



GOVERNMENT OF INDIA
MINISTRY OF SKILL DEVELOPMENT & ENTREPRENEURSHIP
DIRECTORATE GENERAL OF TRAINING

COMPETENCY BASED CURRICULUM

FASHION DESIGN & TECHNOLOGY

(Duration: One Year)

CRAFTSMEN TRAINING SCHEME (CTS)

NSQF LEVEL- 4



SECTOR –APPAREL



Directorate General of Training

FASHION DESIGN & TECHNOLOGY

(Non-Engineering Trade)

(Revised in 2019)

Version: 1.2

CRAFTSMEN TRAINING SCHEME (CTS)

NSQF LEVEL - 4

Developed By

Ministry of Skill Development and Entrepreneurship

Directorate General of Training

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1. COURSE INFORMATION

During the one-year duration of “**Fashion Design & Technology**” trade a candidate is trained on Professional Skill, Professional Knowledge and Employability Skill related to job role. In this trade we encourage each and every student to access and nurture their own natural sense of flair and creativity. We also help them to know that how can they create new ideas, thoughts and also to execute them in real form. In addition to this a candidate is entrusted to undertake project work, extracurricular activities and on job training to build up confidence. The broad components covered under Professional Skill subject are as below:-

The broad professional skills covered as part of the skill training start with familiarization and identification of tools & sewing machine, sketches of female croquis and design using elements and principle of design in terms of dress. The trainees learn to draw texture and perform fabric rendering. Also develop motifs for various traditional embroideries and perform machine stitches to make different parts as per design. The content also covers different fabrics; designing through Corel draw and working on special effects are also part of the professional components in this part. The professional skill starts sketching different elements of garment. Develop different views of male & female croquis and develop designer wears based on draping techniques. Ensures quality and gets ideas about fashion merchandising and career prospect in the field. Finally, the trainees impart skill on designing fashion accessories as per latest trend.

The trainee also undergoes two weeks project work at the mid and end of the year which gives them more practical exposure and helps to build up confidence level.

2.1 GENERAL

The Directorate General of Training (DGT) under Ministry of Skill Development & Entrepreneurship offers a range of vocational training courses catering to the need of different sectors of economy/ Labour market. The vocational training programmes are delivered under the aegis of Directorate General of Training (DGT). Craftsman Training Scheme (CTS) with variants and Apprenticeship Training Scheme (ATS) are two pioneer schemes of DGT for strengthening vocational training.

Fashion Design & Technology trade under CTS is one of the popular courses delivered nationwide through a network of ITIs. The course is of one-year duration. It mainly consists of Domain area and Core area. The Domain area (Trade Theory & Practical) imparts professional skills and knowledge, while the core area (Employability Skill) imparts requisite core skills, knowledge, and life skills. After passing out the training program, the trainee is awarded National Trade Certificate (NTC) by DGT which is recognized worldwide.

Broadly candidates need to demonstrate that they are able to:

- Read & interpret parameters/documentation, plan work, identify necessary materials and tools;
- Perform task with due consideration to safety rules, accident prevention regulations and environmental protection stipulations;
- Apply professional knowledge, core skills & employability skills while performing the job.
- Check the task/assembly as per drawing for functioning, identify and rectify errors in task.
- Document the parameters related to the task undertaken.

2.2 PROGRESSION PATHWAYS:

- Can join industry as Craftsman and will progress further as Senior Craftsman, Supervisor and can rise up to the level of Manager.
- Can become Entrepreneur in the related field.
- Can join Apprenticeship programme in different types of industries leading to National Apprenticeship certificate (NAC).
- Can join Crafts Instructor Training Scheme (CITS) in the trade for becoming instructor in ITIs.
- Can join advanced Diploma (Vocational) courses under DGT as applicable.

