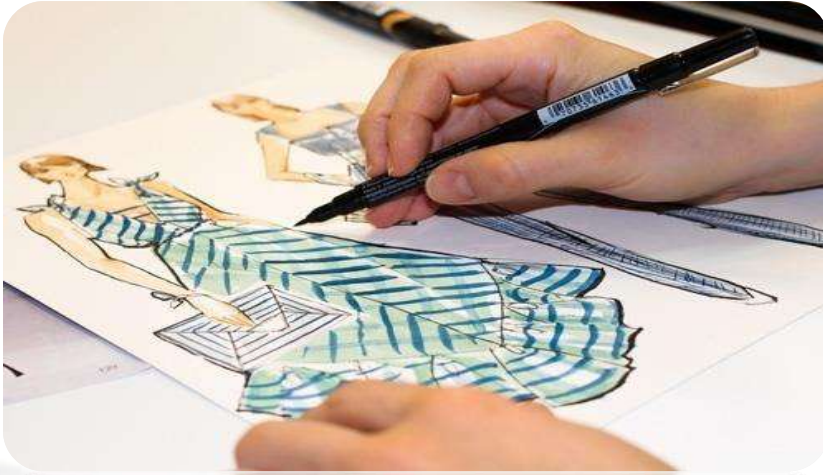


# FASHION DESIGN & TECHNOLOGY

NSQF LEVEL- 6



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 2019)  
Version 1.1

**CRAFT INSTRUCTOR TRAINING SCHEME (CITS)**

**NSQF LEVEL - 6**

Developed By  
Government of India  
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EN-81, Sector-V, Salt Lake City,  
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**CONTENTS**

<b>S No.</b>	<b>Topics</b>	<b>Page No.</b>
1.	Course Overview	1
2.	Training System	2
3.	General Information	6
4.	Job Role	8
5.	Learning Outcomes	9
6.	Course Content	10
7.	Assessment Criteria	17
8.	Infrastructure	21
	Annexure I –List of Trade Experts	27

## 1. COURSE OVERVIEW

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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.	<b>Trade Technology</b>	
	Professional Skill (Trade Practical)	640
	Professional Knowledge (Trade Theory)	240
2.	<b>Soft Skills</b>	
	Practical	100
	Theory	100
3.	<b>Training Methodology</b>	
	TM Practical	320
	TM Theory	200
	<b>Total</b>	<b>1600</b>

### 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](http://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**

Sl. No.	Subject		Marks	Internal Assessment	Full Marks	Pass Marks	
						Exam	Internal Assessment
1.	Trade Technology	Trade Theory	100	40	140	40	24
		Trade Practical	200	60	260	120	36
2.	Soft Skills	Practical	50	25	75	30	15
		Theory	50	25	75	20	15
3.	Training Methodology	TM Practical	200	30	230	120	18
		TM Theory	100	20	120	40	12
Total Marks			<b>700</b>	<b>200</b>	<b>900</b>	<b>370</b>	<b>120</b>

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 <b>acceptable standard</b> of crafts instructorship with <b>occasional guidance</b> and engage students by demonstrating good attributes of a trainer.	<ul style="list-style-type: none"> <li>• Demonstration of <b>fairly good</b> skill to establish a rapport with audience, presentation in orderly manner and establish as an expert in the field.</li> <li>• Average engagement of students for learning and achievement of goals while undertaking the training on specific topic.</li> <li>• A fairly good level of competency in expressing each concept in terms the student can relate, draw analogy and summarize the entire lesson.</li> <li>• Occasional support in imparting effective training.</li> </ul>
(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	<ul style="list-style-type: none"> <li>• Demonstration of <b>good</b> skill to establish a rapport with audience, presentation in</li> </ul>

