Lo 2: Know advert concept in fashion industry	2.1	Explain advertisement concept in the fashion industry								
	2.2	State how to implement traditional advertising in the fashion industry								
	2.3	Enumerate how								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
		to implement the advertising in fashion industry								
	2.4	Distinguish between modern and traditional advertising concept								
	2.5	Explain how the modern and traditional could be put to use effectively								
Lo 3: Understand the overview of fashion sales promotion	3.1	Define sales promotion								
	3.2	Give an overview of fashion sales promotion								
	3.3	Enumerate the advantages of sales promotion								
	3.4	List the strategies in								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type	Evidence Ref. Page No.
		promoting sales		

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 3: FASHION AND GARMENT MAKING**

Unit 9: STRUCTURAL EMBELISHMENT

Unit Reference Number: FLW/GMK/006/L3

NSQ Level: 3

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: The aim of this unit is to equip the learner with the skills and knowledge to carry out structural embellishment

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)

- 26. Work Product (WP)
- 27. Recognition of Prior Learning (RPL)
- 28. Other methods (Ot)

Unit 9: STRUCTURAL EMBELISHMENT

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know structural embellishment	1.1	Define structural embellishment								
	1.2	List types of structural embellishment								
	1.3	Classified structural embellishment								
	1.4	Collect example of classified structural embellishment								
	1.5	Display examples collected in 1.4 using any medium								
LO; 2 Know tools and equipment for structural	2.1	Identify tools and equipment used for different types of embellishment								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
embellishment	2.2	State the use of each tools used in structural embellishment								
	2.3	Explain the care of the tools used for structural embellishment								
Lo 3: Demonstrate decorative Embellishments	3.1	Illustrate structural embellishment for various kinds of garments types								
	3.2	Select appropriate designs for specific garments								
	3.3	Produce structural embellishment for selected design								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:

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NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING

NSQ LEVEL 4

GENERAL INFORMATION

QUALIFICATION PURPOSE:

This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit

QUALIFICATION OBJECTIVES

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

12. Safety Precautions
13. Fabrics [Selection](#)
14. Basic ICT Skills
15. Fashion Illustration II
16. Use of Standard Measurements
17. Pattern Drafting II
18. Garment Construction
19. Fitting / modelling
20. Garment Quality Control IV
21. Decorative Embellishment II
22. Small Business Management

FASHION AND LEATHER WORK SECTOR

LEVEL 1: GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark	
1	FLW/GMK/001/L4	Safety And Precaution	2	20	NSQ 4	LEVEL
2	FLW/GMK/002/L4	Fabrics Selection	2	20	NSQ 4	LEVEL
3	FLW/GMK/003/L4	Basic ICT Skills	3	30	NSQ 4	LEVEL
4	FLW/GMK/004/L4	Fashion Illustration II	3	30	NSQ 4	LEVEL
5	FLW/GMK/005/L4	Use of Standard Measurement	2	20	NSQ 4	LEVEL
6	FLW/GMK/006/L4	Pattern Drafting II	4	40	NSQ 4	LEVEL
7	FLW/GMK/007/L4	Garment and construction assembling	6	60	NSQ 4	LEVEL
8	FLW/GMK/008/L4	modelling and Fitting	2	20	NSQ 4	LEVEL
9	FLW/GMK/009/L4	Garment Quality Control IV	2	20	NSQ 4	LEVEL
10	FLW/GMK/010/L4	Small Business Management	4	40	NSQ 4	LEVEL

OPTIONAL UNIT

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
11	FLW/GMK/011/L4	Decorative embellishment II	2	20	Optional

NOTE: This is a 31 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit.
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Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Vocational Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.

Unit guided learning hours	The average number of hours of supervised or directed study time or assessment required to achieve a qualification or unit of a qualification.
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National Skills Qualification
FASHION AND LEATHERWORK SECTOR

LEVEL 4: FASHION AND GARMENT MAKING

Unit 1: SAFETY PRECAUTIONARY PRACTICES

Unit Reference Number: FLW/GMK/001/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The aim of this unit is to ensure that the fashion designer within the workplace identifies and applies safety work practice in accordance with garment making industry procedure and legislative requirements

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which Garments are being produced. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

22. Direct Observation/oral questions (DO)
23. Question and Answer (QA)
24. Witness Testimony (WT)
25. Personal statement (PS) or Reflective Practice (RP)
26. Work Product (WP)
27. Recognition of Prior Learning (RPL)
28. Professional Discussion