2.3 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.	Professional Skill (Trade Practical)	1200
2.	Professional Knowledge (Trade Theory)	240
3.	Employability Skills	160
	Total	1600

2.4 ASSESSMENT & CERTIFICATION

The trainee will be tested for his skill, knowledge and attitude during the period of course through formative assessment and at the end of the training programme through summative assessment as notified by the DGT from time to time.

a) The **Continuous Assessment** (Internal) during the period of training will be done by **Formative Assessment Method** by testing for assessment criteria listed against learning outcomes. The training institute has to maintain an individual trainee portfolio as detailed in assessment guideline. 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. The All India Trade Test for awarding NTC will be conducted by Controller of examinations, DGT as per the guidelines. The pattern and marking structure is being notified by DGT from time to time. **The learning outcome and assessment criteria will be the basis for setting question papers for final assessment. The 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 REGULATION

For the purposes of determining the overall result, weightage of 100% is applied for six months and one year duration courses and 50% weightage is applied to each examination for two years courses. The minimum pass percent for Trade Practical and Formative assessment is 60% & for all other subjects is 33%. 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. Due consideration should 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 the following:

- Job carried out in labs/workshop
- Record book/ daily diary
- Answer sheet of assessment
- Viva-voce
- Progress chart
- Attendance and punctuality
- Assignment
- 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 produce work which demonstrates attainment of an acceptable standard of craftsmanship with occasional guidance, and due regard for safety procedures and practices	<ul style="list-style-type: none"> • Demonstration of good skills and accuracy in the field of work/ assignments. • A fairly good level of neatness and consistency to accomplish job activities. • Occasional support in completing the task/ job.
(b) Weightage in the range of 75%-90% to be allotted during assessment	
For this grade, a candidate should produce work which demonstrates attainment of a	<ul style="list-style-type: none"> • Good skill levels and accuracy in the field of work/ assignments.

<p>reasonable standard of craftsmanship, with little guidance, and regard for safety procedures and practices</p>	<ul style="list-style-type: none"> • A good level of neatness and consistency to accomplish job activities. • Little support in completing the task/job.
<p>(c) Weightage in the range of more than 90% to be allotted during assessment</p>	
<p>For performance in this grade, the candidate, with minimal or no support in organization and execution and with due regard for safety procedures and practices, has produced work which demonstrates attainment of a high standard of craftsmanship.</p>	<ul style="list-style-type: none"> • High skill levels and accuracy in the field of work/ assignments. • A high level of neatness and consistency to accomplish job activities. • Minimal or no support in completing the task/ job.

3. JOB ROLE

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.

Reference NCO-2015:

- (i) 7532.0100 - Designer; Pattern Maker

4. GENERAL INFORMATION

Name of the Trade	FASHION DESIGN & TECHNOLOGY
Trade Code	DGT/1026
NCO - 2015	7532.0100
NSQF Level	Level – 4
Duration of Craftsmen Training	One year (1600 Hours)
Minimum Age	14 years as on first day of academic session.
Entry Qualification	Passed 10 th class examination
Eligibility for PwD	LD, CP, LC, DW, AA, LV, DEAF, HH, AUTISM, ID, SLD
Unit Strength (No. of Student)	20 (There is no separate provision of supernumerary seats)
Space Norms	64 sq. m
Power Norms	5 KW
Instructors Qualification for	
(i) Fashion Design & Technology Trade	<p>B.Voc./Degree (4 yrs duration) in fashion Designing/ Technology from UGC Recognized university with one year Experience in the relevant field</p> <p style="text-align: center;">OR</p> <p>B.Voc./Degree (3 yrs duration) in fashion Designing/ Technology from UGC Recognized university with two year Experience in the relevant field</p> <p style="text-align: center;">OR</p> <p>Three year Diploma in fashion Designing/ Technology/ CDDM from recognized board of education or relevant Advanced Diploma (Vocational) from DGT with Two Years' Experience.</p> <p style="text-align: center;">OR</p> <p>NTC/NAC passed in Fashion design & technology (earlier name of trade as "Fashion Technology" with three years' experience in the relevant field.</p> <p>Essential Qualification: Relevant National Craft Instructor Certificate (NCIC) in any of the variants under DGT.</p> <p>Note: Out of two Instructors required for the unit of 2(1+1), one must have Degree/Diploma and other must have</p>

	<i>NTC/NAC qualifications. However both of them must possess NCIC in any of its variants.</i>		
(ii) Employability Skill	MBA/ BBA / Any Graduate/ Diploma in any discipline with Two years' experience with short term ToT Course in Employability Skills from DGT institutes. (Must have studied English/ Communication Skills and Basic Computer at 12 th / Diploma level and above) OR Existing Social Studies Instructors in it is with short term ToT Course in Employability Skills from DGT institutes.		
(iii) Minimum age for Instructor	21 years		
List of Tools and Equipment	As per Annexure – I		
Distribution of training on Hourly basis: (Indicative only)			
Total Hrs /week	Trade Practical	Trade Theory	Employability Skills
40 Hours	30 Hours	6 Hours	4 Hours

