

FASHION DESIGN & TECHNOLOGY

NSQF LEVEL - 4



SECTOR- APPAREL

COMPETENCY BASED CURRICULUM
CRAFT INSTRUCTOR TRAINING SCHEME (CITS)



GOVERNMENT OF INDIA
Ministry of Skill Development & Entrepreneurship
Directorate General of Training
CENTRAL STAFF TRAINING AND RESEARCH INSTITUTE
EN-81, Sector-V, Salt Lake City, Kolkata – 700091

FASHION DESIGN & TECHNOLOGY

(Non-Engineering Trade)

SECTOR –APPAREL

(Revised in 2024)
Version 2.1

CRAFT INSTRUCTOR TRAINING SCHEME (CITS)

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Developed By
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1. COURSE OVERVIEW

The Craft Instructor Training Scheme is operational since inception of the Craftsmen Training Scheme. The first Craft Instructors' Training Institute was established in 1948. Subsequently, 6 more institutes namely, Central Training Institute for Instructors (now called as National Skill Training Institute (NSTI)), NSTI at Ludhiana, Kanpur, Howrah, Mumbai, Chennai and Hyderabad were established in 1960's by DGT. Since then the CITS course is successfully running in all the NSTIs across India as well as in DGT affiliated institutes viz. Institutes for Training of Trainers (IToT). This is a competency based course of one year duration. "Fashion Design & Technology" CITS trade is applicable for Instructors of "Fashion Design & Technology" Trade.

The main objective of Craft Instructor training programme is to enable Instructors explore different aspects of the techniques in pedagogy and transferring of hands-on skills so as to develop a pool of skilled manpower for industries, also leading to their career growth & benefiting society at large. Thus promoting a holistic learning experience where trainee acquires specialized knowledge, skills & develops attitude towards learning & contributing in vocational training ecosystem.

This course also enables the instructors to develop instructional skills for mentoring the trainees, engaging all trainees in learning process and managing effective utilization of resources. It emphasizes on the importance of collaborative learning & innovative ways of doing things. All trainees will be able to understand and interpret the course content in right perspective, so that they are engaged in & empowered by their learning experiences and above all, ensure quality delivery.

2. TRAINING SYSTEM

2.1 GENERAL

CITS courses are delivered in National Skill Training Institutes (NSTIs) & DGT affiliated institutes viz., Institutes for Training of Trainers (IToT). For detailed guidelines regarding admission on CITS, instructions issued by DGT from time to time are to be observed. Further complete admission details are made available on NIMI web portal <http://www.nimionlineadmission.in>. The course is of one-year duration. It consists of Trade Technology (Professional skills and Professional knowledge), Training Methodology and Engineering Technology/ Soft skills. After successful completion of the training programme, the trainees appear in All India Trade Test for Craft Instructor. The successful trainee is awarded NCIC certificate by DGT.

2.2 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.	Trade Technology	
	Professional Skill (Trade Practical)	480
	Professional Knowledge (Trade Theory)	270
2.	Training Methodology	
	TM Practical	270
	TM Theory	180
	Total	1200

Every year 150 hours of mandatory OJT (On the Job Training) at nearby industry, wherever not available then group project is mandatory.

3	On the Job Training (OJT)/ Group Project	150
4	Optional Course	240

Trainees can also opt for optional courses of up to 240 hours duration.”

2.3 PROGRESSION PATHWAYS

- Can join as an Instructor in vocational training Institute/ technical Institute.
- Can join as a supervisor in Industries.

2.4 ASSESSMENT & CERTIFICATION

The CITS trainee will be assessed for his/her instructional skills, knowledge and attitude towards learning throughout the course span and also at the end of the training program.

a) The Continuous Assessment (Internal) during the period of training will be done by **Formative Assessment Method** to test competency of instructor with respect to assessment criteria set against each learning outcomes. The training institute has to maintain an individual trainee portfolio in line with assessment guidelines. The marks of internal assessment will be as per the formative assessment template provided on www.bharatskills.gov.in

b) The **Final Assessment** will be in the form of **Summative Assessment Method**. The All India Trade Test for awarding National Craft Instructor Certificate will be conducted by DGT as per the guidelines of DGT. The learning outcome and assessment criteria will be the basis for setting question papers for final assessment. The external 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 CRITERIA

Allotment of Marks among the subjects for Examination:

The minimum pass percent for Trade Practical, TM Practical, Soft Skill Practical Examinations and Formative assessment is 60% & for all other subjects is 40%. There will be no Grace marks.

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. While assessing, the major factors to be considered are approaches to generate solutions to specific problems by involving standard/non-standard practices.

Due consideration should also 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 of the following:

- Demonstration of Instructional Skills (Lesson Plan, Demonstration Plan)
- Record book/daily diary
- Assessment Sheet
- Progress chart
- Video Recording
- Attendance and punctuality
- Viva-voce
- Practical work done/Models
- Assignments
- Project work