UNIT 01: Safety Precautionary Practices

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate safety work practices and instructions	1.1	Interpret safety signs and symbols								
	1.2	Utilize safety signs and symbols interpreted in (1.2 above)								
	1.3	Carry out work safety practices and instructions								
	1.4									
Lo 2: understand safety hazard and risks	2.1	Identify work environmental hazards and risks.								
	2.2	Take appropriate personal actions on identified hazards and risks.								
	2.3	Identify types of environmental hazards and risks in surface area.								
	2.3	Give guideline to resolve an occurring environmental hazard.								
	3.1	List personal protective equipment in fashion industry								
Lo 3: Comply with own duties and obligations as defined in the health and safety rules.	3.2	Explain personal protective equipment.								
	3.3	Explain source of procuring personal protective equipment.								
		Use appropriate PPE								
	4.1	Identify personal protective equipment needed for own role.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 4: Know appropriate workplace kits.	4.2	Explain the use of PPE as it relates to work at hand.								
	4.3	Select suitable PPE for the activity to be undertaken.								
	4.4	Dress appropriately with the selected PPE in 4.3								
	4.5	Observe proper housekeeping in compliance with safe work environmental procedures								
	4.6	Carry out duties in Compliance with the work Place safety procedure.								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 4: GARMENT MAKING**

Unit 2: FABRICS SELECTION

Unit Reference Number: FLW/GMK/002/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at equipping the learner to be able to know more on fabrics and their uses.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. in which learning and human development is carried out. **Simulation is allowed** (where/when necessary) in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 2: FABRICS SELECTION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Know types of Fabrics	1.1	Define fabric.								
	1.2	Describe the various types of fabrics								
	1.3	Differentiate the different types of fabrics								
	1.4	Categorise the types of fabric using the source, structure, texture and surface design								
	1.5	Select appropriate fabrics for specific use and seasons								
	1.6	Collect samples of fabrics in each category								
LO 2: Know fabric properties and their characteristics	2.1	Carry out test to identify fabric properties and uses.								
	2.2	Discuss factors that influence fabric characteristics and the end product.								
	2.3	Describe the effect of fabric on the skin								
	2.4	Choose fabrics for different end-uses.								
LO 3: Demonstrate fabric structures and texture	3.1	Describe fabric structures.								
	3.2	Describe the characteristics of fabric structures.								
	3.3	Explain how to render different fabric types in relation to texture type and choice of garment design.								
LO 4: Understand fabric composition	4.1	Describe the importance of fabric composition								
	4.2	Utilize different surface design on fabric to produce garments								
	4.3	Suggest end product for different fabric composition								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

Unit 3: BASIC ICT SKILLS

Unit reference number: FLW/GMK/003/L4

QCF level: 4

Credit value: 3

Guided learning hours: 30

Unit Purpose:

This unit will equip the learner with the ability to demonstrate the skills and knowledge on how to use smart phone and computer effectively at work place;

Unit assessment requirements/ evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

UNIT 03: BASIC ICT SKILL

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the ability to interpret the menu of smart phone	1.1	Identify the icons on the menu of a smart phone								
	1.2	List the icons on the menu of a smart phone								
	1.3	Locate the position of the icons on the menu of a smart phone								
	1.4	Use each icon in 1.2 for a specified task								
LO 2: Observe safety regulations when using a smart phone	2.1	State the safety rules to be observed in the use and handling of a smart phone.								
	2.2	Identify unsafe acts.								
	2.3	State the importance of safeguarding the information on a smart phone.								
	2.4	Safeguard the task in 1.4								
LO 3: Demonstrate various applications on a smart phone	3.1	Connect to the internet using smart phone								
	3.2	Show evidence of opening a bank account								
	3.3	Transfer money using smart phone								
	3.4	Snap pictures of product using smart phone								
	3.5	Place an advert using a smart phone via social media								
	3.6	Use smart for record keeping								
LO 4: Demonstrate the	4.1	Explain the uses of computer in fashion and garment making								
	4.2	List the software used for fashion and garment making.								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
ability to use computer	4.3	Identify software listed in 4.2 above									
	4.4	Use the software listed in 4.2									
LO 5: Understand computer Aided Design in fashion (CAD)	5.1	List the components of a CAD									
	5.2	Describe the functions of the component listed in 5.1 above									
	5.3	Use CAD to create a design for garment production									
	5.4	Use CAD to illustrate garment design on a figure									
	5.5	Print out the designed garment for production									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 4: FASHION AND GARMENT MAKING**

Unit 4: FASHION ILLUSTRATION II

Unit Reference Number: FLW/GMK/004/L4

NSQ Level: 4

Credit Value: 3

Guided Learning Hours: 40

Unit Purpose: The aim of this unit to equip the learner with knowledge, skills and techniques of sketch and illustrations.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 4: Fashion Illustration II

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.				
Lo 1: Demonstrate sketching and illustration skills	1.1	Discuss sketching and illustration in garment making										
	1.2	Define fashion illustration										
	1.3	State reasons for fashion illustration										
	1.4	Sketch angles of figure in fashion illustration										
	1.5	Illustrate different body parts applying proportions										
	1.6	Illustrate fashion figure										
Lo 2: Apply life drawing in fashion	2.1	Define life drawing										
	2.2	States reasons for life drawing										
	2.3	Draw a life figure										
	2.4	Apply proportion in a life drawing										
	2.5	Observe the human body figure applying the accurate proportion										
Lo 3: Demonstrate clothing a figure	3.1	Identify techniques for clothing a fashion figure										
	3.2	Use the identified techniques in 3.1 to clothe a fashion figure										
	3.3	Display illustration made in 3.2										