5. LEARNING OUTCOME

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

5.1 LEARNING OUTCOMES (TRADE SPECIFIC)

1. Interpret and illustrate importance of Fashion designing following safety precautions.
2. Sketch fashion croquis of female and design garments with the help of elements using principles of design and colour scheme.
3. Drape, illustrate Fabric rendering and drawing texture.
4. Apply surface ornamentation with embroidery.
5. Apply basic Stitches, Seams and Edge finishes with operation on Sewing machine.
6. Identify different Fibres and Fabrics along with Weaves and Knits.
7. Create and Design Garments and Accessories in Corel Draw using tools and commands.
8. Create Bodice Block Set & Patterns and construct samples of Design Details.
9. Apply garment details in fashion illustration.
10. Illustrate Male and Female wear on Croquis and develop designer Wears based on draping Technique/ sketches as per fashion & style.
11. Analyse human anatomy with Eight Head theory and different types of body contour.
12. Ensure the Quality of production.
13. Analyse fashion merchandising, fashion scope and Career Prospect.
14. Create and Design Fashion accessories as per latest trend.

6. ASSESSMENT CRITERIA

LEARNING OUTCOMES	ASSESSMENT CRITERIA
1. Interpret and illustrate importance of Fashion designing following safety precautions.	Appraise the importance of Fashion Designing in socio economic point of view.
	Identify the requirement of designing to modernize and also link it with our past eras with change of habit and use.
	Compare and relate Fashion Designing with other industries.
	Functional and operational knowledge of tools equipments and drawing materials and its operations.
2. Sketch fashion croquie of female and design garments with the help of elements using principles of design and colour scheme.	Create a fashion Stick and Block Figure (10.5 & 12.5 heads).
	Drape the designer wear on Female Croquie and show Optical illusions.
	Recognize the elements and principle of designing in Fashion Designing.
	Recognize and apply colour sets (Warm & Cool) in designing.
	Draw Geometrical, Abstract and Realistic shapes & forms.
	Apply different techniques of free hand sketches to create designs.
3. Drape, illustrate Fabric rendering and drawing texture.	Demonstrate basic Drape on Dress-form.
	Illustrate Rendering of different fabric and prints.
	Develop sketch of draped design with texture and rendering.
4. Apply surface ornamentation with embroidery.	Appraise different types of surface ornamentation.
	Demonstrate different techniques of developing Motifs for various Traditional Embroideries.
	Develop Decorative stitches (in context to contemporary stitches).
5. Perform basic Stitches, Seams and Edge finishes with operation on Sewing machine.	Appraise and apply different types of Stitches, Seams and Edge finishes.
	Prepare Samples of Variations of Stitches, Seams and Edge

	Finishing.
6. Identify different Fibres and Fabrics along with Weaves and Knits.	Identify different kind of Fabrics and it's composition.
	Distinguish & draw the different types of Weaving.
	Make Sample of variations of Weaves and Knits.
7. Create and Design Garments and Accessories in Corel Draw using tools and commands.	Demonstrate and apply different types of commands and tools.
	Illustrate and Draw Garment and Accessories design with the help of Corel Draw.
8. Create Bodice Block Set & Patterns and construct samples of Design Details.	Create Bodice, Sleeve, Collar and Skirt Block.
	Draft, create patterns and make samples of variations of Sleeves and Collars.
	Construct the Samples of Design Details like Elements of adding fullness/ shapes, Pockets, Plackets, Facing, Binding.
9. Apply garment details in fashion illustration.	Appraise and illustrate the garment details like neck lines, collars, sleeves, gathers, bow & tie, style lines etc.
10. Illustrate Male and Female wear on Croquis and develop designer Wears based on draping Technique/ sketches as per fashion & style.	Drape the Design on Dress-Form and Develop different Patterns.
	Cut and Stitch different Ladies Wear.
	Demonstrate variations of Drapes for Basic Bodice, Long dresses and skirts.
	Develop the sketch of draped designs.
11. Analyse human anatomy with eight head theory and different types of body contour.	Sketch Human body based on 8 Head Theory.
	Distinguish types of human figure.
12. Ensure Quality of production.	Appraise the Stages of Quality Control in production field.
	Prepare Quality Check Chart of any garment.

