



GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT & ENTREPRENEURSHIP
DIRECTORATE GENERAL OF TRAINING
COMPETENCY BASED CURRICULUM

FASHION DESIGN & TECHNOLOGY

(Duration: One Year)

CRAFTSMEN TRAINING SCHEME (CTS)
NSQF LEVEL- 4



SECTOR – APPAREL

FASHION DESIGN & TECHNOLOGY

(Non-Engineering Trade)

(Revised in 2018)

Version: 1.1

CRAFTSMEN TRAINING SCHEME (CTS)

NSQF LEVEL - 4

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Developed By

Ministry of Skill Development and Entrepreneurship

Directorate General of Training

CENTRAL STAFF TRAINING AND RESEARCH INSTITUTE

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1. COURSE INFORMATION

During the one-year duration of “**Fashion Design & Technology**” trade a candidate is trained on Professional Skill, Professional Knowledge and Employability Skill. In this trade we don't just teach Interior Design, we encourage each and every student to access and nurture their own natural sense of flair and creativity. We also help them to know that how can they create new ideas, thoughts and also to execute them in real form. In addition to this a candidate is entrusted to undertake project work, extracurricular activities and on job training to build up confidence. The broad components covered under Professional Skill subject are as below:-

The broad professional skills covered as part of the skill training start with familiarization and identification of tools & sewing machine, sketches female croquis and design using elements and principle of design in terms of dress. The trainees learn to draw texture and perform fabric rendering. Also develop motifs for various traditional embroideries and perform machine stitches to make different parts as per design. The content also covers different fabrics, designing through Corel draw and working on special effects are also part of the professional components in this part. The professional skill starts sketching different elements of garment. Develop different views of male & female croquis and develop designer wears based on draping techniques. Ensure quality and gets ideas about fashion merchandising and career prospect in the field. Finally, the trainees are imparted skills on designing fashion accessories as per latest trend.

The trainee also undergoes two weeks project work at the mid and end of the year which gives them more practical exposure and helps to build up confidence level.

2. TRAINING SYSTEM

2.1 GENERAL

Directorate General of Training (DGT) under Ministry of Skill Development & Entrepreneurship offers range of vocational training courses catering to the need of different sectors of Labour market. The vocational training programmes are running under aegis of National Council of Vocational Training (NCVT). Craftsman Training Scheme (CTS) and Apprenticeship Training Scheme (ATS) are two pioneer programmes under NCVT for propagating vocational training.

Fashion Design & Technology trade under CTS is one of the popular courses delivered nationwide through a network of ITIs. The course is of one-year duration. It mainly consists of Domain area and Core area. The Domain area (Trade Theory & Practical) imparts professional skills and knowledge, while the core area (Employability Skill) imparts requisite core skills, knowledge, and life skills. After passing out the training program, the trainee is awarded National Trade Certificate (NTC) by NCVT which is recognized worldwide.

Broadly candidates need to demonstrate that they are able to:

- Read & interpret technical parameters/documentation, plan work, identify necessary materials and tools;
- Perform task with due consideration to safety rules, accident prevention regulations and environmental protection stipulations;
- Apply professional knowledge, core skills & employability skills while performing the job.
- Check the task/assembly as per drawing for functioning, identify and rectify errors in task.
- Document the technical parameters related to the task undertaken.

2.2 CAREER PROGRESSION PATHWAYS:

- Can join Apprenticeship programme in different types of industries leading to National Apprenticeship certificate (NAC).
- Can join Crafts Instructor Training Scheme (CITS) in the trade for becoming instructor in ITIs.

2.3 COURSE STRUCTURE:

Table below depicts the distribution of training hours across various course elements during a period of one-year: -

S. No.	Course Element	Notional Training Hours
1.	Professional Skill (Trade Practical)	1320
2.	Professional Knowledge (Trade Theory)	264
3.	Employability Skills	110
4.	Library & Extracurricular activities	66
5.	Project work	160
6.	Revision & Examination	160
	Total	2080

2.4 ASSESSMENT & CERTIFICATION

The trainee will be tested for his skill, knowledge and attitude during the period of the course and at the end of the training program as notified by the Government of India (GoI) from time to time. The employability skills will be tested in the first year itself.

a) The **Internal Assessment** during the period of training will be done by **Formative Assessment Method** by testing for assessment criteria listed against learning outcomes. The training institute has to maintain an individual trainee portfolio as detailed in assessment guideline. The marks of internal assessment will be as per the template (Annexure – II).

b) The final assessment will be in the form of summative assessment method. The All India Trade Test for awarding NTC will be conducted by NCVT as per the guideline of Government of India. The pattern and marking structure is being notified by Govt. of India from time to time. **The learning outcome and assessment criteria will be the basis for setting question papers for final assessment. The examiner during final examination will also check the individual trainee's profile as detailed in assessment guideline before giving marks for practical examination.**

2.4.1 PASS REGULATION

For the purposes of determining the overall result, weightage of 100% is applied for six months and one year duration courses and 50% weightage is applied to each examination for two years courses. The minimum pass percent for Practical is 60% & minimum pass percent for Theory subjects is 33%.

2.4.2 ASSESSMENT GUIDELINE

Appropriate arrangements should be made to ensure that there will be no artificial barriers to assessment. The nature of special needs should be taken into account while undertaking the assessment. Due consideration should be given while assessing for teamwork, avoidance/reduction of scrap/wastage and disposal of scrap/waste as per procedure, behavioral attitude, sensitivity to the environment and regularity in training. The sensitivity towards OSHE and self-learning attitude are to be considered while assessing competency.