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

Learning Resources: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING**

Unit 5: USE OF STANDARD MEASUREMENT

Unit Reference Number: FLW/GMK/005/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is designed to equip the learner with methods of measurement in relation to standard size chart.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 5: USE OF STANDARD MEASUREMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand standard measurements	1.1	Explain standard size chart								
	1.2	Enumerate body sizes								
	1.3	Discuss the difference in sizes								
	1.4	Identify measurement needed for garment designs								
	1.5	Produce a standard body measurement chart using size range.								
	1.6	Use body measurement chat to draft patterns to commercial standard								
Lo:2 Understand body landmarks	2.1	Identify body landmarks on a figure								
	2.2	Explain the body landmarks								
	2.3	Take body measurement for children showing landmarks								
	2.4	Take body measurement for Adult showing landmarks.								
Lo 3: Demonstrate the use of standard size chart for mass production	3.1	Identify different sizes in a standard size chart.								
	3.2	Differentiate metrics and imperial standard size chart.								
	3.3	Use sizes on standard size chart in drafting.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.4	Compare sizes taken from a model and sizes on the size chart.								
	3.5	Use sizes for mass production								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

Unit 6: PATTERN DRAFTING II

Unit Reference Number: FLW/GMK/006/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner on how to make patterns of garment components, laying and cutting fabrics using the pattern making methods

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 6: PATTERN DRAFTING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate different pattern making methods.	1.1	Describe the different pattern making methods								
	1.2	State the Advantages and Disadvantages of each method								
	1.3	List the procedures of making patterns								
	1.4	Produce patterns using the different pattern making methods								
Lo:2 Demonstrate uses of basic block making style variations	2.1	Use the basic block to produce pattern variation in master plan								
	2.2	Use pattern making principles in making pattern variations								
	2.3	Show pattern makings and pattern symbols								
	2.4	Trace out pattern pieces and add seam allowances								
	2.5	Produce a pattern envelop to commercial standard								
Lo 3: Demonstrate pattern alteration and grading	3.1	Differentiate pattern alteration and pattern grading								
	3.1	Make pattern alterations								
	3.2	Trace out the pattern altered pieces								
	3.3	Grade patterns to different sizes								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.4	Trace out pattern pieces								
	3.5	Label patterns appropriately								
Lo 4: Demonstrate solving fitting issues as related to pattern development	4.1	Produce a toile for all drafted pattern pieces								
	4.2	Fit toile to check for fitting								
	4.3	Mark out areas to be corrected or adjusted.								
	4.4	Adjust patterns according to making in 4.3								
Lo 5: Demonstrate marker making in garment production	5.1	Outline procedure for laying out patterns on a given fabric or maker								
	5.2	Layout the patterns pieces on a given fabric observing the correct layout procedures.								
	5.3	State the factors that affect a maker								
	5.4	Measure the marker length and width								
	5.5	Draw a scaled down marker								
Lo 6: Understanding cutting techniques	6.1	Identify the appropriate types of shears for cutting laid out fabric								
	6.2	Plan cutting for mass production								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	6.3	Outline the correct practice for cutting fabric from pattern layout								
	6.4	Cut fabric correctly according to pattern layout using the appropriate tools and equipment								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 4: FASHION AND GARMENT MAKING**

Unit 7: GARMENT CONSTRUCTION

Unit Reference Number: FLW/GMK/007/L4

NSQ Level: 4

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip learner with skills and knowledge of garment construction for mass production.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 7: GARMENT CONSTRUCTION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.						
Lo:1 Understand garment construction	1.1	Explain garment construction processes.											
	1.2	Outline garment processes by division of labour											
	1.3	Describe techniques for garment construction in mass production											
Lo:2 Demonstrate of different seams in garment construction	2.1	Enumerate different types of seams											
	2.2	Explain uses of seams used in 2.1 above											
	2.3	Make seams on garment component parts											
	2.4	Use seams in garment construction											
Lo 3: Understand Construct of garment component in mass production	3.1	Identify garment components											
	3.2	Construct garment component											
	3.3	Display constructed garment components											
	4.1	Identify equipment for a specific garment to be											

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.			
Demonstrate garment construction for mass production		constructed									
	4.2	Outline operation breakdown , operation engineering and operation specialisation									
	4.3	Supervise garments construction processes									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc

LEVEL 4: FASHION AND GARMENT MAKING

Unit 8: MODELING AND FITTING

Unit Reference Number: FLW/GMK/008/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The Unit will equip the learner with the ability to assist in garment fitting and modelling.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 8: MODELLING AND FITTING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate the knowledge of modelling in fashion	1.1	Supervise garment sampling								
	1.2	Perform style adaptation on a model								
	1.3	Describe garment modelling								
	1.4	Prepare models for exhibition fashion products								
	1.5	Carry out garment design projects								
LO 2: Know garment fit processes	2.1	Explain accurate sizing details								
	2.2	Mark gapping on Models								
	2.3	Adjust all marked areas								
	2.4	Check refit of garments on Model								
LO 3: Demonstrate knowledge of Modelling in a runway	3.1	Select produced lines of garments for a runway								
	3.2	Prepare Model for outdoor shows								
	3.3	Organize the runway event								
	3.4	Supervise the events								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL4: FASHION AND GARMENT MAKING**

Unit 9: GARMENT QUALITY CONTROL IV

Unit Reference Number: FLW/GMK/009/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner to know and maintain the quality of the products in a garment factory

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 9: GARMENT QUALITY CONTROL IV

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand quality assurance in garment industry	1.1	Explain quality assurance								
	1.2	Identify types of quality assurance								
	1.3	Explain quality Management.								
Lo:2 Understand fabric Quality Control in fashion	2.1	Describe fabric Inspection and fabric grading								
	2.2	Identify types of fabric defects								
	2.3	Carry out inspection and grading on fabrics								
Lo 3: Demonstrate fabric testing and quality assurance	3.1	Explain fabric testing								
	3.2	Lists types of fabric testing								
	3.3	List equipment for fabric testing								
	3.4	Carry out fabric testing								
Lo 4: Carry out Inspection procedures and Inspection check point.	4.1	Explain types of inspections								
	4.2	Explain the inspection procedures								
	4.3	Identify the garment check points								
	4.4	Carry out garment inspections								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

LEVEL4: FASHION AND GARMENT MAKING

Unit 10: DECORATIVE EMBELLISHMENT II

Unit Reference Number: FLW/GMK/010/L4

NSQ Level: 4

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner with the skills and knowledge to carry out decorative embellishment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional Discussion

Unit 10: DECORATIVE EMBELLISHMENT II

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand decorative embellishment	1.1	Explain decorative embellishment								
	1.2	Describe the types of decorative embellishments								
	1.3	Classify decorative embellishment.								
Lo:2 Demonstrate decorative embellishment on garments	2.1	Carry out decorative embellishment for male garments								
	2.2	Carry out decorative embellishment for female garments								
	2.3	Carry out decorative embellishment for children garments								
Lo 3: Demonstrate decorative embellishment on fashion accessories	3.1	Identify different fashion accessories								
	3.2	Describe functional and non-functional decorative embellishment for fashion accessories								
	3.3	Use decorative embellishment on fashion accessories identified in 3.1 above								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

Unit 11: SMALL FASHION BUSINESS MANAGEMENT

Unit Reference Number: FLW/GMK/011/L4

NSQ Level: 4

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at equipping the learner demonstrate understanding of small fashion business management

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional Discussion

Unit 11: SMALL FASHION BUSINESS MANAGEMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Understand garment making business	1.1	Identify the types of fashion businesses								
	1.2	Choose a business name								
	1.3	Register the business name								
Lo:2 Demonstrate the ability to source funds	2.1	Prepare cost of project								
	2.2	Calculate capital investment								
	2.3	Prepare Internal process flow chart								
	2.4	Make a budget								
Lo 3: Demonstrate fashion merchandising	3.1	Conduct market survey								
	3.2	Price fashion products								
	3.3	Advertise fashion products								
	3.4	Sell fashion products								
	3.5	Record all transactions								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:

EQA Signature (if sampled)

Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

TEAM LIST

S/N	NAME	ADDRESS
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1	Comfort Mado-Alabi, PHD	Kaduna Polytechnic navavedupe@yahoo.com 08034707700
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NATIONAL SKILLS QUALIFICATION

FASHION AND GARMENT MAKING

NSQ LEVEL 5

GENERAL INFORMATION

QUALIFICATION PURPOSE:

This qualification is aimed at the ability of the learner to exhibit high level of personal and professional practices in supervision in the work environment.

