

DNCQF.FDMD.GD03 Issue No.: 01

SECTION A:						(QUA	LIFI	CA	TION	DE	TAIL	s					
QUALIFICAT	ION D	EVE	LOPER		Text	ile a	nd C	Cloth	ing	Instit	ute c	of Bo	tswana	l				
TITLE	Certi	ficate	e V in Clo	thi	ng Ma	anufa	actu	re (D)esi	ign ar	nd Pa	atterr	n Makir	ng)	NC	QF L	EVEL	5
FIELD		neer	uring, ing and gy			SU	JB-F	IELI	D	Cloth	ning	Man	ufactur	е	CR	EDIT	T VALUE	132
New Qualifica	tion							✓					Revie	w of I	Exist	ing C	Qualification	
SUB-FRAME	WORI	K	Genera	al E	duca	tion			-	TV	ΞΤ		✓		High	er Ed	ducation	
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RATIONALE AND PURPOSE OF THE QUALIFICATION

RATIONALE:

In 2016, Botswana developed the country's vision 2036 which states the need for Botswana to define and manage its way to 'Prosperity for All', as well as to adjust to the rapidly changing global economy and social order. Vision 2036 has 4 pillars which speak to the 17 sustainable development goals (SDGs) of the United Nations. The introduction of the Design and Pattern Making qualification contributes to two (2) of the Vision 2036 pillars namely, sustainable development and human social development. As Botswana is working towards a vibrant micro and small enterprises (MSEs) sector that contributes to the economy, job creation and provision of sustainable livelihoods can be supported by growing the clothing manufacturing industry through the production of qualified and skilled learners.

The Human Resources Development Council (HRDC) Top Occupations in Demand document of 2016 lists product and garment design with technical skills of design making, garment assembly, fabric layering, embroidery, and screen painting, with soft skills in numbers and attention to detail among occupations that have high demand in Botswana. Therefore, this qualification will assist by producing clothing manufacturers, designers, and pattern makers.

The clothing industry in Botswana is currently dominated by ready-to-wear clothing in retail outlets. This has created growth opportunities in this industry, which has in turn led to an increased demand for local clothing manufacturers, designers, and pattern makers. The qualification serves to meet the growing local demand for training and development through the TVET, focusing on designing and pattern making. Consequently, there is employment creation for our young local graduates. The qualification has been designed to equip learners with basic knowledge and skills in the clothing manufacturing industry, who will eventually build successful careers.

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In the country's diversifying drive, manufacturing has been identified as a major driver of the economy. Competent designers, pattern makers and clothing technologists are essential for this manufacturing drive to be a success.

PURPOSE:

The purpose of the qualification is to produce graduates who have broad technical knowledge, skills, and competencies to:

- Demonstrate knowledge and understanding of professional standards and interpersonal skills required in the clothing manufacturing industry.
- Explain and recommend appropriate software to aid processes involved in the garment designing processes.
- Use pattern making techniques for sketching and creating patterns for different garments.
- Explain and illustrate the garment assembly process, which includes laying, cutting, and sewing.
- Apply sewing techniques to produce a variety of complete garments.
- Discuss figure-faults and recommend appropriate patterns.
- Conduct quality checks on finished garments, as well as package them correctly.
- Discuss basic entrepreneurial skills and how-to set-up a small business in clothing manufacturing.
- This qualification will also contribute to Botswana's manpower development through the provision of skilled artisans for the clothing manufacturing industry, who are currently in high demand.