Assessment will be evidence based comprising the following:

- Job carried out in labs/workshop
- Record book/ daily diary
- Answer sheet of assessment
- Viva-voce
- Progress chart
- Attendance and punctuality
- Assignment
- Project work

Evidences of internal assessments are to be preserved until forthcoming examination for audit and verification by examining body. The following marking pattern to be adopted while assessing:

Performance Level	Evidence
(a) Weightage in the range of 60%-75% to be allotted during assessment	
For performance in this grade, the candidate should produce work which demonstrates attainment of an acceptable standard of craftsmanship with occasional guidance, and due regard for safety procedures and practices	• Demonstration of good skills and accuracy in the field of work/ assignments. • A fairly good level of neatness and consistency to accomplish job activities. • Occasional support in completing the task/ job.
(b) Weightage in the range of 75%-90% to be allotted during assessment	
For this grade, a candidate should produce work which demonstrates attainment of a reasonable standard of craftsmanship, with little guidance, and regard for safety procedures and practices	• Good skill levels and accuracy in the field of work/ assignments. • A good level of neatness and consistency to accomplish job activities. • Little support in completing the task/ job.

(c) Weightage in the range of more than 90% to be allotted during assessment	
For performance in this grade, the candidate, with minimal or no support in organization and execution and with due regard for safety procedures and practices, has produced work which demonstrates attainment of a high standard of craftsmanship.	• High skill levels and accuracy in the field of work/ assignments. • A high level of neatness and consistency to accomplish job activities. • Minimal or no support in completing the task/ job.



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3. JOB ROLE

Brief description of Job roles:

Designer; Pattern Maker (Garments) develops, designs and makes pattern for new styles of men's, women's and children's garments. Studies existing styles, develops new ideas and draws out full scale drawing of garments on paper. Marks and cuts out paper patterns of different parts of garments. Gets cloth cut according to paper patterns and gets sample garment stitched as required. Tries garment on model and makes changes in pattern, if necessary. May make specifications and supervise production.

Reference NCO- 2015: 7532.0100

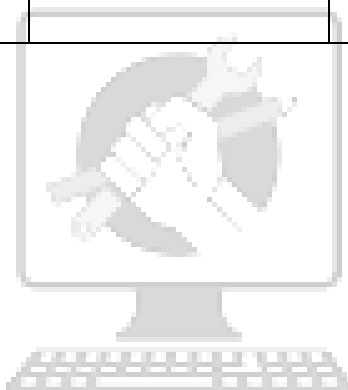


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4. GENERAL INFORMATION

Name of the Trade	Fashion Design & Technology
NCO - 2015	7532.0100
NSQF Level	Level – 4
Duration of Craftsmen Training	One year
Entry Qualification	Passed 10 th class examination
Unit Strength (No. Of Student)	20
Space Norms	64 sq. m
Power Norms	5 KW
Instructors Qualification for	
1. Fashion Design & Technology Trade	Degree (4 yrs duration) in fashion Designing/ Technology from Recognized university with one year Experience in the relevant field OR Degree (3 yrs duration) in fashion Designing/ Technology from Recognized university with two year Experience in the relevant field OR Three year Diploma in fashion Designing/ Technology/ CDDM from (AICTE) with Two Years Experience. OR NTC/NAC passed in Fashion design & technology (earlier name of trade as "fashion technology " with three years post qualification experience in the relevant field. <u>Essential Qualification:</u> Craft Instructor Certificate in relevant trade under NCVT. <i>Out of two Instructors required for the unit of 2(1+1), one must have Degree/Diploma and other must have NTC/NAC qualifications.</i>
2. Employability Skill	MBA OR BBA with two years experience OR Graduate in Sociology/ Social Welfare/ Economics with Two years experience OR Graduate/ Diploma with Two years experience and trained in Employability Skills from DGET institutes. AND Must have studied English/ Communication Skills and Basic Computer Application at 12th / Diploma level and above. OR

		Existing Social Studies Instructors duly trained in Employability Skills from DGT institutes		
List of Tools and Equipment		As per Annexure – I		
Distribution of training on Hourly basis: (Indicative only)				
Total Hours /week	Trade Practical	Trade Theory	Employability Skills	Extra-curricular Activity
40 Hours	30 Hours	6 Hours	2 Hours	2 Hours



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5. NSQF LEVEL COMPLIANCE

NSQF level for **Fashion Design & Technology** trade under CTS: **Level 4**

As per notification issued by Govt. of India dated- 27.12.2013 on National Skill Qualification Framework total 10 (Ten) Levels are defined.

Each level of the NSQF is associated with a set of descriptors made up of five outcome statements, which describe in general terms, the minimum knowledge, skills and attributes that a learner needs to acquire in order to be certified for that level.

Each level of the NSQF is described by a statement of learning outcomes in five domains, known as level descriptors. These five domains are:

- a. Process
- b. Professional knowledge
- c. Professional skill
- d. Core skill
- e. Responsibility

The Broad Learning outcome of **Fashion Design & Technology** trade under CTS mostly matches with the Level descriptor at Level- 4.

The NSQF level-4 descriptor is given below:

Level	Process Required	Professional Knowledge	Professional Skill	Core Skill	Responsibility
Level 4	work in familiar, predictable, routine, situation of clear choice	Factual Knowledge of field of knowledge or study.	Recall and demonstrate practical skill, routine and repetitive in narrow range of application, using appropriate rule and tool, using quality concepts.	language to communicate written or oral, with required clarity, skill to basic Arithmetic and algebraic principles, basic understanding of social political and natural environment	Responsibility for own work and learning.

6. LEARNING OUTCOME

Learning outcomes are a reflection of total competencies of a trainee and assessment will be carried out as per the assessment criteria.