Evidences and records of internal (Formative) 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 be well versed with instructional design, implement learning programme and assess learners which demonstrates attainment of an acceptable standard of crafts instructorship with occasional guidance and engage students by demonstrating good attributes of a trainer.	<ul style="list-style-type: none"> ● Demonstration of fairly good skill to establish a rapport with audience, presentation in orderly manner and establish as an expert in the field. ● Average engagement of students for learning and achievement of goals while undertaking the training on specific topic. ● A fairly good level of competency in expressing each concept in terms the student can relate, draw analogy and summarize the entire lesson. ● Occasional support in imparting effective training.
(b) Weightage in the range of 75%-90% to be allotted during assessment	
For performance in this grade, the candidate should be well versed with instructional design, implement learning programme and assess learners which demonstrates attainment of a reasonable standard of crafts instructorship with little guidance and engage students by demonstrating good attributes of a trainer.	<ul style="list-style-type: none"> ● Demonstration of good skill to establish a rapport with audience, presentation in orderly manner and establish as an expert in the field. ● Above average engagement of students for learning and achievement of goals while undertaking the training on specific topic. ● A <i>good</i> level of competency in expressing each concept in terms the student can relate, draw analogy and summarize the entire lesson. ● Little support in imparting effective training.
©Weightage in the range of more than 90% to be allotted during assessment	
For performance in this grade, the candidate should be well versed with instructional design, implement learning programme and assess learners which demonstrates attainment of a high standard of crafts instructorship with <i>minimal or no support</i> and engage students by demonstrating good attributes of a trainer.	<ul style="list-style-type: none"> ● Demonstration of high skill level to establish a rapport with audience, presentation in orderly manner and establish as an expert in the field. ● Good engagement of students for learning and achievement of goals while undertaking the training on specific topic. ● A high level of competency in expressing each concept in terms the student can

	<p>relate, draw analogy and summarize the entire lesson.</p> <ul style="list-style-type: none">● Minimal or no support in imparting effective training.
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3. GENERAL INFORMATION

Name of the Trade	Fashion Design & Technology– CITS
Trade Code	DGT/ 4024
NCO – 2015	2356.0100, 7532.0100, 2163.0500
NOS Covered	AMH/N9434, AMH/N9435, AMH/N9436, AMH/N9437, AMH/N9438, AMH/N9439, AMH/N9440, AMH/N9441, AMH/N9442, AMH/N9443, AMH/N9444, AMH/N9445, AMH/N9401, AMH/N9403, AMH/N9427, AMH/N9422
NSQF Level	Level - 4
Duration of Craft Instructor Training	One Year
Unit Strength (No. Of Student)	25
Entry Qualification	<p>Degree in Fashion Technology / Fashion Designing and Technology from recognized Board / University.</p> <p>OR</p> <p>03 years diploma in Fashion Technology / Fashion Designing and Technology after class 10th from recognized Board / University.</p> <p>OR</p> <p>Ex-serviceman from Indian Armed forces with 15 years of service in related field as per equivalency through DGR.</p> <p>OR</p> <p>10th class with 1-year National Trade Certificate/ National Apprenticeship Certificate in the Fashion Design & Technology.</p>
Minimum Age	16 years as on first day of academic session.
Space Norms	<p>Theory Room - 65 Sq. m</p> <p>Sewing lab - 120. Sq m</p> <p>Computer Lab - 65 Sq. m</p> <p>Drafting Lab - 120 Sq. m</p> <p>Dyeing & Printing Lab - 50 Sq.m.</p>
Power Norms	8 KW
Instructor's Qualification for	
1. Fashion Design & Technology (CITS) Trade	<p>B.Voc/Degree in Fashion Technology/ Fashion Designing and Technology from AICTE/ UGC recognized Board / University with two years experience in relevant field.</p> <p>OR</p> <p>Diploma (Minimum 2 years) in Fashion Technology/ Fashion Designing and Technology from recognized Board / University with five years experience in relevant field.</p> <p>OR</p>

	<p>Ex-serviceman from Indian Armed forces with 15 years of service in related field as per equivalency through DGR. Candidate should have undergone methods of instruction course or minimum 02 years of experience in technical training institute of Indian armed forces.</p> <p>OR</p> <p>NTC/ NAC passed in 'Fashion Design and Technology' trade with seven years experience in relevant field.</p> <p><u>Essential Qualification:</u></p> <p>National Craft Instructor Certificate (NCIC) in 'Fashion Design and Technology', in any of the variants under DGT.</p>
2. Soft skills	<p>MBA/ BBA / Any Graduate/ Diploma in any discipline from AICTE/ UGC recognized College/ university with Three years' experience and short term ToT Course in Soft Skills from DGT institutes.</p> <p>(Must have studied English/ Communication Skills and Basic Computer at 12th / Diploma level and above).</p>
3. Training Methodology	<p>B.Voc/ Degree in any discipline from AICTE/ UGC recognized College/ university with two years experience in training/ teaching field.</p> <p>OR</p> <p>Diploma in any discipline from recognized board / University with five years experience in training/teaching field.</p> <p>OR</p> <p>NTC/ NAC passed in any trade with seven years experience in training/ teaching field.</p> <p><u>Essential Qualification:</u></p> <p>National Craft Instructor Certificate (NCIC) in any of the variants under DGT / B.Ed /ToT from NITTTR or equivalent.</p>
4. Minimum Age for Instructor	21 Years

4. JOB ROLE

Brief description of job roles:

Manual Training Teacher/Craft Instructor; Instructs students in ITIs/Vocational Training Institutes in respective trades. Imparts theoretical instructions for the use of tools, mechanical drawings, blueprint reading and related subjects. Demonstrates processes and operations in the workshop; supervises, assesses and evaluates students in their practical work. Ensures availability & proper functioning of equipment & tools in stores.

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.

Fashion Designer; should have the skills and knowledge to develop fashion design briefs and manage the development of design concepts for commercial production. The initial process includes conducting market research and trend analysis for the particular season and identifying a theme for the collection; then creating a mood board and colour board based on the theme, develop an entire range according to the business plan and as per the theme board. After finalization on the range with the team, create the techpack for each style. Work with different teams to create a prototype design based on the techpack. Evaluation of the sample and Documentation of the same is also done by the Designer.

