

Level 2 Certificate in Design and Craft

7716-44 Tailoring
Qualification handbook



Candidate name

City & Guilds registration number

Centre name

Centre number

Date candidate enrolled with centre for this qualification

Date candidate registered with City & Guilds for this qualification

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Introduction: City & Guilds Level 2 Certificate in Design and Craft

Welcome to the Design and Craft suite of qualifications.

This handbook is designed to provide you with the information you require for this course.

You will find a copy of the syllabus you are undertaking, presented as two units.

Unit 1 – Design for craft is a common unit for all qualification at this level. It introduces you to the way in which design ideas develop so that you can take them forward into your chosen craft.

Unit 2 – Craft is a specific unit for the subject you have chosen to study. The syllabus gives details of what you have to produce as evidence that you have achieved the outcomes listed. You will gain skills in the practice of the craft and in the knowledge of materials, techniques and processes applicable to this level of work.

At the end of each unit, there is an assessment record sheet to be completed by your tutor/assessor, in discussion with you, as you achieve each of the outcomes.

In addition to this, your tutor/assessor will keep other records of your progress which you can see, as required.

Your tutor/assessor is the person who makes ongoing decisions about your achievement.

Each City & Guilds centre is also required to have an Internal Verifier who checks a sample of the work of each candidate to ensure that it has been correctly assessed and checks that records show a clear route to progression.

A City & Guilds External Verifier is allocated to your centre to monitor that all these activities are carried out in accordance with the regulations, laid down nationally, for these qualifications.

As a student of your centre and a candidate of City & Guilds, you too have responsibilities. They include regular and timely attendance, following the syllabus guidelines and presenting your work, as required, for assessment, internal and external verification.

The Design and Craft suite of qualifications is a series through which a candidate can progress as a craftsman or take the level best suited to their skills and requirements.

All skills and supporting knowledge gained, at this level, can be used in their own right or can form a foundation for the next level of qualification.

Unit 1 Design for craft

Overview

Unit rationale

Aims

This unit provides a practical introduction to the skills and knowledge needed to begin the design process for craft. It aims to assess the ability to use a range of materials and mediums, based on a personal approach, in order to understand the visual implications of the design process.

Outcomes

There are **four** outcomes for this unit. The candidate will be able to:

- 1 use primary colours to produce secondary colours, add black and white to produce tints, tones and shades
- 2 explore the qualities of line and mark-making
- 3 demonstrate the relationship between shape and form
- 4 create a range of surface textures using simple techniques.

Connections with other qualifications

The 7716 Level 2 Certificate in Design and Craft is designed as a progression from the 7716 Level 1 Certificate in Design and Craft.

It can lead on to the 7716 Level 3 Certificate and the 7716 Level 3 Diploma in Design and Craft.

Assessment

The outcomes for this unit will be assessed using evidence from practical activities, which will take the form of:

- practical exercises, paper based or using a range of materials, designed to assess the skills of the candidate in producing the components of basic design work
- a workbook that will demonstrate underpinning knowledge in support of the practical exercises, which may include samples, sketches, notes, ideas etc.

Level 2 Certificate in Design and Craft

Unit 1

Design for craft



Candidate name _____

Assessment record year _____

Qualification _____

Qualification number _____

Outcome 1 Use primary colours to produce secondary colours, add black and white to produce tints, tones and shades		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use red, yellow and blue to produce a primary colour circle.		
	2 Mix red, yellow and blue to produce a secondary colour wheel.		
	3 Add black and white to the three primary colours to produce a colour gradation of tints, tones and shades.		
Underpinning Knowledge	1 Identify the primary colours.		
	2 Identify the secondary colours.		
	3 List the relationships between primary and secondary colours.		
	4 Describe how tints, tones and shades are produced.		
Outcome 2 Explore the qualities of line and mark-making		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use a variety of mediums to produce lines and marks - graphite, pencils, sponges, brushes, card, sticks, corks, pens and found objects.		
	2 Produce straight, curvilinear, angular, thick, thin, hatched and overlaid lines.		
	3 Produce lines expressively – to suggest anger, calm, tranquillity, excitement etc.		
	4 Create marks to produce areas of void.		

Underpinning Knowledge	1 Identify the various qualities of mediums used in mark-making.		
Outcome 3 Demonstrate the relationship between shape and form		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use lines and marks to generate shape and pattern.		
	2 Create random and geometric shapes.		
	3 Manipulate and organise shapes to form patterns.		
	4 Use simple construction methods (eg folds, tears and slashes) to create 3D form.		
Underpinning Knowledge	1 Identify the various qualities of mediums for the application of random and geometric pattern.		
	2 Identify a variety of materials and techniques used to create random and geometric pattern.		
	3 list Health & Safety considerations for cutting tools.		
Outcome 4 Create a range of surface textures using simple techniques		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Develop surfaces by folding, tearing, curling and manipulating paper.		
	2 Create visual texture by stippling, sponging, spraying, diffusing, adding resists, colour discharging and bleaching.		
	3 Apply materials to surfaces to create low relief textures on paper and card.		
Underpinning Knowledge	1 Identify the qualities of various papers and card suitable for simple surface techniques.		
	2 List the potential of materials applied and overlaid to produce surface effects.		
	3 List Health & Safety considerations for sprays/diffusers, discharge mediums, resists and bleach.		