6.1 GENERIC LEARNING OUTCOME

1. Recognize & comply safe working practices, environment regulation and housekeeping.
2. Explain the concept in productivity, quality tools, and labour welfare legislation and apply such in day to day work to improve productivity & quality.
3. Explain energy conservation, global warming and pollution and contribute in day to day work by optimally using available resources.
4. Explain personnel finance, entrepreneurship and manage/organize related task in day to day work for personal & societal growth.
5. Plan and execute the work related to the occupation.

6.2 SPECIFIC LEARNING OUTCOME

6. Understand and Illustrate importance of Fashion designing.
7. Sketch fashion croqui of female and design garments with the help of elements using principles of design and colour scheme.
8. Drape, illustrate Fabric rendering and drawing texture.
9. Apply surface ornamentation with embroidery, dying, printing.
10. Perform basic Stitches, Seams and Edge finishes with operation of Sewing machine.
11. Identify different Fibres and Fabrics along with Weaves and Knits.
12. Create and Design Garments and Accessories in Corel Draw using tools and commands.
13. Create Bodice Block Set & Patterns and construct samples of Design Details.
14. Apply garment details in fashion illustration.
15. Illustrate Male and Female wear on Croquie and develop designer Wears based on draping Technique/ sketches as per fashion & style.
16. Analyse human anatomy with Eight Head theory and different types of body contour.
17. Ensure the Quality of production.
18. Analyse fashion merchandising, fashion scope and Career Prospect.
19. Free Hand designing of Fashion accessories as per latest trend.

7. LEARNING OUTCOME WITH ASSESSMENT CRITERIA

GENERIC LEARNING OUTCOME	
LEARNING OUTCOME	ASSESSMENT CRITERIA
1. Recognize & comply safe working practices, environment regulation and housekeeping.	1.1 Follow and maintain procedures to achieve a safe working environment in line with occupational health and safety regulations and requirements.
	1.2 Recognize and report all unsafe situations according to site policy.
	1.3 Identify and take necessary precautions on fire and safety hazards and report according to site policy and procedures.
	1.4 Identify, handle and store / dispose off dangerous/unsalvageable goods and substances according to site policy and procedures following safety regulations and requirements.
	1.5 Identify and observe site policies and procedures in regard to illness or accident.
	1.6 Identify safety alarms accurately.
	1.7 Report supervisor/ Competent of authority in the event of accident or sickness of any staff and record accident details correctly according to site accident/injury procedures.
	1.8 Identify and observe site evacuation procedures according to site policy.
	1.9 Identify Personal Protective Equipment (PPE) and use the same as per related working environment.
	1.10 Identify basic first aid and use them under different circumstances.
	1.11 Identify different fire extinguisher and use the same as per requirement.
	1.12 Identify environmental pollution & contribute to avoidance of same.
	1.13 Take opportunities to use energy and materials in an environmentally friendly manner
	1.14 Avoid waste and dispose waste as per procedure
	1.15 Recognize different components of 5S and apply the same in the working environment.
2. Explain the concept in productivity, quality tools,	2.1 Explain the concept of productivity and quality tools and apply during execution of job.

and labour welfare legislation and apply such in day to day work to improve productivity & quality.	2.2 Understand the basic concept of labour welfare legislation and adhere to responsibilities and remain sensitive towards such laws.
	2.3 Knows benefits guaranteed under various acts.
3. Explain energy conservation, global warming and pollution and contribute in day to day work by optimally using available resources.	3.1 Explain the concept of energy conservation, global warming, pollution and utilize the available resources optimally & remain sensitive to avoid environment pollution.
	3.2 Dispose waste following standard procedure.
4. Explain personnel finance, entrepreneurship and manage/organize related task in day to day work for personal & societal growth.	4.1 Explain personnel finance and entrepreneurship.
	4.2 Explain role of Various Schemes and Institutes for self-employment i.e. DIC, SIDA, SISI, NSIC, SIDO, Idea for financing/ non financing support agencies to familiarizes with the Policies /Programmes & procedure & the available scheme.
	4.3 Prepare Project report to become an entrepreneur for submission to financial institutions.
5. Plan and execute the work related to the occupation.	5.1 Use documents, drawings and recognize hazards in the work site.
	5.2 Plan workplace / assembly location with due consideration to operational stipulation
	5.3 Communicate effectively with others and plan project tasks
	5.4 Execute the task effectively.

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SPECIFIC LEARNING OUTCOME	
LEARNING OUTCOME	ASSESSMENT CRITERIA
6. Understand and Illustrate importance of Fashion designing.	6.1 Appraise the importance of Fashion Designing in socio economic point of view.
	6.2 Identify the requirement of designing to modernize and also link it with our past eras with change of habit and use.
	6.3 Compare and relate Fashion Designing with other industries.
	6.4 Functional and operational knowledge of tools equipments and drawing materials and its operations.
7. Sketch fashion croqui of female and design garments with the help of elements using principles of design and colour scheme.	7.1 Create a fashion Stick and Block Figure (10.5 & 12.5 heads).
	7.2 Drape the designer wear on Female Croqui and show Optical illusions.
	7.3 Recognize the elements and principle of designing in Fashion Designing.
	7.4 Recognize and apply colour sets (Warm & Cool) in designing.
	7.5 Draw Geometrical, Abstract and Realistic shapes & forms.
	7.6 Apply different techniques of free hand sketches to create designs.
8. Drape, illustrate Fabric rendering and drawing texture.	8.1 Demonstrate basic Drape on Dress-form.
	8.2 Illustrate Rendering of different fabric and prints.
	8.3 Develop sketch of draped design with texture and rendering.
9. Apply surface ornamentation with embroidery, dying, printing.	9.1 Appraise different types of surface ornamentation.
	9.2 Demonstrate different techniques of Tying & Dyeing on different fabrics.
	9.3 Execute Traditional and Modern Embroidery.
10. Perform basic Stitches, Seams and Edge finishes with operation of Sewing machine.	10.1 Appraise and apply different types of Stitches, Seams and Edge finishes.
	10.2 Prepare Samples of Variations of Stitches, Seams and Edge Finishing.
11. Identify different Fibres and Fabrics along with Weaves and	11.1 Identify different kind of Fabrics and it's composition.
	11.2 Distinguish & draw the different types of Weaving.