ENTRY REQUIREMENTS (including access and inclusion)

Minimum entry requirements:

- Certificate IV, NCQF Level IV (BGCSE) or equivalent
- There shall be access using Recognition of Prior Learning (RPL) and Credit Accumulation and Transfer (CAT) in line with the National RPL Policy

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SECTION B	QUALIFICATION SPECIFICATION
GRADUATE PROFILE (LEARNING OUTCOMES)	ASSESSMENT CRITERIA
LO1: Demonstrate broad technical knowledge and understanding of professional standards and interpersonal skills required in the clothing manufacturing industry	 Enlighten designers on their roles in the fashion industry. Discuss professional practice standards in the fashion industry (adhering to industry code of ethics and standards, etc) with industry players. Identify relevant industry professional bodies (in Botswana and abroad) and the importance of membership accreditation. Discuss possible career paths and prospects for further personal development within the clothing manufacturing industry. Report the need for continuous personal development through further training, refresher courses, workshops, etc. Deliver essential soft skills, Personal Grooming and Deportment, Time Management, Interviewing, Leadership, Research, Communication, public speaking, etc.
LO2: Apply basic entrepreneurial skills and how to start-up a small business in clothing manufacturing.	 2.1. Educate industry players on basic business principles, the business environment, and the economy in relation to clothing manufacturing. 2.2. Develop a sustainable fashion design business – identifying the required skills and competencies (the business model). 2.3. Produce a business plan for entrepreneurs. 2.4. Illustrate business financing and financial planning for entrepreneurs. 2.5. Present the dynamics of the business environment, particularly the clothing manufacture industry. 2.6. Plan for various marketing, social networking, and sales strategies.
LO3: Demonstrate broad technical knowledge of the use of Computer Aided Design in clothing manufacturing LO4: Demonstrate steps involved in creating patterns for different garments	 3.1. Report on the significance of CAD in fashion design. 3.2. Show the future of CAD in fashion. 3.3. Identify common CAD software used in fashion design. 4.1. Design and draw pattern for a ladies' trousers. 4.2. Draw original designs for a ladies' dress. 4.3. Design and sketch pattern for a jacket. 4.4. Create designs for girls' dress, highlighting intended style features.

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	4.5.	Design and sketch men's shirt and trousers.
LO5: Demonstrate how finishing,	5.1.	Carry Out the finishing process.
packaging, and quality control	5.2.	Study the different packaging methods and choose the
processes in clothing manufacturing		most appropriate for the clothing.
are done.	5.3.	Exercise quality control of products produced in the
		factory.
	5.4.	Determine how quality is calculated in clothing
		manufacturing.
	5.5.	Define the stages of quality control in clothing
		manufacturing.
LO6 : Apply the concept of figure-faults	6.1.	Use the concept of figure faults in clothing
in fashion design		manufacturing.
	6.2.	Engage the purpose of analyzing figure faults.
	6.3.	Classify different figure faults.
LO7: Employ different skills of pattern	7.1.	Identify suitable fabric, lining, thread, colours,
making techniques and sewing of	7.0	embellishments and trims to create flattering garments.
garments	7.2.	Draft pattern for men's shirt.
	7.3.	Create pattern for ladies and men's trousers with
	7.4.	variations.
	7.4. 7.5.	Make pattern for stylish ladies' dress. Adopt pattern for ladies' jacket.
	7.5. 7.6.	Create pattern for child's dress.
	7.0.	oreate pattern for critica areas.
LO8: Utilize creative ideas in	8.1.	Use original designs and source of inspiration.
assembling garments by following	8.2.	Create patterns and recommend suitable fabric and
pattern making and sewing principles		quantify estimates.
	8.3.	Identify economical sources of material and trimmings.
	8.4.	Lay, cut and assemble garments.
	8.5.	Carry out quality checks and care labels.
LO09: Demonstrate the impact of		
fabric printing and dyeing in clothing	9.1.	Determine the effects of dyes and chemicals on health
manufacturing.		and the environment.
	9.2.	Operate the different equipment used for printing and
	0.0	dyeing.
LO40. Domonostrata has adda abaical	9.3.	Illuminate creativity in fabric printing and dyeing.
LO10: Demonstrate broad technical	10.1	Determine the adventages and disadventages of using
knowledge on the future of embroidery and screen painting in clothing	10.1.	Determine the advantages and disadvantages of using embroidery and screen printing.
manufacture.	10.2.	Control future trends in embroidery and screen printing
manulaciule.	10.2.	with reference to clothing manufacturing.
	10.3.	Make screen making, colour mixing principles and
	10.0.	modern screen-printing technology.
	10.4.	Illustrate embroidery and screen-printing techniques.