QUALIFICATION OBJECTIVES:

To achieve this qualification, the learner should be able to demonstrate the knowledge and skills of:

10. Communication
11. Fashion Illustration III
12. Advance clothing construction and tailoring
13. Pattern drafting and draping
14. Computer Aided design and production
15. Advanced fashion design and production
16. Total Quality Management
17. Fashion merchandising
18. Garment embroidery (Optional)

**NATIONAL SKILLS QUALIFICATION
FASHION AND LEATHER WORK SECTOR**

LEVEL 5: FASHION AND GARMENT MAKING

Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark	
1	FLW/GMK/001/L5	Communication	2	20	NSQ 5	LEVEL
2	FLW/GMK/002/L5	Fashion illustration	2	20	NSQ 5	LEVEL
3	FLW/GMK/003/L5	Advanced clothing construction and tailoring	6	60	NSQ 5	LEVEL
4	FLW/GMK/004/L5	Pattern drafting and draping	4	40	NSQ 5	LEVEL
5	FLW/GMK/005/L5	Computer aided design and production	6	60	NSQ 5	LEVEL
6	FLW/GMK/006/L5	Advanced fashion design and production	6	60	NSQ 5	LEVEL
7	FLW/GMK/007/L5	Fashion merchandizing	4	40	NSQ 5	LEVEL
8	FLW/GMK/008/L5	Quality Assurance	2	20	NSQ 5	LEVEL

OPTIONAL UNIT

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning	Remark	
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				Hours	
9	FLW/GMK/09/L5	Garment embroidery	4	40	Optional

NOTE: This is a 31 credit qualification. To achieve this qualification; Learners are required to achieve 31 Credit from the mandatory units. Each Credit is equivalent to approx. 10 Guided Learning Hours (GLH). The Total Learning Hours will therefore consist of the GLH *plus* the independent learning hours of the candidate, which is generally 50% – 150% of the GLH. ***The actual Total Learning Hours for each Credit will then be a minimum of 15 hours.***

Qualification Purpose:	This qualification is aimed at the ability of the learner to be able to supervise production processes in the work environment, setup and manage a small scale fashion design production unit.
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Unit title	Provides a clear explanation of the content of the unit.
Unit number	The unique number assigned to the unit
Unit reference	The unique reference number given to each unit at qualification approval by NBTE
Unit level	Denotes the level of the unit within the National Vocational Qualification framework NSQF.
Unit credit value	The value that has been given to the unit based on the expected learning time for an average learner. 1 credit = 10 learning hours
Unit aim	Provides a brief outline of the unit content.
Learning outcome	A statement of what a learner will know, understand or be able to do, as a result of a process of learning.
Assessment criteria	A description of the requirements a learner must achieve to demonstrate that a learning outcome has been met.
Unit assessment guidance	Any additional guidance provided to support the assessment of the unit.
Unit guided learning hours	The average number of hours of supervised or directed study

	time or assessment required to achieve a qualification or unit of a qualification.
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National Skills Qualification

FASHION AND LEATHERWORK SECTOR

LEVEL5: FASHION AND GARMENT MAKING

Unit 1: COMMUNICATION

Unit Reference Number: FLW/GMK/001/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at learner demonstrating ability to be able to communication effectively in the work environment.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which Garments are being produced. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

29. Direct Observation/oral questions (DO)
30. Question and Answer (QA)
31. Witness Testimony (WT)
32. Personal statement (PS) or Reflective Practice (RP)
33. Work Product (WP)
34. Recognition of Prior Learning (RPL)
- 35. Professional discussion**

UNIT 01: COMMUNICATION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo 1: Demonstrate effective communication in the work environment	1.1	Explain concept of effective communication								
	1.2	Describe competence of communication								
	1.3	Explain communication processes								
	1.4	Explain how to handle communication processes								
	1.5	Communicate effectively in the work environment								
Lo 2: Demonstrate self and time management	2.1	Explain self-evaluation								
	2.2	Describe time management concept e.g attendance discipline and punctuality								
	2.3	Describe self-criticism recognizing own limits and differences								
	2.4	Identifying one strength and weakness								
	2.5	Create a work plan								
Lo 3: Evaluate self - emotions	3.1	Communicate with team members								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
	3.2	Correct wrong doing of team member									
	3.3	Manage emotions while communicating to team members									
Lo 4: Demonstrate Customer Service relation	4.1	Exhibit good listening skill									
	4.2	Develop evaluation form for customer feedback									
	4.3	Evaluate customers response for slf improvement									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: magazines, Photographs, textbooks, fabrics etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING**

Unit 2: FASHION ILLUSTRATION

Unit Reference Number: FLW/GMK/002/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The unit will equip the learner with an in-depth understanding about human figure in relations to fashion illustration, and presentation for fashion design practices

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is allowed*** (where/when necessary) in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 2: FASHION ILLUSTRATION