Knits.	11.3	Make Sample of variations of Weaves and Knits.
12. Create and Design Garments and Accessories in Corel Draw using tools and commands.	12.1	Demonstrate and apply different types of commands and tools.
	12.2	Illustrate and Draw Garment and Accessories design with the help of Corel Draw.
13. Create Bodice Block Set & Patterns and construct samples of Design Details.	13.1	Create Bodice, Sleeve, Collar and Skirt Block.
	13.2	Draft, create patterns and make samples of variations of Sleeves and Collars.
	13.3	Construct the Samples of Design Details like Elements of adding fullness/ shapes, Pockets, Plackets, Facing, Binding.
14. Apply garment details in fashion illustration.	14.1	Appraise and illustrate the garment details like neck lines, collars, sleeves, gathers, bow & tie, style lines etc.
15. Illustrate Male and Female wear on Croquis and develop designer Wears based on draping Technique/ sketches as per fashion & style.	15.1	Drape the Design on Dress-Form and Develop different Patterns.
	15.2	Cut and Stitch different Ladies Wear.
	15.3	Demonstrate variations of Drapes for Basic Bodice, Long dresses and skirts..
	15.4	Develop the sketch of draped designs.
16. Analyse human anatomy with Eight head theory and different types of body contour.	16.1	Sketch Human body based on 8 Head Theory.
	16.2	Distinguish types of human figure.
17. Ensure Quality of production.	17.1	Appraise the Stages of Quality Control in production field.
	17.2	Prepare Quality Check Chart of any garment.
18. Analyse fashion merchandising, fashion scope and Career Prospect.	18.1	Prepare a Cost sheet, Spec. sheet & Tech-pack of developed design.
	18.2	Appraise latest trend following fashion shows, fairs, fashion trends etc.
	18.3	Visit and analyze Production firms/houses and prepare report.
19. Free Hand Designing of Fashion accessories as per latest trend	19.1	Appraise the connection Garments and Fashion Accessories.
	19.2	Design and develop different fashion accessories.

SYLLABUS – FASHION DESIGN & TECHNOLOGY			
Duration: One Year			
Week No.	Reference Learning Outcome	Professional Skills (Trade Practical) With Indicative Hours	Professional Knowledge (Trade Theory)
1-2	Understand and Illustrate importance of Fashion designing.	1. Identification of Tools & Equipments. (5 hrs.) 2. Familiarization to Industrial model Lock stitch sewing machine. (5 hrs.) 3. Basic part and attachment. (5 hrs.) 4. Functions. (10 hrs.) 5. Defects and remedies. (10 hrs.) 6. Needles and threads. (10 hrs.) 7. Practice of sewing and practical exercises on sewing. (15 hrs.)	Introduction and familiarization with the institute Importance of safety and general precaution Safety precautions Introduction to work ethics, Discipline ERGONOMICS Tools & Equipments measuring tools and Techniques marking tools and Techniques cutting tools and Techniques pressing tools and Techniques Introduction to sewing machine & its components Basic part and attachment and Their applications Classification of sewing machine, cutting machines, and finishing equipments and their applications Defects and remedies Needles Safe broken Needle disposable Policy. Threads
3	Sketch fashion croqui of female and Design Garments with the help of elements using principles of design and colour scheme.	8. Free Hand Sketching of Different Types of Line. (10 hrs.) 9. Line sketches in pencil & ink. (10 hrs.) 10. Geometric construction of two dimensional geometric shapes and forms. (10 hrs.)	Brief idea about drawing tools and Techniques materials Elements of design

4	-Do-	11. Prepare chart only (color wheel, color scheme, grey scale, Tints and shades, gradation) (15 hrs.) 12. Female croque(12.5) • Block figure • Stick figure (15 hrs.)	❖ Introduction to elements and principles of design ❖ Fundamentals and basics of color ❖ Color & color Theories and color scheme ❖ understand concepts of design ❖ textures ,shapes and forms
5	-Do-	13. Creation Of Designs Using Elements and principles Of Design in terms of dress(through sketching) (15 hrs.) 14. Prepare sheets of optical illusions repeat pattern and composition. (15 hrs.)	Introduction to : Principles Of Design
6	Drape, Fabric and texture. illustrate rendering drawing texture.	15. Drawing Texture. (10 hrs.) 16. Fabric rendering • Plain cotton • Chiffon • Mesh/ net • Tissue • Brocade • Denim • Corduroy • Fabric rendering according to weight, fall and opacity. (20 hrs.)	• Selection of Dresses according to (age, occasion, climate, personality, age & sex) • Age group relation to design • various categories of men's wear .women's wear, kids wear • Ready Made Garments Industry • Introduction • Basis of selection of readymade garment Merits. • Overview of garment mass Production Setup Precaution to be taken while working with different kinds of fabric Preparation of material before cutting, Draping of Garment
7-10	Apply surface ornamentation with embroidery, dying, printing.	17. Developing Motifs for various Traditional Embroideries. (10 hrs.) 18. Contemporarisation of Various Traditional Motifs. (10 hrs.) 19. Introduction to Basic hand and Machine stitches (Sample Making). (20 hrs.) 20. Temporary. (20 hrs.) 21. Permanent. (20 hrs.) 22. Decorative stitches (in context	Motifs (enlargement and reduction) Sources of design inspiration & conceptualization optical illusion, silhouette, Introduction To Hand Stitching Introduction to decorative stitches Flat Stitches looped stitches knotted stitches crossed stitches