Reference NCO 2015:

- a) 2356.0100 – Manual Training Teacher/Craft Instructor
- b) 7532.0100 – Designer; Pattern Maker (Garments)
- c) 2163.0500 - Fashion Designer/ Assistant Fashion Designer

Reference NOS:

- | | |
|--------------|---------------|
| 1) AMH/N9434 | 9) AMH/N9442 |
| 2) AMH/N9435 | 10) AMH/N9443 |
| 3) AMH/N9436 | 11) AMH/N9444 |
| 4) AMH/N9437 | 12) AMH/N9445 |
| 5) AMH/N9438 | 13) AMH/N9401 |
| 6) AMH/N9439 | 14) AMH/N9403 |
| 7) AMH/N9440 | 15) AMH/N9427 |
| 8) AMH/N9441 | 16) AMH/N9422 |

5. LEARNING OUTCOMES

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

5.1 TRADE TECHNOLOGY

1. Develop manual pattern and graded pattern with application of dart manipulation & Draping technique etc. on basic level. (NOS: AMH/N9434)
2. Explain pattern making software, make computerized and digitize the various size of (graded) pattern, calculate fabric consumption by marker making. (NOS: AMH/N9401)
3. Design and demonstrate fashion croquies and attire the garment designs, make technical drawings of garments, colorise the designed garment by using fashion studio software. (NOS: AMH/N9420)
4. Recognize the significance of surface embellishment techniques on textiles as value addition with the use of different painting, printing and needle craft techniques with the knowledge of fashion terminologies. (NOS: AMH/9427)
5. Demonstrate Advanced Drawing and sketching techniques to design garments with application of elements and principles of design using various color media and designing of spec sheet and different fashion illustration boards. (NOS: AMH/N9435)
6. Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc. with illustration of design garment components. (NOS: AMH/N9436)
7. Evaluate portfolio, flat sketches, mood board, story board, color story and presentation techniques. (NOS: AMH/N9437)
8. Demonstrate different designs of garments which are appropriate & functional with application of darts, Necklines, Cowls, armhole, Collars & style lines. (NOS: AMH/N9438)
9. Demonstrate design of garments through Draping method with cutting stitching and finishing of various children garment and ladies garment. (NOS: AMH/N9439)
10. Demonstrate drafting, cutting, stitching and finishing of various men's and ladies trousers. (NOS: AMH/N9440)
11. Demonstrate drafting, cutting, stitching and finishing of Indo western garment using draping method. (NOS: AMH/N9441)
12. Evaluate mass production of garments for product development and merchandising. (NOS: AMH/N9442)
13. Evaluate the knowledge of fashion styling on the basis of cultural and regional differ, Personal Style, Dressing for events. (NOS: AMH/N9443)
14. Access the knowledge of working processes in export house and buying house & marketing, decision making Management techniques. (NOS: AMH/N9444)
15. Evaluate the Quality of production to modernize and upgrade industry practices. (NOS: AMH/9422)
16. Evaluate the technique of Design Presentation for Fashion. (NOS: AMH/N9445)
17. Exhibit effective communication skills with logical reasoning ability and quantitative aptitude to maximize efficiency in work. (MEP/N9446)

6. COURSE CONTENT

SYLLABUS FOR FASHION DESIGN & TECHNOLOGY – CITS TRADE			
TRADE TECHNOLOGY			
Duration	Reference Learning Outcome	Professional Skills (Trade Practical)	Professional Knowledge (Trade Theory)
Practical 20 Hrs. Theory 10 Hrs.	Develop manual pattern and graded pattern with application of dart manipulation & Draping technique etc. on basic level	1. Demonstrate Pattern making, drafting, grading and draping Practice of dart manipulation.	Introduction of Fashion Introduction of Pattern making, drafting, grading, draping Introduction of Darts and dart manipulation Introduction of Traditional Textile and Embroidery
Practical 70 Hrs. Theory 20 Hrs.	Explain pattern making software, make computerized and digitize the various size (graded) pattern, calculate fabric consumption by marker making.	2. Introduction to CAD (Pattern Making) in APPAREL <ul style="list-style-type: none"> • Pattern drafting • Layout planning (marker making) • Grading • Digitizing 	- Introduction to the trade - Role of computer in garment industry - Introduction to CAD (Pattern Making) in APPAREL <ul style="list-style-type: none"> • Pattern drafting • Layout planning (marker making) • Grading • Digitizing
Practical 20 Hrs. Theory 10 Hrs.	Design and demonstrate fashion croquies and attire the garment designs, make technical drawings of garments, colorise the designed garment by using fashion studio software.	3. Designing through CAD software like FASHION Studio.	Introduction to CAD software like FASHION Studio
Practical 55 Hrs. Theory 20 Hrs.	Recognize the significance of surface embellishment techniques on textiles as value addition with the use of different painting, printing and needle craft	4. Sample development on Fabric Embellishment Techniques with contemporary latest style and trend. <ul style="list-style-type: none"> • Tie and dye • Batik • Stencil Printing 	Fabric Embellishment Techniques: <ul style="list-style-type: none"> • Tie and dye • Batik • Stencil Printing • Block printing • Hand Painting • Quilting