<p>instructional design, implement learning programme and assess learners which demonstrates attainment of <b>reasonable standard</b> of crafts instructorship with <b>little guidance</b> and engage students by demonstrating good attributes of a trainer.</p>	<p>orderly manner and establish as an expert in the field.</p> <ul style="list-style-type: none"> <li>• Above average engagement of students for learning and achievement of goals while undertaking the training on specific topic.</li> <li>• <b>Agood</b> level of competency in expressing each concept in terms the student can relate, draw analogy and summarize the entire lesson.</li> <li>• Little support in imparting effective training.</li> </ul>
<p>©Weightage in the range of more than 90% to be allotted during assessment</p>	
<p>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 <b>high standard</b> of crafts instructorship with <b>minimal or no support</b> and engage students by demonstrating good attributes of a trainer.</p>	<ul style="list-style-type: none"> <li>• Demonstration of <b>high</b> skill level to establish a rapport with audience, presentation in orderly manner and establish as an expert in the field.</li> <li>• Goodengagement of students for learning and achievement of goals while undertaking the training on specific topic.</li> <li>• A <b>high</b> level of competency in expressing each concept in terms the student can relate, draw analogy and summarize the entire lesson.</li> <li>• Minimal or no support in imparting effective training.</li> </ul>



### 3. GENERAL INFORMATION

<b>Name of the Trade</b>	<b>Fashion Design &amp; Technology- CITS</b>
<b>Trade Code</b>	DGT/ 4024
<b>NCO – 2015</b>	2356.0100,7532.0100, 2163.0500
<b>NSQF Level</b>	Level-6
<b>Duration of Craft Instructor Training</b>	One Year
<b>Unit Strength (No. Of Student)</b>	25
<b>Entry Qualification</b>	<p>Degree / Diploma (Minimum 2 Years)in Fashion Technology / Fashion Designing and Technology from recognized Board / University.</p> <p style="text-align: center;">OR</p> <p>National Trade Certificate in Fashion Designing and Technology trade or related trades.</p> <p style="text-align: center;">OR</p> <p>National Apprenticeship Certificate inFashion Designing and Technologytrade or related trade.</p>
<b>Minimum Age</b>	18 years as on first day of academic session.
<b>Space Norms</b>	<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 &amp; Printing Lab - 50 Sq.m.</p>
<b>Power Norms</b>	8 KW
<b>Instructor's Qualification for</b>	
<b>1. Fashion Design &amp; Technology (CITS) Trade</b>	<p>B.Voc/Degree in Fashion Technology/ Fashion Deigning and Technologyfrom from AICTE/ UGC recognized Board / University with two years experience in relevant field.</p> <p style="text-align: center;"><b>OR</b></p> <p>Diploma (Minimum 2 years)in Fashion Technology/ Fashion Designing and Technologyfrom recognized Board / Universityor relevant Advanced Diploma (Vocational) from DGTwith five years experiencein relevant field.</p> <p style="text-align: center;"><b>OR</b></p> <p>NTC/ NAC passed in 'Fashion Design and Technology'tradewith seven years experience in relevant field.</p> <p><b>Essential Qualification:</b> National Craft Instructor Certificate (NCIC) in'Fashion Design and Technology', in any of the variants under DGT.</p>

<b>2. Soft skills</b>	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. (Must have studied English/ Communication Skills and Basic Computer at 12th / Diploma level and above).
<b>3. Training Methodology</b>	B.Voc/ Degree in any discipline from AICTE/ UGC recognized College/ university with two years experience in training/ teaching field. <b>OR</b> Diploma in any discipline from recognized board / University with five years experience in training/teaching field. <b>OR</b> NTC/ NAC passed in any trade with seven years experience in training/ teaching field.  <b><u>Essential Qualification:</u></b> National Craft Instructor Certificate (NCIC) in any of the variants under DGT / B.Ed /ToT from NITTTR or equivalent.
<b>4. Minimum Age for Instructor</b>	21 Years

<b>Distribution of training on Hourly basis: (Indicative only)</b>						
Total Hrs /week	Trade Practical	Trade Theory	Soft Skills		TM Practical	TM Theory
			Practical	Theory		
40 Hours	16 Hours	6 Hours	2.5 Hours	2.5 Hours	8 Hours	5 Hours

## 4. JOB ROLE

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### **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

## 5. LEARNING OUTCOMES

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*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.
2. Explain pattern making software, make computerized and digitize the various size of (graded) pattern, calculate fabric consumption by marker making.
3. Design and demonstrate fashion croiques and attire the garment designs, make technical drawings of garments, colorise the designed garment by using fashion studio software.
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.
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.
6. Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc. with illustration of design garment components.
7. Evaluate portfolio, flat sketches, mood board, story board, color story and presentation techniques.
8. Demonstrate different designs of garments which are appropriate & functional with application of darts, Necklines, Cowls, armhole, Collars & style lines.
9. Demonstrate design of garments through Draping method with cutting stitching and finishing of various children garment and ladies garment.
10. Demonstrate drafting, cutting, stitching and finishing of various men's and ladies trousers.
11. Demonstrate drafting, cutting, stitching and finishing of Indo western garment using draping method.
12. Evaluate mass production of garments for product development and merchandising.
13. Evaluate the knowledge of 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.
15. Evaluate the Quality of production to modernize and upgrade industry practices.
16. Evaluate the technique of Design Presentation for Fashion.

