

BQA NCQF Qualification Template

DNCQF.FDMD.GD03

Issue No.: 01

SECTION A: QUALIFICATION DETAILS															
QUALIFICATION DEVELOPER		Textile and Clothing Institute of Botswana													
TITLE	Certificate IV in Clothing Manufacture (Design and Pattern Making)										NCQF LEVEL	4			
FIELD	Manufacturing, Engineering and Technology				SUB-FIELD	Clothing Manufacture				CREDIT VALUE	66				
New Qualification					<input checked="" type="checkbox"/>		Review of Existing Qualification								
SUB-FRAMEWORK		General Education			<input type="checkbox"/>		TVET			<input checked="" type="checkbox"/>		Higher Education			
QUALIFICATION TYPE		Certificate	I	<input type="checkbox"/>	II	<input type="checkbox"/>	III	<input type="checkbox"/>	IV	<input checked="" type="checkbox"/>	V	<input type="checkbox"/>	Diploma	<input type="checkbox"/>	Bachelor
		Bachelor Honours			<input type="checkbox"/>	Post Graduate Certificate				<input type="checkbox"/>	Post Graduate Diploma				
		Masters					<input type="checkbox"/>	Doctorate/ PhD							
RATIONALE AND PURPOSE OF THE QUALIFICATION															
<p>RATIONALE:</p> <p>In July of 2016, The Vision 2036 Presidential Task Team, developed Botswana's Vision 2036 which states the need for the country to define and manage its way forward for '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 manufacture industry through the production of qualified and skilled learners.</p> <p>The need for the qualification is well pointed out through the Human Resources Development Council (HRDC) Top 20 Occupations in Demand report published in 2016, which lists Product and Garment Design with technical skills of design making, garment assembly, fabric layering, embroidery, and screen painting, and 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.</p> <p>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 intermediate knowledge and skills in the clothing manufacture industry, who will eventually build successful careers.</p> <p>In the country's diversifying drive, manufacturing has been identified as a major driver of the economy.</p>															

Competent designers, pattern makers and clothing technologists are essential for this manufacturing drive to be a success.

PURPOSE:

In support of the Education and Training Sector Strategic Plan (ETSSP 2015-2020), the main purpose of the qualification is to produce graduates who are responsive to the socio-economic issues of the country. Emphasis is on matching skills and labour markets requirements in support of the development of a skilled workforce for the clothing manufacture industry in Botswana and beyond.

At the end of the qualification, learners will have skills, knowledge, and the competence to perform a wide range of functions within the clothing manufacturing industry such as: -

- Interact effectively with colleagues as a member of a team/organisation to promote team-spirit
- Measure and perform calculations on the human form to produce garments with fit
- Draw fashion garments as technical flats that communicate different design concepts, and technical specifications
- Apply basic construction techniques and understanding of the role of colours to create a range of complete garments

ENTRY REQUIREMENTS (including access and inclusion)

An applicant for this qualification must have the following:

- Certificate III, NCQF Level 3 or equivalent
- Applicants who do not meet the above criteria but possess relevant industry experience may be considered through Recognition of Prior Learning (RPL) and Credit Accumulation and Transfer (CAT) policies for access. This consideration will be done following guidelines of the ETP which are aligned with BQA/National policies

SECTION B		QUALIFICATION SPECIFICATION	
GRADUATE PROFILE (LEARNING OUTCOMES)		ASSESSMENT CRITERIA	
LO1: - Interact effectively with colleagues as a member of a team or organization		AC1.1 Utilise knowledge on the importance of teamwork in garment production AC1.2 Conduct a literature search to generate a concept for a team assignment AC1.3 Share team responsibilities amongst members, depending on their strengths AC1.4 Present simple projects as individuals/ teams AC1.5 Apply interpersonal skills to fit into different types of teams AC1.6 Organize small functions as a team	
LO2: -Perform measurements and calculations of the human form		AC2.1 Practice using different measuring tools AC2.2 Identify the form of figure being measured and the standard symbol keys used AC2.3 Measure the body for different garments and sizes AC2.4 Select the ideal body measurements for both men and women (with the help of a diagram) AC2.5 Practice accurate and proportional measuring and recording for different garments such as skirt, top/blouse, trousers/pants, dresses, jacket, etc AC2.6 Apply the concept of adding ease in garment measurement	
LO3: - Draw garments as technical flats to communicate the design concept		AC3.1 Develop design ideas using given guidelines AC3.2 Compile ideas for different garments AC3.3 Sketch or draw desired garment AC3.4 Create technical design specifications from the sketch AC3.5 Produce basic blocks for bodice, skirt, sleeves, trousers with desired variations	
LO 4: - Create patterns from given technical specifications		AC4.1 Analyse technical sketch to develop a skirt/bodice/sleeve, trousers pattern AC4.2 Develop basic pattern for skirt/bodice/sleeve/trousers AC4.3 Manipulate basic blocks for darts, button stands, yokes, waistband, fly zip, pockets AC4.4 Fit and alter garments by applying the concept of pattern adaptation and alteration on different garments AC4.5 Practice the process of establishing pattern grading and addressing uneven grades	
LO 5: - Demonstrate sewing skills across a range of garments		AC5.1 Practice sewing hand stitches and machine stitches to produce different stitches/hems/seams	