13. Analyse fashion merchandising, fashion scope and Career Prospect.	Prepare a Cost sheet, Spec. sheet & Tech-pack of developed design.
	Appraise latest trend following fashion shows, fairs, fashion trends etc.
	Visit and analyze Production firms/houses and prepare report.
14. Create and Design Fashion accessories as per latest trend.	Appraise the connection Garments and Fashion Accessories.
	Design and develop different fashion accessories.

SYLLABUS FOR FASHION DESIGN & TECHNOLOGY			
DURATION: ONE YEAR			
Duration	Reference Learning Outcome	Professional Skills (Trade Practical) With Indicative Hours	Professional Knowledge (Trade Theory)
Professional Skill 60Hrs; Professional Knowledge 12Hrs	Interpret and illustrate importance of Fashion designing following safety precautions.	<ol style="list-style-type: none"> 1. Identification of Tools & Equipments. (5 hrs.) 2. Familiarization to Industrial model Lock stitch sewing machine. (5 hrs.) 3. Basic parts, attachment and their Functions. (15 hrs.) 4. Defects and remedies. (10 hrs.) 5. Needles and threads. (10 hrs.) 6. Practice of sewing and practical exercises on sewing. (15 hrs.) 	<p>Introduction and familiarization with the institute.</p> <p>Importance of safety and general precaution. Safety precautions.</p> <p>Introduction to work ethics, Discipline.</p> <p>ERGONOMICS</p> <p>Tools & Equipments measuring tools and Techniques marking tools and Techniques cutting tools and Techniques pressing tools and Techniques</p> <p>Introduction to sewing machine & its components. Basic part and attachment and Their applications. Classification of sewing machine, cutting machines, and finishing equipments and their applications.</p> <p>Defects and remedies</p> <p>Needles.</p> <p>Safe broken Needle disposable Policy.</p> <p>Threads. (12 Hrs)</p>

Professional Skill 90 Hrs; Professional Knowledge 18 Hrs	Sketch fashion croquis of female and Design Garments with the help of elements using principles of design and colour scheme.	7. Free Hand Sketching of Different Types of Line. (10 hrs.) 8. Line sketches in pencil & ink. (10 hrs.) 9. Geometric construction of two dimensional geometric shapes and forms. (10 hrs.)	Brief idea about drawing tools and Techniques materials Elements of design.(06 Hrs)
		10. Prepare chart only (colour wheel, colour scheme, grey scale, Tints and shades, gradation) (15 hrs.) 11. Female croquis <ul style="list-style-type: none"> • Block figure • Stick figure (15 hrs.) 	Introduction to elements and principles of design. Fundamentals and basics of colour. Colour & colour Theories and colour scheme. Understand concepts of design textures, shapes and forms. (06 Hrs)
		12. Creation Of Designs Using Elements and principles Of Design in terms of dress (through sketching) (15 hrs.) 13. Prepare sheets of optical illusions repeat pattern and composition. (15 hrs.)	Introduction to: Principles of Design.(06 Hrs)
Professional Skill 30Hrs; Professional Knowledge 06 Hrs	Drape, illustrate Fabric rendering and drawing texture.	14. Drawing Texture. (10 hrs.) 15. Fabric rendering <ul style="list-style-type: none"> • Plain cotton • Chiffon • Mesh/ net • Tissue • Brocade • Denim • Corduroy • Fabric rendering 	Selection of Dresses according to (age, occasion, climate, personality, age & sex). Age group relation to design various categories of men's wear, women's wear, kids wear Ready Made Garments Industry Introduction. Basis of selection of