	techniques with the knowledge of fashion terminologies.	<ul style="list-style-type: none"> • Block printing • Hand Painting • Quilting • Patch Work • Applique • Fabric Styling 	<ul style="list-style-type: none"> • Patch Work • Applique • Fabric Styling <p>Introduction to Fashion Studies</p> <ul style="list-style-type: none"> • Definition of fashion • Terminologies of fashion • Fashion Life cycle • Fashion Markets • Theories of Fashion • Fashion Forecasting
<p>Practical 20 Hrs.</p> <p>Theory 10 Hrs.</p>	Demonstrate Advanced Drawing and sketching techniques to design garments with application of elements and principles of design using various color media and designing of spec sheet and different fashion illustration boards.	<p>5. Advanced Drawing and sketching techniques.</p> <p>6. Techniques in creating textures and patterns Pencil 2b, 4b, 6b, 8b steadler and color pencil</p> <ul style="list-style-type: none"> • charcoal • water color • poster color • oil and acrylic • photo color • water proof ink • Dry pastel Fashion <p>7. Illustration:</p> <ul style="list-style-type: none"> • Kids Croqui • Female croqui • Male croqui • Body movements (kids females, males) • Action Figures • Poses And Composition • Rendering • Flats <p>8. Designing of:</p> <ul style="list-style-type: none"> • Specification sheet • Swatch board • Mood board • Client board • Accessories board 	<ul style="list-style-type: none"> • Introduction to elements of design • Depicting Principles of design • Fundamental & basics of color • Color wheel • Grey scale • Tints And Shades • Gradation • Color Schemes • Color Interaction • Concept and mood board development • Swatch Board Development based on concept and mood board • Specification sheet • Various trims and accessories
<p>Practical 20 Hrs.</p> <p>Theory 10 Hrs.</p>	Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform	<p>9. Sketches Related To:</p> <ul style="list-style-type: none"> • Designer necklines • Designer Collars • Designer sleeves • Designer yokes 	Basic knowledge of: Necklines, collars, sleeves, Yokes, bows & ties, Caps and hats, pockets, belts and different fabrics.

	etc. with illustration of design garment components.	<ul style="list-style-type: none"> • Designer bows and ties • Designer Caps and hats • Designer Pockets <p>10. Construct the Samples of Design Details like Elements of adding fullness/ shapes, Pockets, Plackets, Facing, Binding.</p> <p>11. Designer Belts Development of own illustration style:</p> <ul style="list-style-type: none"> • Formal Wear • Casual Wear • School Uniform 	Fashion illustration
Practical 45 Hrs. Theory 15 Hrs.	Evaluate portfolio, flat sketches, mood board, story board, color story and presentation techniques.	12. Portfolio making and presentation.	Introduction of portfolio Basic knowledge of portfolio making, flat sketches, mood board, storyboard, color story, presentation techniques. Knowledge on reputed designers and their works.
Practical 45 Hrs. Theory 15 Hrs.	Demonstrate different designs of garments which are appropriate & functional with application of darts, Necklines, Cowls, armhole, Collars & style lines.	<p>13. Dart manipulation: Single/ double dart series.</p> <p>14. Skirt Variations.</p> <p>15. Necklines and armhole variations.</p> <ul style="list-style-type: none"> • Style lines • Cowls • Fitted midriffs • Collars • Bias Cut Dresses • Grading: Basic bodice, skirt, trouser 	<p>Introduction to draping, terminology</p> <p>Dart manipulation: Single/double dart series</p> <p>Skirt Variations</p> <p>Necklines and armhole variations</p> <ul style="list-style-type: none"> • Style lines • Cowls • Fitted midriffs • Collars • Bias Cut Dresses • Grading: Basic bodice, skirt, trouser
Practical 20 Hrs. Theory 10 Hrs.	Demonstrate design of garments through Draping method with cutting stitching and finishing of various children garment and ladies garment.	<p>16. Creating designs through Draping method.</p> <p>17. Drafting, cutting stitching, finishing of designer Topper.</p> <p>18. Drafting, cutting stitching, finishing of designer Dress.</p> <p>19. Drafting cutting</p>	<ul style="list-style-type: none"> • Creating designs/ manipulating using bodice block/sleeve block and draping method • Preparation of basic child and ladies bodice block, sleeve block, hip block • Fitting problem and alteration in children garment and ladies

		stitching of designer Skirt. 20. Evaluate fit of garment.	garment
Practical 20 Hrs. Theory 10 Hrs.	Demonstrate drafting, cutting, stitching and finishing of various men's and ladies trousers.	21. Drafting, cutting stitching, finishing of basic shirt by draping Method. 22. Drafting, cutting stitching, finishing of classic /slim fit shirt with variation of cuff collars, plackets etc. 23. Drafting, cutting stitching, finishing of Ladies trouser.	Sizing and taking measurement specific to Men's wear Drafting Of Basic Shirt Block <ul style="list-style-type: none"> • Variation Of Shirts: Classic/slim fit shirt • Variations of cuffs collars etc • Drafting of Basic Trouser Block With Variations
Practical 20 Hrs. Theory 10 Hrs.	Demonstrate drafting, cutting, stitching and finishing of Indo western garment using draping method.	24. Stitching and finishing of Indo western garment using draping method.	<ul style="list-style-type: none"> • Introduction Cutting technology • Introduction to Fusing technology • Introduction to Sewing technology • Introduction of Pressing technology
Practical 20 Hrs. Theory 10 Hrs.	Evaluate mass production of garments for product development and merchandising.	25. Overview of garment mass production set up. <ul style="list-style-type: none"> • Marker making • Spreading • cutting • Ticketing • Bundling • Sewing • Finishing • Quality • checking 	<ul style="list-style-type: none"> • Classification of cutting machines • Classification of sewing machines • Feed mechanism • Classification of finishing equipment and their application of ,purpose of pressing, categories of pressing, pressing equipment and methods, stain removal, packaging • Introduction to sewing machines attachments.
Practical 20 Hrs. Theory 10 Hrs.	Evaluate the knowledge of fashion styling on the basis of cultural and regional differ, Personal Style, Dressing for events.	26. Fashion Styling: <ul style="list-style-type: none"> • Inter relationship between make –up and clothing body types proportions and cultural and regional differ. • Exploration of color texture, body types, proportions and cultural 	<ul style="list-style-type: none"> • Introduction to Fashion styling • Brief knowledge of various events and their dressing styles.