		to contemporary stitches) Flat Stitches looped stitches knotted stitches crossed stitches Seams Seam finishes. (40 hrs.)	Introduction To Seams & Seam Finishes Seams Seam finishes
11-16	Perform basic Stitches, Seams and Edge finishes with operation of Sewing machine.	23. Apply Fullness (Sample Making) Darts: Pleats: Tucks: Gathers & Shirrs: Frills Godets (30 hrs.)	Introducing Fullness. Darts: Pleats: Tucks: Gathers & Shirrs: Frills Godets
	-Do-	24. Sample Making of : Plackets & Openings Pockets Facing Binding (30 hrs.)	Introduction to: Plackets & Openings Pockets Facing Binding
	-Do-	25. Making draft and samples of Sleeves: Plain Raglan Magyar Puff Bell Leg o' mutton Bishop Petal Circular Batwing Kimono Collars: Peter pan Shirt Stand or Chinese Swinging Roll Shawl Sailor Tie stand (30 hrs.)	Introduction to measurement ISI Standards of measurements Relationship of sizes & measurements methods of measuring body and dress form Measurement charts. Introduction to paper pattern Definition Types- Flat Pattern and Draped pattern Importance Consideration while making paper pattern Introduction to Bodice Block Introduction to sleeve block Introduction to collar Introduction to skirt block Introduction To Draping method for apparel Design
	-Do-	26. Sample Making of Fasteners: Buttonholes Buttons	Theoretical Introduction to Fasteners

		Frogs Snaps Zippers Hooks and Eyes Velcro Sample making of Trimmings (30 hrs.)	Trimmings Hems
	-Do-	27. Sample Making of neckline finishes Sample making of Hems (30 hrs.)	Necklines Edge finishing Hems
17-18	Identify different Fibres and Fabrics along with Weaves and Knits.	28. Samples of Weaving Plain weave Twill weave Satan weave Basket weave Sateen weave Rib weave Honey comb knitting Samples Warp Knits and Weft Knits (60 hrs.)	Textile fabric, Meaning and definition of textile fibres Classification of fibres-natural fibre, manmade fibres Characteristics/ properties of above mentioned fibres Identification of textile fibres yarn construction Elementary processing of different types of fibre to yarn Characteristic of yarn twist Size count and count measuring system Types of yarn- Simple Complex Fabric manufacturing Yarn preparation Elementary weaving theory Fabric structure-Woven, Knitted and non-woven Introduction to Dyeing & Printing Introduction to knitting Types of Knitted Fabric used in garment industry Finishes Mechanical Chemical
19	-do-	29. Prepare sample file and a survey report on different type of cotton fabric Synthetic	Introduction and identification of Different type of: cotton fabric Synthetic Woolen

		Woolen Worsted Sheer Silk Linen Pile fabrics Laces Buttons Braids Cords Fusings ,etc (30 hrs.)	Sheer Silk Linen Pile fabrics Laces Buttons Braids Cords Fusings ,etc
20	Create and Design Garments and Accessories in Corel Draw using tools and commands.	30. Introduction and designing through Corel Draw. (10 hrs.) 31. Practice on Tools. (10 hrs.) 32. Working with Shapes (10 hrs.)	Introduction and importance of designing through computers Use of Corel Draw in Design creation Tools Working with Shapes
21-22	Create Bodice Block Set & Patterns and construct samples of Design Details.	33. Working with special effects. (12 hrs.) 34. Creating Fabric Designs. (12 hrs.) 35. Creating Croqui. (12 hrs.) 36. Rendering & Draping. (12 hrs.) 37. Accessories Designing. (12 hrs.)	Working with special effects Creating Fabric Designs Creating Croqui Rendering & Draping Accessories Designing
23-24	Project : Prepare Articles : (any one) Baby Sets - Toddler Garments Designer dress using any two elements and two principles of design. Industrial training (for practical knowledge of working environment of industries) Report to be submitted on practical knowledge attained.		
25-26	Revision		
27-28	Apply garment details in fashion illustration.	38. Sketching of a. Necklines b. Collars c. Sleeves d. Yokes e. Gathers f. pleats g. Bows and ties h. Caps and hats i. Pockets j. cascades k. Belts	Rendering of different type of fabric- m. Plain n. Checks o. Dotted p. Printed q. Stripped r. Textured

		I. Style lines (60 hrs.)	
29-31	Illustrate Male and Female wear on Croquis and develop designer Wears based on draping Technique/ sketches as per fashion & style.	39. Female Croquis (10.5-12.5), front, 3/4 half, back view Male Croquis •Casual wear •Formal wear (90 hrs.)	❖FASHION Drawings • Block Figure • Stick Figure • Fleshing out
32	-Do-	40. Draping on dress form: Ladies wear- Long Dresses Basic Bodice Basic Skirts, (30 hrs.)	❖Draping • Principles of draping • Methods of Draping • Draping Techniques • Contour Draping
33-34	-Do-	41. Drape and draw sketches of indo-western ladies wear as per Fashion and style. (60 hrs.)	❖Drape and draw 5 sketches of indo-western ladies wear as per Fashion and style ❖Wardrobe planning •How to select and wear the dress •How to select colour and pattern •To develop good taste in clothes •Dressing according to personality ❖Fashion and style
35	-Do-	42. Drape and draw in different medium (10 Sketches From each no.) •sketches gents wear •casual wear •sports wear •office wear (30 hrs.)	
36	-Do-	43. Ready To Wear Collection Replication Variations Creation Construction (30 hrs.)	