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate figure drawing in relation to fashion illustration	1.1	Draw human figure based on figure characteristics								
	1.2	Draw fashion figures showing perspective								
	1.3	Draw fashion figures showing foreshortening								
LO 2: Demonstrate drawing of models	2.1	Draw fashion faces from different views e.g (Front profile, side etc)								
	2.2	Draw posed model in sitting position								
	2.3	Draw posed model in standing position								
LO 3: Interpret photographs and original designs for fashion illustration	3.1	Analyse photographs and original designs for fashion								
	3.2	Produce illustration from original designs								
	3.3	Show case illustration to specification drawing for product purposes								
	3.4	Draw fashion illustration using photograph as source of inspiration								
	3.5	Display illustrations								
LO 4:	4.1	Explain colour concept in fashion								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Demonstrate importance of colour in fashion design	4.2	Explain different colour media								
	4.3	Draw fashion illustrations using any colour media								
	4.4	Draw and render background appropriate colour using correct media								
	4.5	Produce design using CAD								
	4.6	Supervise design using CAD								
LO 5: Draw fashion accessories	5.1	Draw fashion accessories from photographs								
	5.2	Use any design inspiration for drawing footwear, bags, hat e.t.c								
	5.3	Produce illustration to match fashion accessories using CAD								
LO 6: Design a collection	6.1	Discuss how to make an effective presentation								
	6.2	Draw a coordinated collections								
	6.3	Prepare a mini look book showing illustrations								
	6.4	Create an effective presentations using illustration								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Safety Charts, first aid boxes, first aid materials, etc.

Unit 3: ADVANCED CLOTHING CONSTRUCTION AND TAILORING

Unit reference number: FLW/GMK/003/L5

QCF level: 4

Credit value: 6

Guided learning hours: 60

Unit Purpose:

This unit is designed to equip the learner with high professional skills in clothing construction.

Unit assessment requirements/ evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

UNIT 03: ADVANCED CLOTHING CONSTRUCTION AND TAILORING

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Demonstrate style adaptation according to fabric selection	1.1	Explain style adaptation in fashion								
	1.2	Construct garment variations								
	1.3	Supervise changes in garment sizes								
	1.4	Adapt styles using suitable fabrics								
LO 2: Know sewing machine attachments	2.1	Describe the uses of sewing machine attachments								
	2.2	Supervise sewing machine attachments in garment production for different purposes								
	2.3	Display the products								
	2.4	Identify seams pucker in garments								
	2.5	Correct garment seam pucker								
LO 3: Demonstrate garments production	3.1	Select suitable support materials for garment production								
	3.2	Apply support materials appropriately								
	3.3	Produce garment with necklines variation								
	3.4	Sew garments with style lines								
	3.5	Sew garments with cowls								

LEARNING OBJECTIVE (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.					
	3.6	Sew garments with collars											
	3.7	Display Sewn products											
	3.8	Supervise sewn products											
LO 4: Know garment Fasteners	4.1	Describe fasteners used in producing garments											
	4.2	Supervise the production of garments with fasteners											
	4.3	Check for faults in the attachments of fasteners											
	4.4	Remedy identified faults in 4.3											

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

LEVEL5: FASHION AND GARMENT MAKING

Unit 5: PATTERN DRAFTING AND DRAPING

Unit Reference Number: FLW/GMK/004/L5

NSQ Level: 5

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is designed to equip the learner with high professional skills in pattern making using computer Aided Design (CAD)

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment in which learning and human development is carried out. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 4: PATTERN DRAFTING AND DRAPING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
Lo 1: Demonstrate pattern drafting skills with the use of CAD	1.1	Explain the need for design analysis on garments									
	1.2	Write out design analysis on various garment styles									
	1.3	Carry out free hand drafting using CAD To produce garment component patterns									
	1.4	Carry out pattern draping using CAD To produce patterns									
	1.5	Use CAD to add ease allowance on to the patterns produced in 1.1 and 1.2									
	1.6	Produce different pattern sets using size standard charts with grading tools									
	1.7	Create pattern making sets using CAD									
Lo 2: Demonstrate draping with the use of CAD	2.1	Explain any draping technique in pattern making									
	2.2	Carryout adaption processes of draping using CAD									
	2.3	Use the CAD to draw produce the draped pattern(s)									
Lo 3: Demonstrate the use of knock off method of pattern drafting	3.1	Enumerate knockoff processes to produce pattern using CAD									
	3.2	Describe different knock off methods in garment production									
	3.3	Use CAD to reproduce patterns									

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.					
LO 4: Demonstrate making pattern for symmetrical and asymmetrical designed garment using CAD	4.1	Produce patterns symmetric and asymmetric garment design											
	4.2	Modify patterns creating cowl skirts											
	4.3	Create patterns for cowl neck skirt, etc. using CAD											
	4.4	Plot drafted patterns											

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

Learning Resources: Cardboard, Colour pencils, pencils, eraser, sharpener, sketch pad, tracing paper, figure templates, etc.