		<p>and regional differences.</p> <ul style="list-style-type: none"> • Life style factors of the client Personal Style, Wardrobe planning Selection and coordination of clothes. • Dressing for events. 	
<p>Practical 45 Hrs.</p> <p>Theory 15 Hrs.</p>	<p>Access the knowledge of Working processes in export house and buying house & marketing, decision making Management techniques.</p>	<p>27. Designing of specification sheets</p> <p>28. Designing and creating cost sheet</p> <p>29. Creating order break up</p> <p>30. T.N.A planning.</p> <p>31. Tech pack Interpretation</p>	<p>Introduction to the working of export house and buying house</p> <p>Brief knowledge of Merchandising Documents</p> <p>Costing Sourcing:</p> <ul style="list-style-type: none"> • Bill Of Material • Vendor evaluation • Purchase Order
		<p>32. Practical exercises of merchandising, display techniques, visual merchandising.</p>	<p>Introduction To Merchandising</p> <ul style="list-style-type: none"> • Merchandise Management • Key Roles of a Merchandiser • Types of buyers

		33. Practical exercises in terms of case studies, role plays and various type of activities.	<p>Consumer behavior and marketing</p> <ul style="list-style-type: none"> • Management technique • Leadership • Authority • Responsibility • Functions of management • Marketing • Basic concept • Market resources • Market promotion • Branding • Pricing • Planning and development • Advertisement media and effectiveness • Sales forecasting • Marketing mix • Pricing policy • Sales forecasting • Sales promotion and salesman ship • After sales service • Complaints and their redressal • Problem solving and decision making
<p>Practical 20 Hrs.</p> <p>Theory 10 Hrs.</p>	Evaluate the Quality of production to modernize and upgrade industry practices.	<p>34. Practical aspects of Quality control and production methods</p> <p>35. Practical aspects of Quality Inspection methods</p> <p>36. Practical aspects of Quality Testing</p> <p>37. Textile Testing and product evaluation</p> <p>38. Care labeling of apparels</p> <p>39. Quality management</p>	<ul style="list-style-type: none"> • Quality control and production methods • Meaning • Imp of keeping standard • Factors responsible for deviation • ISO AND ISO 9000 TO 9006 • Total quality management
<p>Practical 20 Hrs.</p> <p>Theory 10 Hrs.</p>	Evaluate the technique of Design Presentation for Fashion.	<p>40. Digital Portfolio development in chosen area of specialism include:</p> <ul style="list-style-type: none"> • Research and surveys • Design development, 	Introduction of Digital portfolio

		client, material, trend research and exploration <ul style="list-style-type: none"> • Fashion Presentation • Design Sampling • Commercial Applications 	
SOFT SKILLS: 75 Hrs.			
Professional Knowledge Soft Skills- 75 Hrs.	Exhibit effective communication skills with logical reasoning ability and quantitative aptitude to maximize efficiency in work.	COMMUNICATION SKILLS: Oral communication Skills, Voice, accent, Voice modulation, pace, Intonation, etc. Study of different pictorial expressions of non-verbal communication and its analysis. Demo on Strengths and Weaknesses Demo on Motivation, Positive attitude. Practice on personal appearance, Dressing Manners & Etiquettes. Practice on attending of mock interview of different types. Listening & doubt clarifying etc. Case studies on Interview sessions. <u>Communication & Listening Skills</u> Components of effective communication, Types of communication- Oral, Written, Reading & body language, Handling of communication, Barriers of communication, Listening Tools & Speaking Tools, Non-verbal communication and its importance. <u>Self-Management & Personality Development</u> Self-Management, SWOT analysis, self-learning and management. Motivation and Image building Techniques <u>Personal Grooming & Hygiene</u> Presentation of Self, Formal & Informal Dressing, Dressing for Occasions. <u>Techniques of Attending Interviews</u> Interview & its types. Preparation for the interview, stages of interview. Do's & Don'ts in an interview. BASIC MATHEMATICAL CALCULATION: Conversions of different units viz. length, area, mass etc. Simple Problems on Perimeter and area of a triangle, a circle, a square, rectangle, semicircle etc. Simple Problems on Comparing quantities, weight, speed, height, age, ratio, percentage, and price, etc. Simple calculation on profit and loss statement, discount calculations of products. Demonstration of utilization of mobile apps for financial transactions. Exercises on aptitude/puzzles Practice on Types of Charts and Graphs Introduction to units and dimensions of different objects. Perimeter, Area of regular shapes, viz. Triangle, Square, and Circle, rectangle, semicircle etc.	