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 16 Hrs  Theory 06Hrs	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 64Hrs  Theory 24Hrs	Explain pattern making software, make computerized and digitize the various size (graded) pattern, calculate fabric consumption by marker making.	2. <b>Introduction to CAD (Pattern Making) in APPAREL</b> <ul style="list-style-type: none"> <li>• Pattern drafting</li> <li>• Layout planning(marker making)</li> <li>• Grading</li> <li>• Digitizing</li> </ul>	- Introduction to the trade - Role of computer in garment industry - <b>Introduction to CAD ( Pattern Making) in APPAREL</b> <ul style="list-style-type: none"> <li>• Pattern drafting</li> <li>• Layout planning(marker making)</li> <li>• Grading</li> <li>• Digitizing</li> </ul>
Practical 32 Hrs  Theory 12 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 64Hrs  Theory 24Hrs	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	4. Sample development on Fabric Embellishment Techniques with contemporary latest style and trend. <ul style="list-style-type: none"> <li>• Tie and dye</li> <li>• Batik</li> <li>• Stencil Printing</li> <li>• Block printing</li> </ul>	Fabric Embellishment Techniques: <ul style="list-style-type: none"> <li>• Tie and dye</li> <li>• Batik</li> <li>• Stencil Printing</li> <li>• Block printing</li> <li>• Hand Painting</li> <li>• Quilting</li> <li>• Patch Work</li> <li>• Applique</li> </ul>

	fashion terminologies.	<ul style="list-style-type: none"> <li>• Hand Painting</li> <li>• Quilting</li> <li>• Patch Work</li> <li>• Applique</li> <li>• Fabric Styling</li> </ul>	<ul style="list-style-type: none"> <li>• Fabric Styling</li> </ul> <p>Introduction to Fashion Studies</p> <ul style="list-style-type: none"> <li>• Definition of fashion</li> <li>• Terminologies of fashion</li> <li>• Fashion Life cycle</li> <li>• Fashion Markets</li> <li>• Theories of Fashion</li> <li>• Fashion Forecasting</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12 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"> <li>• charcoal</li> <li>• water color</li> <li>• poster color</li> <li>• oil and acrylic</li> <li>• photo color</li> <li>• water proof ink</li> <li>• Dry pastel Fashion</li> </ul> <p>7. Illustration:</p> <ul style="list-style-type: none"> <li>• Kids Croqui</li> <li>• Female croqui</li> <li>• Male croqui</li> <li>• Body movements(kids females, males )</li> <li>• Action Figures</li> <li>• Poses And Composition</li> <li>• Rendering</li> <li>• Flats</li> </ul> <p>8. Designing of :</p> <ul style="list-style-type: none"> <li>• Specification sheet</li> <li>• Swatch board</li> <li>• Mood board</li> <li>• Client board</li> <li>• Accessories board</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to elements of design</li> <li>• Depicting Principles of design</li> <li>• Fundamental &amp; basics of color</li> <li>• Color wheel</li> <li>• Grey scale</li> <li>• Tints And Shades</li> <li>• Gradation</li> <li>• Color Schemes</li> <li>• Color Interaction</li> <li>• Concept and mood board development</li> <li>• Swatch Board Development based on concept and mood board</li> <li>• Specification sheet</li> <li>• Various trims and accessories</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12 Hrs</p>	Demonstrate and develop own illustration styles of formal wear, casual wear, school uniform etc. with	<p>9. Sketches Related To :</p> <ul style="list-style-type: none"> <li>• Designer necklines</li> <li>• Designer Collars</li> <li>• Designer sleeves</li> <li>• Designer yokes</li> </ul>	<p>Basic knowledge of :</p> <p>Necklines, collars, sleeves, Yokes, bows &amp; ties, Caps and hats, pockets, belts and different fabrics.</p>