National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING

Unit 5: COMPUTER AIDED DESIGN AND PRODUCTION

Unit Reference Number: FLW/GMK/005/L5

NSQ Level: 5

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: This unit is aimed to equip the learner with the knowledge and skills required to use fashion software applications effectively.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 5: COMPUTER AIDED DESIGN AND PRODUCTION

LEARNING OUTCOME (LO)	PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. Page No.
The learner will:	The learner can:		

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
LO 1; Demonstrate techniques in motif designs using CAD to produce fabric design	1.1	Create motifs with different patterns									
	1.2	Use techniques to create motifs designs on a figure									
	1.3	Use CAD to produce fabric designs									
	1.4	Create collection showing components of styles collections e.g. theme, colours, fabric e.t.c									
Lo:2 Practice use of software applications to cloth a figure	2.1	Use software applications to create basic designs									
	2.2	Discuss ways of making various designs using software									
	2.3	Discuss processes of using the different software									
	2.4	Use software to edit figure drawing									
	2.5	Use computer to create a look book for collections showing components of styles (Colour theme, fabrics, etc.)									
LO 3	3.1	Carryout 3D product									

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.				
Demonstrate Fashion Illustration with the aid of CAD		virtualisation in garment illustration									
	3.2	Carryout draping using software application									
	3.3	Carryout patterning using software application									
	3.4	Draw accessories using software application									
	3.5	Illustrate 2.1 – 2.4 with software applications									
LO 4 Demonstrate Clothing design using virtual models	4.1	Identify various software use for design of clothing									
	4.2	Create different figures using CAD									
	4.3	Create opaque and transparent garment using CAD									
	4,4	Use computer sketch books to illustrate 4.3									

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING**

Unit 6: ADVANCED FASHION DESIGN AND PRODUCTION

Unit Reference Number: FLW/GMK/006/L5

NSQ Level: 5

Credit Value: 6

Guided Learning Hours: 60

Unit Purpose: The aim of this unit is to equip the learner with knowledge to demonstrate high professional skills in creation of original designs for garment manufacturers.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 6: ADVANCED FASHION DESIGN AND PRODUCTION

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate understanding of textile materials.	1.1	Describe the various textile materials								
	1.2	Categorise the various textile materials in woven and dyed								
	1.3	Investigate the effect of colour on fabric usage among ethnic group								
	1.4	Produce dyed fabric								
	1.5	Display samples of various textile materials on a scrap book								
Lo:2 Carry out production test	2.1	Identify type of test suitable for textile product								
	2.2	Display finished textile production for test								
	2.3	Supervise testing of various finished product parameters for conformity to specifications (seam strength, seam allowances, garment measurement, etc								
Lo 3: Demonstrate the understanding of Current fashion trend in Nigeria	3.1	Evaluate fashion trends								
	3.2	Compare fashion trends in Nigeria as it affects culture, religion e.t.c								
	3.3	Produce garment showing current trend								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	3.4	Produce alternative fashion trends in the state of operation								
Lo 4: Demonstrate the production of new clothing lines in fashion design	4.1	Describe different types of clothing lines from a design								
	4.2	Illustrate variations of clothing lines from a given designs								
	4.3	Draft patterns for illustrated design in 4.2								
	4.4	Produce operational sequence using patterns drafted in 4.3								
	4.5	Plan workflow from materials receiving to finished product								
	4.6	Create work stations for for the lines in relation to the available resources								
	4.7	Display samples								
	4.8	Package finished product for delivery								
4.9	Calculate appropriate wages and incentives to operators									
Lo 5: Exhibit personal and professional practice in supervision of production	5.1	Outline professional practices in garment manufacturing processes								
	5.2	Carry out professional practice.								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
processes.	5.3	Supervise garment production processes								
	5.4	Organise a fashion show displaying garment collections								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: Sewing threads, scissors, fabric, sewing machines, patterns, sewing accessories etc.

**FASHION AND LEATHERWORK SECTOR
LEVEL 5: FASHION AND GARMENT MAKING**

Unit 7: TOTAL QUALITY MANAGEMENT

Unit Reference Number: FLW/GMK/007/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: This unit is aimed at equipping learner with sufficient skills and knowledge on quality control management

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 7: TOTAL QUALITY MANAGEMENT

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Know total quality management	1.1	Explain total quality management in fashion industry.								
	1.2	State the importance of total quality management								
	1.3	State the different between quality control and quality assurance								
	1.4	Adapt the TQM tools for the production line								
Lo:2 Understand procurement and inspection of raw material	2.1	Explain procurement and inspection of raw materials								
	2.2	Explain inspection classification of raw material								
	2.3	Carry out raw material inspection and testing								
Lo 3: Understand acceptance criteria in garment production process	3.1	Explain acceptance criteria in garment production								
	3.2	Explain In process of quality control (IPQ) in production process								
	3.3	Explain Acceptable quality level (AQL) in production processes								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.				
	3.4	Check finished product for conformity with the accepted quality level (AQL) of the garment industry										
LO 4: Demonstrate total quality management procedures	4.1	Carry out pre-production quality control in garment production										
	4.2	Carry out quality control during garments production										
	4.3	Supervise garments construction processes in mass production										
LO5 Demonstrate final inspection and packaging	5.1	Explain final inspection in garment quality										
	5.2	Develop final inspection checklist										
	5.3	Use the developed checklist for inspection										
	5.4	Explain the importance of packaging										
	5.6	Explain procedures of packaging										
	5.7	Inspect packaging on finished garment										

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: needles, pressing, flat press, beads, stones trimmings etc

Unit 8: FASHION MERCHANDIZING

Unit Reference Number: FLW/GMK/008/L5

NSQ Level: 5

Credit Value: 2

Guided Learning Hours: 20

Unit Purpose: The Unit will equip the learner to acquire skill and knowledge in fashion business.