		<p><u>Quantitative Aptitude</u> Introduction, Comparing quantities viz. Speed, age, height, ratio, percentage, weight, and price, etc. Introduction to cost price, sale price, profit, loss and discounts of products. Introduction to online internet banking mechanisms, various modes of payments, cash transactions and associated mobile apps. Concept of insurance and taxes and types. Personal saving and investment mechanism.</p> <p><u>Logical reasoning</u> Introduction to logical reasoning. Types of logical reasoning. Principles of logical reasoning with examples on numbers and sequences, arrangement and relations,</p> <p><u>Data Interpretation</u> Data analysis and interpretation. Types of variables for different applications. Basic graph types (Bar, Line, PIE Charts).</p> <p>ENERGY & ENVIRONMENT: Video demo on different types of energy resources. Conventional & Non-Conventional Energy Resources. Fossil Fuel, Biomass, Bio-Gas, Solar, etc. Public awareness on Energy conservation and use of clean energy.</p> <p>ENGLISH LITERACY: Pronunciation of simple words, Diction (use of word and speech) Transformation of sentences, Spellings. Reading and understanding simple sentences about self, work and environment. Construction of simple sentences Writing simple English, Speaking with preparation on self, on family, on friends/ classmates, on work. Role-playing and discussions on current affairs. Job description. Practice of Taking messages, passing on instructions. Practice making Resumes or curriculum vita. Letters of application & referencing to previous communication.</p>
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SYLLABUS FOR CORE SKILLS

Training Methodology (Common for all trades) (270Hrs + 180Hrs)

Learning outcomes, assessment criteria, syllabus and Tool List of above Core Skills subjects which is common for a group of trades, provided separately in www.bharatskills.gov.in

7. ASSESSMENT CRITERIA

LEARNING OUTCOME	ASSESSMENT CRITERIA
TRADE TECHNOLOGY	
1. Develop manual pattern and graded pattern with application of dart manipulation & Draping technique etc. on basic level. (NOS: AMH/N9434)	Explain Introduction to Pattern making, drafting, grading, draping.
	Explain Darts and dart manipulation
	Explain Traditional Textile and Embroidery
	Evaluate the Design on Dress-Form and Develop different Patterns.
	Create Blocks of Basic Bodice, Sleeve, Neck, Collar, etc.
	Evaluate Draft, create patterns and make samples of variations.
2. Explain pattern making software, make computerized and digitize the various size of (graded) pattern, calculate fabric consumption by marker making. (NOS: AMH/N9401)	Summarise role of computers in garments industry.
	Explain CAD process in apparel designs.
	Explain Pattern drafting with computer software and commands.
	Explain Layout planning (marker making) with computer software and commands.
	Explain Grading with computer software and commands.
	Explain Digitizing with computer software and commands.
3. Design and demonstrate fashion croques and attire the garment designs, make technical drawings of garments, colorise the designed garment by using fashion studio software. (NOS: AMH/N9420)	Illustrate design of fashion croques and attire the garments.
	Demonstrate technical drawings
	Create a fashion Stick and Block Figure (10.5 & 12.5 heads).
	Draw Geometrical, Abstract and Realistic shapes & forms.
	Evaluate application of colour sets (Warm & Cool) in designing.
4. Recognize the significance of surface embellishment techniques on textiles as value addition with the use of different	Appraise different types of surface ornamentation.
	Demonstrate different techniques of Tieing & Dyeing on different fabrics.
	Execute Traditional and Modern Embroidery.
	Appraise and apply different types of Stitches, Seams and Edge finishes.

painting, printing and needle craft techniques with the knowledge of fashion terminologies. (NOS: AMH/N9427)	Explain the terminologies of fashion.
5. Demonstrate Advanced Drawing and sketching techniques to design garments with application of elements and principles of design using various color media and designing of spec sheet different fashion illustration boards. (NOS: AMH/N9435)	Apply different techniques of free hand sketches to create designs.
	Develop sketch of draped design with texture and rendering.
	Recognize the elements and principle of designing in Fashion Designing.
	Distinguish & draw the different types of Weaving. Sketch Human body based on 8 Head Theory.
6. Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc. with illustration of design garment components. (NOS: AMH/N9436)	Appraise and illustrate the garment details like neck lines, collars, sleeves, gathers, bow & tie, style lines etc.
	Construct the Samples of Design Details like Elements of adding fullness/ shapes, Pockets, Plackets, Facing, Binding.
	Drape the Design on Dress-Form and Develop different Patterns.
	Cut and Stitch different Ladies Wear.
7. Evaluate portfolio, flat sketches, mood board, story board, color story and presentation techniques. (NOS: AMH/N9437)	Explain making of portfolio with flat sketches.
	Explain presentation techniques of portfolio.
	Evaluate portfolio story board, color story and presentation.
8. Demonstrate different designs of garments which are appropriate & functional with application of darts, Necklines, Cowls, armhole, Collars & style lines. (NOS: AMH/N9438)	Demonstrate draping and terminology.
	Illustrate skirt variations, neckline and armhole variations.
	Evaluate style lines, cowls, fitted midriffs, collors, bias cut dresses.
	Demonstrate grading of basic bodice, skirt, trousers etc.
	Demonstrate designs through draping method, cutting, stitching, drafting etc.
	Evaluate fit of garments prepared.