Unit 2 Tailoring

Overview

Unit rationale

Aims

This unit provides the practical skills and knowledge needed to make craft items. It aims to develop practical skills, using a range of materials to record this subject matter.

The unit utilises the principles of Unit 1 throughout the outcomes - planning, preparing, making and completing the items.

Outcomes

There are **five** outcomes for this unit. The candidate will be able to:

- 1 apply basic design ideas to planning and making for the craft
- 2 plan, prepare and manage the making of craft items to a design brief
- 3 operate tools and equipment applicable to this craft carefully, safely and effectively
- 4 make well constructed craft items to a design brief
- 5 appreciate the contextual influences relating to the craft.

Assessment

Three projects are to be undertaken and a folder of work is to be produced. The Design for Craft studies will be presented, appropriately, with the assessments.

- A lined, hip length jacket or coat with a rever collar and a two-piece set-in sleeve.
- A tailored straight skirt with a back vent or a tailored pair of trousers.
- A tailored waist-length waistcoat, single or double breasted.
- A folder of work.

Project 2 must include a zip with a zip protector/placket/guard.
The vent may be closed or open.

One garment must include piped or bound buttonholes.

One garment must include a welt or a jetted pocket with or without a flap as appropriate.

Patterns for the garments made can be commercial, trace, graph or centre devised patterns.
Candidates should understand these terms.

Unit 2 Tailoring

The course

During the course you will:

- measure and record body measurements accurately
- recognise the characteristics of a range of fibres – natural and man-made
- recognise fabrics appropriate to tailored garments
- recognise and select appropriate linings/interfaces and haberdashery for fabric and function
- use tools and equipment carefully and safely
- select pattern styles for tailored garments to compliment a variety of figure shapes
- adjust patterns as necessary
- prepare fabrics for cutting and stitching using an economical lay
- handle fabrics correctly during cutting, stitching and pressing
- demonstrate competence in pressing, under-pressing and top-pressing
- finish garments correctly, with lining where appropriate
- sample the techniques and processes listed:

Seams:-open seams neatened with zig-zag, over lock, binding, a flat felled seam

Zips:-concealed, semi-concealed, fly, with zip guards/protectors/plackets

Waistband:-stiffened waistband section applied to a sample waistline

Buttonholes:-machine made, piped or bound, hand stitched

Buttons and fasteners:-flat button with thread shank, shank button, waist coat buckle

Hems:-bound, blind or tailored hem, taped

Darts, tucks, pleats:-single and double dart, tucks, knife pleat, vents – closed and open

Pockets:-flat, welt, jetted, lined patch

Collar and lapel:-one side of half scale rever and single lapel with pad stitching and stay tape.

Level 2 Certificate in Design and Craft

Unit 2

Tailoring



Candidate name

Assessment record year

Qualification

Qualification number

Outcome 1 Apply basic design ideas to planning and making for the craft		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use experimental ideas, as explored in Unit 1, with the materials of the craft.		
	2 Use simple techniques (blocks, lines, pattern and texture) to mix and apply colour to craft materials.		
	3 Use line, form, shape, pattern and texture to compliment a range of craft items.		
Underpinning Knowledge	1 List Health & Safety factors in the use of colouring materials and mediums applicable to the craft.		
Outcome 2 Plan, prepare and manage the making of craft items to a design brief		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Develop a design brief and statement of intent.		
	2 Produce visual records (sketches, diagrams, patterns or templates) for the items to be made.		
	3 Select and obtain materials for the items to be made.		
	4 Prepare materials for use.		
	5 Estimate the time required to make the craft item.		
	6 Carry out a range of techniques and processes.		
Underpinning Knowledge	1 State the essential features of a design brief and statement of intent.		
	2 List the characteristics of a range of materials available that will be used		

	to make the item.		
	3 Record the range of techniques and processes used.		
	4 Record the management of the planning and preparation: <ul style="list-style-type: none"> • brief order of work • cost sheet. 		
Outcome 3 Operate tools and equipment applicable to this craft carefully, safely and effectively		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Use tools carefully, safely and effectively.		
	2 Use equipment carefully, safely and effectively.		
Underpinning Knowledges	1 List a range of tools and describe their use and care.		
	2 List a range of equipment and describe their use and care.		
Outcome 4 Make well constructed craft items to a design brief		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Adjust the items during the making process.		
	2 Handle materials correctly during the making process.		
	3 Observe Health & Safety requirements for materials, techniques and processes.		
	4 Make a range of well constructed craft items using appropriate techniques.		
	5 Finish and present items correctly to meet the design brief.		
Underpinning Knowledge	1 List the reasons for adjustments made to the items during the making process.		
	2 List the Health & Safety factors and current legislation applicable to the making of the items.		
	3 State the care/storage requirements for the items made.		
	4 Record the time taken to make the items.		
	5 Evaluate the completed items: <ul style="list-style-type: none"> • design strengths/weakness • materials used • problems encountered • possible solutions. 		

Outcome 5 Appreciate the contextual influences relating to the craft		Evidence	Tutor/Assessor sign and date
Practical Activities	1 Investigate current trends in the craft.		
	2 Investigate the work of contemporary designer makers in the craft.		
Underpinning Knowledge	1 List major designer makers influencing current trends in the craft.		
	2 List major museum collections, exhibitions and/or websites related to the craft.		
	3 Record research at museums, exhibitions and websites, related to the craft.		

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