37-39	Analyse human anatomy with Eight Head theory and different types of body contour.	44. Cutting, stitching and finishing of frock. (15 hrs.) 45. Cutting stitching & finishing of night suit. (15 hrs.) 46. Practice of developing dress pattern from Draping Technique. (15 hrs.) 47. Basic Bodies (dart and princess line) (15 hrs.) 48. Basic Skirt (Straight and circular) (15 hrs.) 49. Drafting of ladies block pattern set (bodice sleeve ,skirt and trouser) (15 hrs.)	Anatomy (in brief) Joints and muscles Growth and development Eight head theory Types of human figure Introduction To Kids Pattern,(Drafting, pattern making ,estimation, and layout of the garments) Child Bodice block and sleeve block with size variation Skirt Block (Children) Drafting Frock, night suit
40-41	Ensure the Quality of production.	50. Introduction To Quality assurance. (8 hrs.) 51. Quality Management. (8 hrs.) 52. Textile Testing and product. (8 hrs.) 53. Evaluation. (8 hrs.) 54. Quality Inspection. (8 hrs.) 55. Care Labeling of apparels. (10 hrs.) 56. Checking of garment with respect to measurement and stitching. (10 hrs.)	Care and storage wash care symbols Introduction to Quality control and quality assurance Stain removal Immediate repairing
42-43	Analyse fashion merchandising, fashion scope and Career Prospect.	57. Preparation and designing of Tech pack Cost sheet. (60 hrs.)	❖Career in fashion •Fashion designer •Auxiliary Service in Fashion Design •Fashion Design Technician •Education •industry Meaning and scope of business Introduction to Fashion merchandising
44-46	-Do-	58. Assignment Report based on; fashion trend trade fairs, fashion show,	Brief knowledge of fashion trend, trade fairs, fashion show, boutique, garment production unit Study of fashion Fraternity

		boutique, garment production unit Apparel Retail Channels (90 hrs.)	Leading Fashion Designers Textile Designers
47-48	Free Hand designing of Fashion accessories as per latest trend.	59. Design and creating of fashion accessories head gears scarf fashion jewellery tie and bow belts bows bag and purses hand gloves (60 hrs.)	Introduction to trims and accessories for fashion industry Fashion accessories head gears scarf fashion jewellery tie and bow belts, bows bag and purses hand gloves
49-50	Project work: as per latest trend based on Indo western Design - Development client, material, latest trend research and exploration with one theme.		
51	Revision		
52	Examination		

Note: -

- Introduction of CAD with basic command in Trade Theory and Practice on CAD with basic command in Trade Practical 2 hr. per week.
- Expert lecture may be organized at regular interval and when required.
- More emphasis to be given on video/real-life pictures during theoretical classes. Some real-life pictures/videos on the topics taught may be shown to the trainees to give a feel of industry & their future assignment.
- Visit to any garment industry to know how the garment Industry runs.
- Market survey to explore different type of fabrics as per trend, availability & prepare a swatch file.
- Full work should be in the form of file as Pattern Making file, Garment Making File, Fashion Illustration File.

9. SYLLABUS - CORE SKILLS

9.1 EMPLOYABILITY SKILLS

DURATION: 110 Hours		
1. English Literacy		Duration : 20 hrs Marks : 09
Pronunciation	Accentuation (mode of pronunciation) on simple words, Diction (use of word and speech).	
Functional Grammar	Transformation of sentences, Voice change, Change of tense, Spellings.	
Reading	Reading and understanding simple sentences about self, work and environment.	
Writing	Construction of simple sentences Writing simple English	
Speaking/ Spoken English	Speaking with preparation on self, on family, on friends/ classmates, on known people, picture reading, gain confidence through role-playing and discussions on current happening, job description, asking about someone's job, habitual actions. Cardinal (fundamental) numbers, ordinal numbers. Taking messages, passing on messages and filling in message forms, Greeting and introductions, office hospitality, Resumes or curriculum vita essential parts, letters of application reference to previous communication.	
2. IT Literacy		Duration : 20 hrs Marks : 09
Basics of Computer	Introduction, Computer and its applications, Hardware and peripherals, Switching on-Starting and shutting down of the computer.	
Computer Operating System	Basics of Operating System, WINDOWS, The user interface of Windows OS, Create, Copy, Move and delete Files and Folders, Use of External memory like pen drive, CD, DVD etc. Use of Common applications.	
Word Processing and Worksheet	Basic operating of Word Processing, Creating, Opening and Closing Documents, Use of shortcuts, Creating and Editing of Text, Formatting the Text, Insertion & Creation of Tables. Printing document. Basics of Excel worksheet, understanding basic commands, creating simple worksheets, understanding sample worksheets, use of simple formulas and functions, Printing of simple excel sheets.	
Computer Networking and Internet	Basic of Computer Networks (using real life examples), Definitions of Local Area Network (LAN), Wide Area Network (WAN), Internet, Concept of Internet (Network of Networks), Meaning of World Wide Web (WWW), Web Browser, Website, Web page and Search Engines. Accessing the Internet using Web Browser, Downloading and Printing Web Pages, Opening an email account and use of email. Social media sites and its implication.	