9. Demonstrate design of garments through Draping method with cutting stitching and finishing of various children garment and ladies garment. (NOS: AMH/N9439)	Demonstrate basic draping method, block pattern making, truing etc.
	Demonstrate cutting, stitching, finishing of basic garments by draping method.
	Demonstrate cutting, stitching, finishing of ladies garments by draping method.
	Demonstrate cutting, stitching, finishing of children garments by draping method.
10. Demonstrate drafting, cutting, stitching and finishing of various men's and ladies trousers. (NOS: AMH/N9440)	Demonstrate basic pattern drafting method.
	Demonstrate cutting, stitching, finishing of basic shirt by draping method.
	Demonstrate cutting, stitching, finishing of ladies trousers.
11. Demonstrate drafting, cutting, stitching and finishing of Indo western garment using draping method. (NOS: AMH/N9441)	Demonstrate design developments through basic drafting method.
	Demonstrate pattern manipulation through basic drafting method.
	Demonstrate stitching and finishing of Indo western garments.
12. Evaluate mass production of garments and fashion styling for product development and merchandising. (NOS: AMH/N9442)	Explain making of marker making, spreading, cutting, ticketing.
	Explain making of bundling, sewing, finishing, quality checking.
	Explain making of stain removal, packaging.
	Explain about variation of cutting machine, sewing machine & sewing attachments.
13. Evaluate the knowledge of fashion styling on the basis of cultural and regional differ, Personal Style, Dressing for events. (NOS: AMH/N9443)	Explain the variation of body types, body proportion.
	Explain the colour texture, fashion styling on the basis of cultural and regional differ, Personal Style, Dressing for events.
14. Access the knowledge of working processes in export house and buying house & marketing, decision making Management techniques. (NOS: AMH/N9444)	Explain the process of Designing of specification sheets and creating cost sheet.
	Explain the process of Creating order break up, T.N.A PLANNING, Tech pack Interpretation.
	Explain the process of Creating Bill of Material, Vendor evaluation, Purchase Order.
	Explain the process of Merchandise Management, Key Roles of a Merchandiser, types of buyers.

	Explain about Market resources, Market promotion, Branding, Pricing.
15. Evaluate the Quality of production to modernize and upgrade industry practices. (NOS: AMH/N9422)	Explain about Practical aspects of Quality control and production.
	Explain about Quality Inspection methods, Practical aspects of Quality Testing, Quality management.
	Demonstrate Care labeling of apparels.
16. Evaluate the technique of Design Presentation for Fashion. (NOS: AMH/N9445)	Demonstrate creating & development of Digital Portfolio.
	Demonstrate Design development, client, material, trend research and exploration
	Demonstrate the process of Research and surveys for Digital Portfolio.
	Demonstrate Fashion Presentation, Design Sampling, Commercial Applications.
17. Exhibit effective communication skills with logical reasoning ability and quantitative aptitude to maximize efficiency in work. (NOS: MEP/N9446)	Demonstrate reasonable quantitative aptitude and interpret data in the field of work
	Demonstrate effective communication skills with logical reasoning ability.
	Describe method of energy conservation and day-to- day contribution to work for optimum utilization of resources.
	Demonstrate English language fluency while carrying out official work.

8. INFRASTRUCTURE

LIST OF TOOLS AND EQUIPMENT FOR FASHION DESIGN & TECHNOLOGY - CITS			
For batch of 25 candidates			
SL. No.	Name of the Tool & Equipment	Specification	Quantity
A. SKETCHING LABORATORY			
1.	Drawing Table with adjustable top. Desk having facility of keeping tools		25 Nos.
2.	Revolving Chair with adjustable height & back support		25 Nos.
3.	Faculty Table & Chair set		01 No.
4.	Storage Almirah		02 Nos.
5.	Adjustable Set square		25 Nos.
6.	White Magnetic Board with Felt board & accessories		01 set.
7.	Air Conditioner		As required
8.	Display board		02 Nos.
9.	Dress forms (dummies) <ul style="list-style-type: none"> Children Ladies Gents 		02 Nos. 02 Nos. 02 Nos.
10.	Tracing table		02 Nos.
11.	Mannequin's: <ul style="list-style-type: none"> Children's Ladies Gents 		02 Nos. 02 Nos. 02 Nos.
12.	Laptop		1 No.
13.	Interactive board		1 No.
14.	Visual / Document presenter		1 No.
B. Theory Room			
15.	Single desks for trainees with arrangements of keeping Books etc.		25 Nos.
16.	Revolving Chairs without arms		25 Nos.
17.	Faculty Table & Chair set		01 No.
18.	Desktop computer	CPU: 32/64 Bit i3/i5/i7 or latest processor, Speed: 3 GHz or Higher. RAM: 4 GB DDR-III or Higher, Wi-Fi Enabled. Network Card: Integrated Gigabit Ethernet, with USB Mouse, USB Keyboard and Monitor (Min. 17 Inch. Licensed Operating System and	01 No.

		Antivirus compatible with trade related software.	
19.	UPS		As required
20.	White Magnetic Board with Felt board & accessories		01 No.
21.	Display Board		01 No.
22.	Storage Almirah		01 No.
23.	Book Shelf		01 No.
24.	A/C unit type		As required
C. Drafting/Cutting /Sewing Room Tools & Equipment			
25.	Scissors 25 cm		25 Nos.
26.	Pinking Shears		05 Nos.
27.	Tailors Square		21 Nos.
28.	Leg Shaper		21 Nos.
29.	Garment Hangers		20 Nos.
30.	Screw Driver Set		04 Nos.
31.	Cart chop		02 Nos.
32.	Table Sharpener		04 Nos.
33.	Pressing Table		05 Nos.
34.	Blanket for padding of Pressing Table		05 Nos.
35.	Rubber mat (Size as per requirement)		05 Nos.
36.	Sprayer		05 Nos.
37.	Waste Bin Big / Small		10 Nos.
38.	Pattern Punch		25 Nos.
39.	Pattern Notcher		25 Nos.
40.	Pattern Hanging Stand		04 Nos.
41.	Water Tub 60 cm dia		01 No.
42.	Stand for hanging dresses		05 Nos.
43.	Trial room	with 3 side mirrors of size 150 cm X 60 cm each with arrangements of hanging Dresses	01 No.
44.	Electric Automatic steam press		02 Nos.
45.	Electric automatic iron		03 Nos.
46.	Sewing Machine - Single Needle Lock stitch Industrial model		21 Nos.
47.	Over Lock Machine 3 Thread		01 No.
48.	Overlock Machine 5 Thread		01 No.
49.	Pick Glass		05 Nos.
50.	Zig Zag Multi Purpose Machine		01 No.
51.	Machine attachments		As required
52.	Chairs with low back rest or stools for the machines (one for each		25 Nos.