	illustration of design garment components.	<ul style="list-style-type: none"> <li>• Designer bows and ties</li> <li>• Designer Caps and hats</li> <li>• Designer Pockets</li> </ul> <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"> <li>• Formal Wear</li> <li>• Casual Wear</li> <li>• School Uniform</li> </ul>	Fashion illustration
Practical 64Hrs  Theory 24Hrs	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 64Hrs  Theory 24Hrs	Demonstrate different designs of garments which are appropriate & functional with application of darts, Necklines, Cowls, armhole, Collars & style lines.	13. Dart manipulation: Single/ double dart series. 14. Skirt Variations. 15. Necklines and armhole variations. <ul style="list-style-type: none"> <li>• Style lines</li> <li>• Cowls</li> <li>• Fitted midriffs</li> <li>• Collars</li> <li>• Bias Cut Dresses</li> <li>• Grading : Basic bodice, skirt, trouser</li> </ul>	Introduction to draping, terminology Dart manipulation: Single/double dart series Skirt Variations Necklines and armhole variations <ul style="list-style-type: none"> <li>• Style lines</li> <li>• Cowls</li> <li>• Fitted midriffs</li> <li>• Collars</li> <li>• Bias Cut Dresses</li> <li>• Grading : Basic bodice, skirt, trouser</li> </ul>
Practical 32 Hrs  Theory 12 Hrs	Demonstrate design of garments through Draping method with cutting stitching and finishing of various children garment and ladies garment.	16. Creating designs through Draping method. 17. Drafting, cutting stitching, finishing of designer Topper. 18. Drafting, cutting stitching, finishing of designer Dress. 19. Drafting cutting stitching of designer Skirt. 20. Evaluate fit of garment.	<ul style="list-style-type: none"> <li>• Creating designs/manipulating using bodice block/sleeve block and draping method</li> <li>• Preparation of basic child and ladies bodice block, sleeve block, hip block</li> <li>• Fitting problem and alteration in children garment and ladies garment</li> </ul>

<p>Practical 32 Hrs</p> <p>Theory 12 Hrs</p>	<p>Demonstrate drafting, cutting, stitching and finishing of various men's and ladies trousers.</p>	<p>21. Drafting, cutting stitching, finishing of basic shirt by draping Method.</p> <p>22. Drafting, cutting stitching , finishing of classic /slim fit shirt with variation of cuff collars, plackets etc.</p> <p>23. Drafting, cutting stitching, finishing of Ladies trouser.</p>	<p>Sizing and taking measurement specific to Men's wear</p> <p>Drafting Of Basic Shirt Block</p> <ul style="list-style-type: none"> <li>• Variation Of Shirts: Classic/slim fit shirt</li> <li>• Variations of cuffs collars etc</li> <li>• Drafting of Basic Trouser Block With Variations</li> </ul>
<p>Practical 16Hrs</p> <p>Theory 06Hrs</p>	<p>Demonstrate drafting, cutting, stitching and finishing of Indo western garment using draping method.</p>	<p>24. Stitching and finishing of Indo western garment using draping method.</p>	<ul style="list-style-type: none"> <li>• Introduction to Cutting technology</li> <li>• Introduction to Fusing technology</li> <li>• Introduction to Sewing technology</li> <li>• Introduction of Pressing technology</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12 Hrs</p>	<p>Evaluate mass production of garments for product development and merchandising.</p>	<p>25. Overview of garment mass production set up.</p> <ul style="list-style-type: none"> <li>• Marker making</li> <li>• Spreading</li> <li>• cutting</li> <li>• Ticketing</li> <li>• Bundling</li> <li>• Sewing</li> <li>• Finishing</li> <li>• Quality</li> <li>• checking</li> </ul>	<ul style="list-style-type: none"> <li>• Classification of cutting machines</li> <li>• Classification of sewing machines</li> <li>• Feed mechanism</li> <li>• Classification of finishing equipment and their application of ,purpose of pressing, categories of pressing, pressing equipment and methods, stain removal, packaging</li> <li>• Introduction to sewing machines attachments.</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12 Hrs</p>	<p>Evaluate the knowledge of fashion styling on the basis of cultural and regional differ, Personal Style, Dressing for events.</p>	<p>26. Fashion Styling:</p> <ul style="list-style-type: none"> <li>• Inter relationship between make –up and clothing body types proportions and cultural and regional differ.</li> <li>• Exploration of color texture, body types, proportions and cultural and regional differences.</li> <li>• Life style factors of the</li> </ul>	<ul style="list-style-type: none"> <li>• Introduction to Fashion styling</li> <li>• Brief knowledge of various events and their dressing styles.</li> </ul>