	Information Security and antivirus tools, Do's and Don'ts in Information Security, Awareness of IT - ACT, types of cyber crimes.
3. Communication Skills	
Duration : 15 hrs Marks : 07	
Introduction to Communication Skills	Communication and its importance Principles of effective communication Types of communication - verbal, non-verbal, written, email, talking on phone. Non-verbal communication -characteristics, components-Para-language Body language Barriers to communication and dealing with barriers. Handling nervousness/ discomfort.
Listening Skills	Listening-hearing and listening, effective listening, barriers to effective listening, guidelines for effective listening. Triple- A Listening - Attitude, Attention & Adjustment. Active listening skills.
Motivational Training	Characteristics essential to achieving success. The power of positive attitude. Self awareness Importance of commitment Ethics and values Ways to motivate oneself Personal goal setting and employability planning.
Facing Interviews	Manners, etiquettes, dress code for an interview Do's & don'ts for an interview.
Behavioral Skills	Problem solving Confidence building, Attitude
4. Entrepreneurship Skills	
Duration : 15 hrs Marks : 06	
Concept of Entrepreneurship	Entrepreneur - Entrepreneurship - Enterprises: Conceptual issue Entrepreneurship vs. management, Entrepreneurial motivation. Performance & record, Role & function of entrepreneurs in relation to the enterprise & relation to the economy, Source of business ideas, Entrepreneurial opportunities, The process of setting up a business.
Project Preparation & Marketing Analysis	Qualities of a good entrepreneur, SWOT and risk analysis. Concept & Application of PLC, Sales & Distribution management. Difference between small scale & large scale business, Market survey, Method of marketing, Publicity and advertisement, Marketing mix.
Institution's Support	Preparation of project. Role of various schemes and institutes for self-employment i.e. DIC, SIDA, SISI, NSIC, SIDO, Idea for financing/ non-financing support agencies to familiarize with the policies / programmes, procedure & the available scheme.

Investment Procurement	Project formation, Feasibility, Legal formalities i.e., Shop act, Estimation & costing, Investment procedure - Loan procurement - Banking processes.
5. Productivity	
Duration : 10 hrs Marks : 05	
Benefits	Personal/ Workman - Incentive, Production linked Bonus, Improvement in living standard.
Affecting Factors	Skills, Working aids, Automation, Environment, Motivation - How it improves or slows down productivity.
Comparison with Developed Countries	Comparative productivity in developed countries (viz. Germany, Japan and Australia) in select industries, e.g. Manufacturing, Steel, Mining, Construction etc. Living standards of those countries, wages.
Personal Finance Management	Banking processes, Handling ATM, KYC registration, safe cash handling, Personal risk and insurance.
6. Occupational Safety, Health and Environment Education	
Duration : 15 hrs Marks : 06	
Safety & Health	Introduction to occupational safety and health Importance of safety and health at workplace.
Occupational Hazards	Basic hazards, chemical hazards, vibroacoustic hazards, mechanical hazards, electrical hazards, thermal hazards. occupational health, occupational hygiene, occupational diseases/ disorders & its prevention.
Accident & Safety	Basic principles for protective equipment. Accident prevention techniques - control of accidents and safety measures.
First Aid	Care of injured & sick at the workplaces, First-aid & transportation of sick person.
Basic Provisions	Idea of basic provision legislation of India. Safety, health, welfare under legislative of India.
Ecosystem	Introduction to environment. Relationship between society and environment, ecosystem and factors causing imbalance.
Pollution	Pollution and pollutants including liquid, gaseous, solid and hazardous waste.
Energy Conservation	Conservation of energy, re-use and recycle.
Global Warming	Global warming, climate change and ozone layer depletion.
Ground Water	Hydrological cycle, ground and surface water, Conservation and harvesting of water.
Environment	Right attitude towards environment, Maintenance of in-house environment.
7. Labour Welfare Legislation	
Duration : 05 hrs Marks : 03	
Welfare Acts	Benefits guaranteed under various acts- Factories Act, Apprenticeship Act, Employees State Insurance Act (ESI), Payment Wages Act,

	Employees Provident Fund Act, The Workmen's Compensation Act.	
8. Quality Tools		Duration : 10 hrs Marks : 05
Quality Consciousness	Meaning of quality, Quality characteristic.	
Quality Circles	Definition, Advantage of small group activity, objectives of quality circle, Roles and function of quality circles in organization, Operation of quality circle. Approaches to starting quality circles, Steps for continuation quality circles.	
Quality Management System	Idea of ISO 9000 and BIS systems and its importance in maintaining qualities.	
House Keeping	Purpose of housekeeping, Practice of good housekeeping.	
Quality Tools	Basic quality tools with a few examples.	



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LIST OF TOOLS AND EQUIPMENT			
FASHION DESIGN & TECHNOLOGY (For batch of 20 candidates)			
S No.	Name of the Tool & Equipment	Specification	Quantity
A. SKETCHING LABORATORY			
1.	Drawing Table	with adjustable top. Desk having facility of keeping tools	*21 Nos.
2.	Revolving Chair	with adjustable height & back support	*21 Nos.
3.	Faculty Table & Chair set		01 No.
4.	Storage Almirah		01 No.
5.	Adjustable Set square		*21 Nos.
6.	White Magnetic Board with Felt board & accessories		01 No.
7.	Air Conditioner unit with Stabilizer	split 2 Ton capacity	02 Nos.
8.	Display board		04 Nos.
9.	Dress forms (dummies)	Children Ladies Gents	02 nos. each
10.	Tracing table		02 Nos.
11.	Mannenquins: Childrens, Ladies, Gents		02 nos. each
B. THEORY ROOM			
12.	Single desks for trainees	With arrangements of keeping Books etc.	*20 Nos.
13.	Revolving Chairs without arms		*20 Nos.
14.	Faculty Table & Chair set		01 No.
15.	Computer set with UPS & multimedia projector		01 No.
16.	White Magnetic Board with Felt board & accessories		01 No.
17.	Display Board		02 No.