	machine)		
53.	Drafting Table		13 Nos.
54.	Display board covered with glass or acrylic sheet	120*90cm	02 Nos.
55.	Instructor Table		01 No.
56.	Instructor Chair		02 Nos.
57.	Steel Almirah	195 X 90 X 60 cm	02 Nos.
58.	Pigeon hole Almirah 10 lockers & separate locking arrangements for trainees		02 Nos.
59.	Locks for above pigeon hole		25 Nos.
60.	Wall Clock		03 Nos.
61.	Calculator Desk Type		01 No.
62.	White Board with accessories (size as per requirement)		02 Nos.
63.	Dummy (Lady)		02 Nos.
64.	Mannequins (lady)		02 Nos.
65.	Mannequins (Kids)		02 Nos.
66.	Mannequins (Gents)		02 Nos.
67.	Air Conditioner unit 2 Ton capacity with Stabilizer		04 Nos.
D. COMPUTER LABORATORY			
68.	Computer with multimedia System (Latest Configuration) with software & UPS (0.5 VA with 15 minutes back up)	CPU: 32/64 Bit i3/i5/i7 or latest processor, Speed: 3 GHz or Higher. RAM: 4 GB DDR-III or Higher, Wi-Fi Enabled. Network Card: Integrated Gigabit Ethernet, with USB Mouse, USB Keyboard and Monitor (Min. 17 Inch. Licensed Operating System and Antivirus compatible with trade related software.	25 Nos.
69.	Server system (Latest Configuration) with software		01 No.
70.	LAN Connectivity & Internet facility to the computers		As required
71.	CAD-Pattern Making Software(3D) C Draw Latest Version		05 Nos.
72.	CAD-Fashion Design Software (Fashion Studio)		05 Nos.
73.	Antivirus Software		21 Nos.
74.	Laser Printer color A4		01 No.
75.	Colored laser Printer A3		01 No.
76.	Scanner		01 No.

77.	Computer Table for server		01 No.
78.	Printer Table		02 Nos.
79.	Table for Scanner		01 No.
80.	White Magnetic Board with Felt board & accessories		01 No.
81.	Digitizer		01 No.
82.	Plotter		01 No.
83.	Display Board		02 Nos.
84.	Storage Almirah (Size as per requirement)		02 Nos.
85.	AiR Conditioner		02 Nos.
86.	Wall Clock		01 No.
87.	Modular Workstation with chair		20 Nos.
88.	LCD Projector		01 No.
89.	Vacuum Cleaner		01 No.
90.	Trainer's Table & Chair		01 set
91.	Laptop For Faculty (with latest configuration)		01 set
D. TRAINEES' TOOL KIT FOR 25 TRAINEES + 1 Instructor(consumable)			
92.	Measuring Tape 150 cm		25+1 Nos.
93.	Seam Ripper		25+1 Nos.
94.	Thimble		25+1 Nos.
95.	Drafting Card Scales (set of six scales)		25+1 Nos.
96.	Tailors Square - Plastic		25+1 Nos.
97.	French Curve Set of six		25+1 Nos.
98.	Thread Cutter		25+1 Nos.
99.	Scale plastic 24"		25+1 Nos.
100.	Paper Cutter		25+1 Nos.
101.	Loop Turner		25+1 Nos.
102.	Drafting Pins(set)		25+1 Nos.
103.	Drawing Drafting Template Stencil		25+1 Nos.
104.	Clutch Pencil		25+1 Nos.
105.	Eraser		25+1 Nos.
106.	Drawing Pencil (HB,2B,4B,6B)		25+1 Nos.
107.	Brushes Round(00,1,2,4,6,8)		25+1 Nos.
108.	Brushes Flat(1/4 inch,1/2 inch,1 inch)		25+1 Nos.
109.	Color Palate		25+1 Nos.
110.	Pencil Crayons(set of 24 colors)		25+1 Nos.
111.	Poster Colour (set of 12 colors)		25+1 Nos.
112.	Water Colour(Set of 12 colors)		25+1 Nos.
113.	Steadtler (set of 48 colors)		05 sets
114.	White board marker pens		As required

115.	Tailors Chalk		As required
116.	Machine Needles		As required
117.	Hand Needles		As required
118.	Brown Paper For Drafting		As required
119.	Light weight Muslin Fabric For Draping		5 m each
120.	Medium Weight Muslin Fabric For Draping		3 m each
121.	Draping Pins		As required
122.	Photocopier Paper A4 size		As required
123.	Photocopier Paper A3 size		As required
124.	Carbon Paper (White)		As required
125.	Carbon paper (yellow)		As required
126.	Carbon Paper (Black)		As required
127.	Carbon paper (red)		As required
128.	Gateway Tracing paper		As required