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is not allowed*** in this unit and level.

Assessment methods to be used include:

Direct Observation/oral questions (DO)

Question and Answer (QA)

Witness Testimony (WT)

Personal statement (PS) or Reflective Practice (RP)

Work Product (WP)

Recognition of Prior Learning (RPL)

Professional discussion

Unit 8: FASHION MERCHANDIZING

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Understand fashion marketing and merchandizing	1.1	Explain different fashion marketing concepts								
	1.2	Describe out different channels of marketing processes								
	1.3	Distinguish the different marketing techniques								
	1.4	Demonstrate the different fashion retail marketing techniques								
	1.5	Carry out various selling techniques								
LO 2: Demonstrate marketing process and innovation	2.1	Explain the relationship between fashion and marketing								
	2.2	List 3 types of fashion marketing (E-commerce, branding, etc)								
	2.3	Market fashion products using different marketing process								
LO 3: Demonstrate visual merchandising and display	3.1	Carry out visual merchandising of trends								
	3.2	Describe the relationship between the tools used in displaying and design elements								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type					Evidence Ref. Page No.				
	3.3	Use methods for constructing interior displays										
	3.4	Use methods for constructing exterior displays										
	3.5	Experiment merchandising with different forms of media and projects.										
LO4: Demonstrate pricing and promotion in fashion marketing research	4.1	Explain promotion in fashion merchandising										
	4.3	Enumerate the different between pricing, promotion and fashion marketing research										
	4.3	Use different form of pricing and promotions for project to conduct field research										
LO5: Understand the Computer aided design for merchandising in digital fashion marketing	5.1	Apply technology advancement by fashion merchandiser and designer										
	5.2	Use various computer software for merchandising										
	5.3	Create designs to assist in advertising products										

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
	5.4	Create marketing materials using CAD software application for branding end products								
	5.5	Use CAD to create a look book for small businesses								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

**National Skills Qualification
FASHION AND LEATHERWORK SECTOR
LEVEL5: FASHION AND GARMENT MAKING**

Unit 9: GARMENT EMBROIDERY

Unit Reference Number: FLW/GMK/009/L5

NSQ Level: 5

Credit Value: 4

Guided Learning Hours: 40

Unit Purpose: This unit is aimed at equipping the learner with the professional skill and knowledge of embroidery (surface ornamentation techniques)

Unit assessment requirements/evidence requirements:

Assessment must be carried out in real workplace environment. ***Simulation is allowed*** in this unit and level.

Assessment methods to be used include:

- Direct Observation/oral questions (DO)
- Question and Answer (QA)
- Witness Testimony (WT)
- Personal statement (PS) or Reflective Practice (RP)
- Work Product (WP)
- Recognition of Prior Learning (RPL)
- Professional discussion

Unit 9: GARMENT EMBROIDERY

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Lo:1 Demonstrate the use of embroidery tools/equipment with safety precaution	1.1	Differentiate the type of embroidery tools and equipment								
	1.2	Operate embroidery equipment and their accessories								
	1.3	Select appropriate equipment for each type of embroidery								
	1.4	Use embroidery tools and equipment observing safety measures								
	1.5	Remedy minor faults on the equipment								
Lo:2 Demonstrate sample stitches, (temporary and permanent)	2.1	distinguish between temporary and permanent stitches								
	2.2	Select raw material for temporary stitches								
	2.3	Select raw material for permanent stitches								
	2.4	Prepare sample for temporary stitches								
	2.5	Prepare sample for permanent stitches								
	2.6	Display samples prepared in 2.4 and 2.5								
Lo 3:	3.1	Explain types of tracing methods in embroidery								

LEARNING OUTCOME (LO) The learner will:		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
Demonstrate use of different types of tracing method in garment embroidery	3.2	Select raw material, tools and equipment for each tracing methods								
	3.3	Carry out all method of tracing on different fabric safely								
Lo 4: Demonstrate embroidery stitches	4.1	Select a suitable raw material for different stitches (temporary and permanent)								
	4.2	Select suitable designs for garments								
	4.3	Select a suitable colour for the design using colour scheme								
	4.4	Show the placement of design on the fabric or garments								
	4.5	Select suitable machine embroidery stitches for the selected design								
	4.6	Carry out embroidery step by step by applying suitable stitches								

Learners Signature:	Date:
Assessors Signature:	Date:
IQA Signature (if sampled)	Date:
EQA Signature (if sampled)	Date:

RESOURCES: finished garments, scissors, trimming accessories, etc.

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