		<p>client Personal Style, Wardrobe planning Selection and coordination of clothes.</p> <ul style="list-style-type: none"> <li>• Dressing for events.</li> </ul>	
<p>Practical 64Hrs</p> <p>Theory 24Hrs</p>	<p>Access the knowledge of Working processes in export house and buying house &amp; 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</p> <p>Sourcing:</p> <ul style="list-style-type: none"> <li>• Bill Of Material</li> <li>• Vendor evaluation</li> <li>• Purchase Order</li> </ul>
		<p>32. Practical exercises of merchandising, display techniques, visual merchandising.</p>	<p>Introduction To Merchandising</p> <ul style="list-style-type: none"> <li>• Merchandise Management</li> <li>• Key Roles Of a Merchandiser</li> <li>• Types of buyers</li> </ul>
		<p>33. Practical exercises in terms of case studies, role plays and various type of activities.</p>	<p>Consumer behavior and marketing</p> <ul style="list-style-type: none"> <li>• Management technique</li> <li>• Leadership</li> <li>• Authority</li> <li>• Responsibility</li> <li>• Functions of management</li> <li>• Marketing</li> <li>• Basic concept</li> <li>• Market resources</li> <li>• Market promotion</li> <li>• Branding</li> <li>• Pricing</li> <li>• Planning and development</li> <li>• Advertisement media and effectiveness</li> <li>• Sales forecasting</li> <li>• Marketing mix</li> <li>• Pricing policy</li> <li>• Sales forecasting</li> <li>• Sales promotion and salesman ship</li> <li>• After sales service</li> <li>• Complaints and their redressal</li> </ul>

			<ul style="list-style-type: none"> <li>• Problem solving and decision making</li> <li>•</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12Hrs</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"> <li>• Quality control and production methods</li> <li>• Meaning</li> <li>• Imp of keeping standard</li> <li>• Factors responsible for deviation</li> <li>• ISO AND ISO 9000 TO 9006</li> <li>• Total quality management</li> </ul>
<p>Practical 32 Hrs</p> <p>Theory 12Hrs</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"> <li>• Research and surveys</li> <li>• Design development, client, material, trend research and exploration</li> <li>• Fashion Presentation</li> <li>• Design Sampling</li> <li>• Commercial Applications</li> </ul>	Introduction of Digital portfolio

**SYLLABUS FOR CORE SKILLS**

1. Soft Skills (Common for all Non-Engineering CITS trades) (100 Hrs + 100Hrs)
2. Training Methodology (Common for all trades) (320Hrs + 200Hrs)

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](http://www.bharatskills.gov.in)

## 7. ASSESSMENT CRITERIA

LEARNING OUTCOME	ASSESSMENT CRITERIA
<b>TRADE TECHNOLOGY</b>	
1. Develop manual pattern and graded pattern with application of dart manipulation & Draping technique etc. on basic level.	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.	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 croquies and attire the garment designs, make technical drawings of garments, colorise the designed garment by using fashion studio software.	Illustrate design of fashion croquies 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 painting, printing and needle craft techniques with the knowledge of fashion terminologies.	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. 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.	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.	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.	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.	Demonstrate draping and terminology.
	Illustrate skirt variations, neckline and armhole variations.
	Evaluate style lines, cowls, fitted midriffs, collars, 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.	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.	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.	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.	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.	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.	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.	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.	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.

## 8. INFRASTRUCTURE

LIST OF TOOLS AND EQUIPMENT FOR FASHION DESIGN & TECHNOLOGY - CITS			
Forbatch of 25 candidates			
SNo.	Name of the Tool & Equipment	Specification	Quantity
<b>A. SKETCHING LABORATORY</b>			
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
7.	Air Conditioner		As required
8.	Display board		02 Nos.
9.	Dress forms( dummies) <ul style="list-style-type: none"> <li>• Children</li> <li>• Ladies</li> <li>• Gents</li> </ul>		02 Nos. 02 Nos. 02 Nos.
10.	Tracing table		02 Nos.
11.	Mannequin's: <ul style="list-style-type: none"> <li>• children's</li> <li>• Ladies</li> <li>• gents</li> </ul>		02 Nos. 02 Nos. 02 Nos.
12.	Laptop		1 No.
13.	Interactive board		1 No.
14.	Visual / Document presenter		1 No.
<b>B. Theory Room</b>			
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,	01 No.