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SECTION C	QUAL	IFICATION	STRUCTURE		
GENERIC COMPONENT Subjects/ Courses/	TITLE	Credits Pe	er Relevant N	ICQF Level	Total (Per Subject/ Course/ Module/
Modules/Units		Level [4]	Level [5]	Level [6]	Units)
	Entrepreneurial Skills		8		8
	Professional Practice and Interpersonal Skills		6		6
CORE COMPONENT	CAD in Clothing Manufacturing		10		10
Subjects/Courses	Pattern Creation and Designing		20		20
/ Modules/Units	Finishings, Packaging & Quality Control		8		8
	Figure Faults		6		6
	Pattern Making Techniques and Sewing		30		30
	Garment Assembly		40		40
ELECTIVE/ OPTIONAL	Fabric Printing and Dyeing III		4		4
COMPONENT	Embroidery and Screen Printing		4		4
Subjects/Courses / Modules/Units					

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TOTAL CREDITS PER NCQF LEVEL NCQF Level 5 Level 5 TOTAL CREDITS 132 Ules of Combination:	lue
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lease Indicate combinations for the different constituent components of the qu	ualification)
andidates are required to achieve a minimum of 132 credits for the qualification: 4 credits for Fundamental Components, 14 credits for Core Components and credits for Elective Components.	
nere are two electives, and learners are required to choose only one between the	two.

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ASSESSMENT ARRANGEMENTS

a. Formative Assessment

Formative assessment or continuous assessment contributing towards the award of credits shall be based on course outcome. This consists of tests, assignments, and projects. The contribution of formative assessment to the final grade shall be **70%**.

b. Summative

Candidates shall undergo assessment including written and practical and simulated projects. The final examination contributes **30%** of the final mark of the course.

Assessment arrangements will be carried out by BQA registered and accredited Assessors.

MODERATION ARRANGEMENTS

There will be pre, during and post moderation arrangements. All arrangements will be carried out by moderators registered and accredited by the BQA.

RECOGNITION OF PRIOR LEARNING (if applicable)

There will be provision of Recognition of Prior Learning (RPL) for award of the qualification using Institutional RPL Policy in line with the National RPL Policy.

PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)

Education

a) Horizontal Articulation

- Certificate V in Sewing and Garment Assembly
- Certificate V in Dressmaking

b) Vertical Articulation

- Diploma (NCQF Level VI) Design and Pattern Making
- Diploma (NCQF Level VI) in Fashion

Employment

After attaining this qualification, learners may work as:

- Tailor
- Seamstress
- Pattern Designer/Marker
- Pattern Cutter
- Showroom/Workshop Assistant

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• Run own tailor shop business.

QUALIFICATION AWARD AND CERTIFICATION

QUALIFICATION:

A learner is required to achieve the stipulated total of **132 credits** to be awarded the Certificate in Clothing Manufacture Level 5 in Design and Pattern Making

CERTIFICATION:

A Certificate V in Clothing Manufacturing (Design and Pattern Making) shall be issued to the candidate upon meeting the above-mentioned conditions.

REGIONAL AND INTERNATIONAL COMPARABILITY

The qualifications noted above are generally comparable in terms of main exit outcomes, qualification structure, education and employment pathways. The difference observed is that the IQA has a higher credit weighting. This is explained by the higher content scope, especially in the practical component of sewing complete garments. In terms of modules, SAQA covers Fashion Planning and Buying, which are not included in our qualification at this level. Other than that, the SAQA compares very well in almost all areas, including credit weighting and duration.

Employment pathways are similar as graduates can either be self-employed or work in clothing manufacturing industry

REVIEW PERIOD Every five (5) years.

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