		according to weight, fall and opacity. (20 hrs.)	readymade garment Merits. Overview of garment mass Production Setup. Precaution to be taken while working with different kinds of fabric. Preparation of material before cutting, Draping of Garment.(06 Hrs)
Professional Skill 90Hrs; Professional Knowledge 18Hrs	Apply surface ornamentation with embroidery.	16. Developing Motifs for various Traditional Embroideries. (10 hrs.) 17. Contemporarisation of Various Traditional Motifs.(10 hrs.) 18. Introduction to Basic hand and Machine stitches (Sample Making). (15 hrs.) 19. Temporary stitches. (10 hrs.) 20. Permanent stitches. (15 hrs.) 21. Decorative stitches(in context to contemporary stitches) Flat Stitches Looped stitches Knotted stitches Crossed stitches Seams Seam finishes. (30 hrs.)	Motifs (enlargement and reduction). Sources of design inspiration& conceptualization optical illusion, silhouette. Introduction To Hand Stitching. Introduction to decorative stitches - Flat Stitches Looped stitches Knotted stitches Crossed stitches Introduction To Seams & Seam Finishes. (18Hrs)
Professional Skill 120 Hrs; Professional	Perform basic Stitches, Seams and Edge finishes with operation of Sewing machine.	22. Apply Fullness (Sample Making) Darts Pleats Tucks	Introducing Fullness- Darts Pleats Tucks Gathers & Shirrs

<p>Knowledge 24Hrs</p>		<p>Gathers & Shirrs Frills Godets (25 hrs.) 23. Sample Making of : Plackets & Openings Pockets Facing Binding(25 hrs.) 24. Making draft and samples of Sleeves: Plain Raglan Magyar Puff Bell Leg o' mutton Bishop Petal Circular Batwing Kimono Collars: Peter pan Shirt Stand or Chinese Swinging Roll Shawl Sailor Tie stand (20 hrs.) 25. Sample Making of Fasteners: Buttonholes Buttons Frogs Snaps Zippers</p>	<p>Frills Godets Introduction to - Plackets & Openings Pockets Facing Binding. Introduction to measurement. ISI Standards of measurements Relationship of sizes & measurements methods of measuring body and dress form Measurement charts. Introduction to paper pattern Definition. Types- Flat Pattern and Draped pattern. Importance Consideration while making paper pattern. Introduction to Bodice Block. Introduction to sleeve block. Introduction to collar. Introduction to skirt block. Introduction To Draping method for apparel Design. Theoretical Introduction to : Fasteners Trimmings Hems Necklines Edge finishing Hems.(24Hrs)</p>
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		<p>Hooks and Eyes Velcro Sample making of Trimmings. (25 hrs.) 26. Sample making of neckline finishes. Sample making of Hems. (25 hrs.)</p>	
<p>Professional Skill 60Hrs; Professional Knowledge 12Hrs</p>	<p>Identify different Fibres and Fabrics along with Weaves and Knits.</p>	<p>27. Samples of Weaving Plain weave Twill weave Satan weave Basket weave Sateen weave Rib weave Honey comb knitting Samples Warp Knits and Weft Knits (30 hrs.)</p>	<p>Textile fabric, Meaning and definition of textile fibres. Classification of fibres-natural fibre, manmade fibres. Characteristics/ properties of above mentioned fibres. Identification of textile fibres yarn construction. Elementary processing of different types of fibre to yarn. Characteristic of yarn. twist Sizecount and count measuring system. Types of yarn- Simple Complex Fabric manufacturing Yarn preparation. Elementary weaving theory Fabric structure-Woven, Knitted and non-woven. Introduction to Dyeing & Printing. Introduction to knitting. Types of Knitted Fabric used in garment industry. Finishes.</p>

			Mechanical. Chemical.(06Hrs)
		28. Prepare sample file and a survey report on different type of :- cotton fabric Synthetic Woolen Worsted Sheer Silk Linen Pile fabrics Laces Buttons Braids Cords Fusings, etc. (30 hrs.)	Introduction and identification of Different type of: Cotton fabric Synthetic Woolen Sheer Silk Linen Pile fabrics Laces Buttons Braids Cords Fusings, etc. (06 Hrs)
Professional Skill 30Hrs; Professional Knowledge 06 Hrs	Create and Design Garments and Accessories in Corel Draw using tools and commands.	29. Introduction and designing through Corel Draw.(10 hrs.) 30. Practice on Tools.(10 hrs.) 31. Working with Shapes (10 hrs.)	Introduction and importance of designing through computers. Use of Corel Draw in Design creation. Tools. Working with Shapes.(06 Hrs)
Professional Skill 60Hrs; Professional Knowledge 12Hrs	Create Bodice Block Set & Patterns and construct samples of Design Details.	32. Working with special effects. (12 hrs.) 33. Creating Fabric Designs. (12 hrs.) 34. Creating Croque. (12 hrs.) 35. Rendering & Draping. (12 hrs.) 36. Accessories Designing. (12 hrs.)	Working with special effects : Creating Fabric Designs Creating Croque Rendering & Draping Accessories Designing. (12 Hrs)
Professional Skill 60Hrs;	Apply garment details in fashion illustration.	37. Sketching of a. Necklines b. Collars	Rendering of different type of fabric- Plain