		USB Keyboard and Monitor (Min. 17 Inch. Licensed Operating System and 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
<b>C. Drafting/Cutting /Sewing Room Tools &amp; Equipment</b>			
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		21 Nos.

	stitch Industrial model		
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 machine)		25 Nos.
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.
<b>D. COMPUTER LABORATORY</b>			
68.	Computer with multimedia System (Latest Configuration) with software & UPS (0.5 VA with 15 minute 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
<b>D. TRAINEES' TOOL KIT FOR 25 TRAINEES + 1 Instructor(consumable)</b>			
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

## ANNEXURE – I

The DGT sincerely acknowledges contributions of the Industries, State Directorates, Trade Experts, Domain Experts and all others who contributed in revising the curriculum.

Special acknowledgement is extended by DGT to the following expert members who had contributed immensely in this curriculum.

<b>List of members participated for finalizing the course curriculum of Fashion Design &amp; Technology (CITS)trade</b>			
<b>SNo.</b>	<b>Name &amp; Designation Sh /Mr./Ms</b>	<b>Organization</b>	<b>Remarks</b>
1.	Dr.Darlie Koshy Director General and CEO	IAM & ATDC Apparel Export Promotion Council Gurgaon	Chairman
2.	S. Venkatesh, Head HR & Admin	Raymond	Member
3.	Sanjeev Mohanty Managing Director	Bennetton India Pvt. Ltd., Gurgaon	Member
4.	Animesh Saxena	Udyog Vihar Industries Association, Gurgaon B- 40, Phase 5, Udyog Vihar Gurgaon-122017	Member
5.	Arindam Das	National Institute of Fasion Technology, New Delhi	Member
6.	Dr. Kushal Sen Professor	D/o Textile Technology IIT Delhi	Member
7.	G.Bhattacharya HOD Textiles Department	Institute for Textile Technology, CHOUDWAR	Member
8.	Poonam Thakur Professor & Academic Head	NIIFT, Mohali	Member
9.	L.N. Meena, Lecturer	Arya Bhatt Polytechnic, Delhi	Member
10.	Prabhas Kashyap , General Manager-Planning & Production Co-ordination	Gokaldas Export Ltd., Bangalore	Member
11.	BishwanathGanguly	Madura Fashion & Retail, Aditya Birla Centre for Retail Excellence (A B C R E)	Member
12.	K.N. Chatterjee, HOD Fashion and Apparel Engineering	THE TECHNOLOGICAL INST. OF TEXTILE & SCIENCES, Bhiwani, Haryana, INDIA-127021.	Member
13.	Tapas Kumar Adhikari, Sr. Manager	Reliance Industries Ltd.	Member
14.	Vikas Verma, Asst. Vice President	Welspun India Ltd.	Member

15.	Navjot Walia, Vice President	Maral Overseas Ltd., Noida	Member
16.	Rajeev Mehani, Vice President	Vardhaman Textiles	Member
<b>Mentor</b>			
17.	R.P. Dhingra, Director (P)	DGT	Mentor
<b>Core Group</b>			
18.	Haradhan Das, TO	CSTARI, Kolkata	Member
19.	Subhankar Bhowmik, DPA Gr. B	NIMI, Chennai	NIMI Representative
20.	Rajendra Kumar, JDT(WT)	DGT	Member
21.	D. Shanthi, ADT	RVTI, Trivendrum	Member
22.	Abha Rastogi, TO	RVTI, Panipat	Member
23.	Chitra, TO	RVTI, Panipat	Member
24.	Rinku Soni, TO	RVTI, Jaipur	Member
25.	Babita, TO	NVTI, Noida	Member
26.	Bhagyashree, TO	RVTI, Indore	Member
27.	L. R. Ramesh Babu, TO	RVTI, Trivendrum	Member
28.	S.S. Meena, TO	NVTI, Noida	Member
29.	Bhavin Kumar M. Solanki	ITI, Jambughoda, Gujarat	Member
30.	Divya, TO	RVTI, Bangalore	Member