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	<p>AC5.2 Use technical specifications to acquire the right fabric choice, colour and quantity</p> <p>AC5.3 Lay and cut fabric economically</p> <p>AC5.4 Sew various garment components in accordance with the design brief</p> <p>AC5.5 Create various styles of skirts, bodice, collars, sleeves, and trousers</p> <p>AC5.6 Produce complete garments</p>
LO 6: - Discuss the significance of, and practice fabric printing and dyeing in fashion design	<p>AC6.1 Explain and illustrate the history of fabric printing and dyeing in clothing design</p> <p>AC6.2 Identify factors affecting printing/dyeing of fabric</p> <p>AC6.3 Compare printing and dyeing in fashion design</p> <p>AC6.4 Practice basic printing and dyeing</p>
LO 7: - Implement the use of embroidery and screen printing in clothing manufacturing	<p>AC7.1 Execute the different embroidery stitches and their uses in different garments</p> <p>AC7.2 execute various techniques and designs of embroidery stitches</p> <p>AC7.3 Identify colour schemes and how they are used in embroidery and screen printing</p> <p>AC7.4 Implement the process of screen printing on fabrics</p> <p>AC7.5 Identify fabric suitable for embroidery / screen printing</p> <p>AC7.6 Practice simple embroidery and screen printing</p>

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SECTION C		QUALIFICATION STRUCTURE			
GENERIC COMPONENT <i>Subjects/ Courses/ Modules/Units</i>	TITLE	Credits Per Relevant NCQF Level			Total (Per Subject/ Course/ Module/ Units)
		Level [3]	Level [4]	Level [5]	
	Teamwork and Team Management		4		4
CORE COMPONENT <i>Subjects/Courses / Modules/Units</i>	Colours		3		3
	Fabrics in Design & Pattern Making		3		3
	Measuring Techniques		4		4
	Stitches, Seams and Hems		4		4
	Pattern Adaptation, Alteration and Drafting		8		8
	Pattern Grading and Figure Faults			10	10
	Designing Techniques and Technical Garment Features		10		10
	Sewing Techniques and Garment Production		20		20
ELECTIVE/ OPTIONAL COMPONENT <i>Subjects/Courses / Modules/Units</i>	Fabric Printing & Dyeing		4		4
	Embroidery and Screen Printing		4		4

SUMMARY OF CREDIT DISTRIBUTION FOR EACH COMPONENT PER NCQF LEVEL	
TOTAL CREDITS PER NCQF LEVEL	
NCQF Level	Credit Value
Generic Units	4
Core Units	58
Elective Units	4
TOTAL CREDITS	66
Rules of Combination: (Please Indicate combinations for the different constituent components of the qualification)	
<p>Candidates are required to achieve a minimum of 66 credits for the qualification inclusive of 4 credits for generic units, 58 credits for core units and 4 credits for elective units. There are two electives, and learners are required to choose only one between the two.</p>	

ASSESSMENT ARRANGEMENTS

a. Formative Assessment

Formative assessment or continuous assessment contributing towards the award of credits shall be based on qualification outcome. This consists of tests, assignments, and projects as well as simulated and real clinical practice. 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.

MODERATION ARRANGEMENTS

Following assessment, there shall be internal and external moderation conducted as per ETP policies which are aligned with National /BQA policies. BQA registered and accredited assessors and moderators shall be engaged for both exercises.