18.	Storage Almirah		01 No.
19.	Book Shelf		01 No.
20.	A/C unit split type with Stabilizer	2 TR capacity	As required
C. DRAFTING/CUTTING /SEWING ROOM TOOLS & EQUIPMENT			
21.	Scissors	25 cm	*21 Nos.
22.	Pinking Shears		05 Nos.
23.	Tailors Square		*21 Nos.
24.	Leg Shaper		*21 Nos.
25.	Garment Hangers		*21 Nos.
26.	Screw Driver Set		04 Nos.
27.	Cart chop		02 Nos.
28.	Table Sharpener		04 Nos.
29.	Pressing Table		05 Nos.
30.	Blanket for padding of Pressing Table		05 Nos.
31.	Rubber mat	Size as per requirement	05 Nos.
32.	Sprayer		05 Nos.
33.	Waste Bin	Big / Small	10 Nos.
34.	Pattern Punch		05 Nos.
35.	Pattern Notcher		05 Nos.
36.	Pattern Hanging Stand		04 Nos.
37.	Water Tub	60 cm dia	01 No.
38.	Stand for hanging dresses		05 Nos.
39.	Trial room with 3 side mirrors of size 150 cm X 60 cm each with arrangements of hanging Dresses		01 No.
40.	Electric Automatic steam press		05 Nos.
41.	Sewing Machine - Single Needle Lock stitch Industrial model		*20 Nos.
42.	Over Lock Machine	3 Thread	01 No.
43.	Pick Glass		05 Nos.
44.	Zig Zag Multi Purpose Machine		01 No.
45.	Machine attachments		As required
46.	Chairs with low back rest or stools for the machines	One for each machine	*20 Nos.

47.	Drafting Table		*10 Nos.
48.	Display board covered with glass or acrylic sheet	120 x 90cm	02 Nos.
49.	Instructor Table		01 No.
50.	Instructor Chair		02 Nos.
51.	Steel Almirah	195 x 90 x 60 cm	02 Nos.
52.	Pigeon hole Almirah 10 lockers & separate locking arrangements for trainees		02 Nos.
53.	Locks for above pigeon hole		*20 Nos.
54.	Wall Clock		03 Nos.
55.	Calculator Desk Type		01 No.
56.	White Board with accessories	size as per requirement	02 Nos.
57.	Dummy	Lady	02 Nos.
58.	Mannequins	lady	02 Nos.
59.	Mannequins	Kids	02 Nos.
60.	Mannequins	Gents	02 Nos.

D. COMPUTER LABORATORY

61.	Computer with multimedia system with software & UPS (0.5 VA with 15 minute back up)	Latest Configuration	*21 Nos.
62.	Server system with software	Latest Configuration	01 No.
63.	LAN Connectivity & Internet facility to the computers		As required
64.	Designing Software Coral Draw	Latest Version	02 Nos.
65.	Antivirus Software		*21 Nos.
66.	Laser Printer color	A4	01 No.
67.	Colored laser Printer	A3	01 No.
68.	Scanner		01 No.
69.	Computer Table for server		01 No.
70.	Printer Table		02 Nos.
71.	Table for Scanner		01 No.
72.	White Magnetic Board with Felt board & accessories		01 No.
73.	Display Board		02 Nos.
74.	Storage Almirah	Size as per requirement	02 Nos.
75.	Air Conditioner unit split type with Stabilizer	2 Ton capacity	02 Nos.

76.	Wall Clock		01 No.
77.	Modular Workstation with chair		*20 Nos.
78.	LCD Projector		01 No.
79.	Vacuum Cleaner		01 No.
80.	Trainer's Table & Chair		01set

Note: -

1. All the tools and equipment are to be procured as per BIS specification.
2. Quantity marked with * has been increased as per the batch size.
3. Internet facility is desired to be provided in the class room.



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Tools & Equipment for Employability Skills		
S No.	Name of the Equipment	Quantity
1.	Computer (PC) with latest configurations and Internet connection with standard operating system and standard word processor and worksheet software.	10 nos.
2.	UPS - 500VA	10 nos.
3.	Scanner cum Printer	01 no.
4.	Computer Tables	10 nos.
5.	Computer Chairs	20 nos.
6.	LCD Projector	01 no.
7.	White Board 1200mm x 900mm	01 no.
Note: Above Tools & Equipment not required, if Computer LAB is available in the institute.		

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FORMAT FOR INTERNAL ASSESSMENT

Name & Address of the Assessor:						Year of Enrollment:								
Name & Address of ITI (Govt./Pvt.):						Date of Assessment:								
Name & Address of the Industry:						Assessment location: Industry / ITI								
Trade Name:			Examination:			Duration of the Trade/course:								
Learning Outcome:														
S No.	Maximum Marks (Total 100 Marks)		15	5	10	5	10	10	5	10	15	15	Total Internal Assessment Marks	Result (Y/N)
	Candidate Name	Father's/Mother's Name	Safety Consciousness	Workplace Hygiene & Economical use of materials	Attendance/ Punctuality	Ability to follow Manuals/ Written instructions	Application of Knowledge	Skills to Handle Tools/ Equipment/ Instruments/ Devices	Economical use of Materials	Working Strategy	Quality in Workmanship/ Performance	VIVA		
1														
2														