RECOGNITION OF PRIOR LEARNING (if applicable)

Learners may submit evidence of prior learning and current competence and/or undergo appropriate forms of RPL assessment for the award of credits towards the qualification in accordance with applicable Institute RPL policies and relevant national-level policy and legislative framework. Implementation of RPL shall also be consistent with requirements, if any, prescribed for the field or sub-field of study by relevant national, regional or international professional bodies.

PROGRESSION PATHWAYS (LEARNING AND EMPLOYMENT)

Education

a) Horizontal Articulation

- Certificate IV in Clothing Manufacture (Sewing and Garment Assembly)
- Certificate IV in Clothing Manufacture (Dressmaking)

b) Vertical Articulation

- Certificate V in Clothing Manufacture (Design and Pattern Making)

Employment

After attaining this qualification, learners may work as:

- Tailor
- Seamstress
- Junior Pattern Markers
- Showroom/Workshop Assistant

- Run own Tailor Shop business

QUALIFICATION AWARD AND CERTIFICATION

Qualification Award

Learners who successfully complete the qualification (total of 66 credits inclusive of the 4 generics, 58 core and 4 elective components), will be awarded the Certificate IV in Clothing Manufacture (Design and Pattern Making)

Certification

A certificate will be awarded to learners who successfully complete the qualification.

REGIONAL AND INTERNATIONAL COMPARABILITY

	QUALIFICATIONS		
	India: - NSQF National Council for Vocational Training: Cutting and Sewing (Level 3)	South Africa: - SAQA Certificate in Fashion Design (Level 5)	Ghana: - National Technical & Vocational Training Qualification Framework: Fashion Design Certificate II
Learning Outcomes	<ul style="list-style-type: none"> • Apply safe working practices • Work in a set-up • Identify, select and make hand stitches in the given fabric • Perform basic pattern drafting tasks and produce working patterns • Produce complete garments with perfect fit 	<ul style="list-style-type: none"> • Demonstrate an understanding principles, theories, and rules in fashion design • Draft basic pattern sets and apply basic principles of adaptation and manipulation • Perform sewing skills across a range of themes • Interpret fashion planning document 	<ul style="list-style-type: none"> • Produce basic pattern pieces • Lay and cut pattern pieces on different fabric • Apply sewing skills in the production of complete garments
Modules	Occupational Health and Safety, Fabric Science, Seams, Pattern Drafting, Body Measurement and Recording	Introduction to Clothing Design, Introduction to Pattern Making, Fashion Drawing, Sewing Techniques, Pattern Development, Fashion Buying, Garment Construction, CAD in Fashion, Textiles, Professional Practice, Fashion Planning	Pattern Drafting & Sewing Techniques, Dress Theory, Dress Designing, Millinery and Accessories and Craftwork
Credits and Duration	208 credits inclusive of generic, core and electives; to be completed in one year.	120 credits, inclusive of generic, core and electives to be completed in one year.	To be completed in one year.

The above qualifications seek to develop knowledge, skills, and competencies in relation to fashion design. Assessment strategies include examinations made up of both practical work and theory tests. Graduates of these qualifications may be self employed or qualify for employment within the fashion industry as sample makers, assistant designers, assistants in wholesale and retail shops.

The qualifications noted above are generally comparable in terms of main exit outcomes, modules, and employment pathways. The major difference observed is in the duration and credit weighting. Though the qualification under audit has lower credit weighting, it compares very well in content scope with all qualifications from South Africa, Ghana, and India. The qualification under audit does not cover aspects such as communication, fashion marketing and entrepreneurship skills at this level, hence a shorter duration and a lower credit weighting.

India:- [https://bharatskills.gov.in/pdf/QF_Curriculum/QF_Cutting_Sewing\(VI\)_CTS_NSQF-3.pdf](https://bharatskills.gov.in/pdf/QF_Curriculum/QF_Cutting_Sewing(VI)_CTS_NSQF-3.pdf)

South Africa: <https://allqs.saga.org.za/showQualification.php?id=94796>

Ghana:- <https://www.nvtighana.org/pdf/FASHION%20DESIGN%20CERT%202.pdf>

REVIEW PERIOD

Certificate IV in Clothing Manufacture (Design and Pattern Making) is registered for a five-year period. An application for renewal of registration shall be made at least 6 months before the expiry of the 5-year period.