Professional Knowledge 12Hrs		c. Sleeves d. Yokes e. Gathers f. pleats g. Bows and ties h. Caps and hats i. Pockets j. cascades k. Belts l. Style lines(60 hrs.)	Checks Dotted Printed Stripped Textured(12 Hrs)
Professional Skill 240Hrs; Professional Knowledge 48 Hrs	Illustrate Male and Female wear on Croquie and develop designer Wears based on draping Technique/ sketches as per fashion & style.	38. Female Croquie (10.5-12.5), front , 3/4 half, back view Male Croquie •Casual wear •Formal wear (90 hrs.)	FASHION Drawings- Block Figure Stick Figure Fleshing out (18 Hrs)
		39. Draping on dress form: Ladies wear- Long Dresses Basic Bodice Basic Skirts, (30 hrs.)	Draping- Principles of draping Methods of Draping Draping Techniques Contour Draping (06 Hrs)
		40. Drape and draw sketches of indo-western ladies wear as per Fashion and style.(60 hrs.)	Drape and draw 5 sketches of indo-western ladies wear as per Fashion and style. Wardrobe planning.
		41. Drape and draw in different medium (10 Sketches From each no.) •sketches gents wear •casual wear •sports wear •office wear (30 hrs.)	How to select and wear the dress? How to select colour and pattern? To develop good taste in clothes? Dressing according to personality?
		42. Ready To Wear Collection Replication Variations	Fashion and style?(24Hrs)

		Creation Construction (30 hrs.)	
Professional Skill 90Hrs; Professional Knowledge 18 Hrs	Analyse human anatomy with Eight Head theory and different types of body contour.	43. Cutting, stitching and finishing of frock. (15 hrs.) 44. Cutting stitching & finishing of night suit. (15 hrs.) 45. Practice of developing dress pattern from Draping Technique. (15 hrs.) 46. Basic Bodies (dart and princess line) (15 hrs.) 47. Basic Skirt (Straight and circular) (15 hrs.) 48. Drafting of ladies block pattern set (bodice sleeve, skirt and trouser) (15 hrs.)	Anatomy (in brief). Joints and muscles. Growth and development. Eight head theory. Types of human figure. Introduction To Kids Pattern, (Drafting, pattern making, estimation, and layout of the garments). Child Bodice block and sleeve block with size variation Skirt Block (Children) Drafting Frock, night suit. (18 Hrs)
Professional Skill 60Hrs; Professional Knowledge 12Hrs	Ensure the Quality of production.	49. Introduction to Quality assurance. (8 hrs.) 50. Quality Management. (8 hrs.) 51. Textile Testing and product. (8 hrs.) 52. Evaluation. (8 hrs.) 53. Quality Inspection. (8 hrs.) 54. Care Labelling of apparels. (10 hrs.) 55. Checking of garment with respect to measurement and stitching. (10 hrs.)	Care and storage wash care symbols. Introduction to Quality control and quality assurance. Stain removal. Immediate repairing. (12 Hrs)
Professional Skill 150Hrs;	Analyse fashion merchandising, fashion scope and	56. Preparation and designing of Tech pack Cost sheet.	Career in fashion. Fashion designer. Auxiliary Service in Fashion

Professional Knowledge 30Hrs	Career Prospect.	(60 hrs.)	Design. Fashion Design Technician. Education. Industry. Meaning and scope of business Introduction to Fashion merchandising.(12 Hrs)
		57. Assignment Report based on: fashion trend trade fairs, fashion show, boutique, Garment production unit. Apparel Retail Channels.(90 hrs.)	Brief knowledge of fashion trend, trade fairs, fashion show, boutique, garment production unit Study of fashion Fraternity. Leading Fashion Designers. Textile Designers.(18 Hrs)
Professional Skill 60Hrs; Professional Knowledge 12Hrs	Create and Design Fashion accessories as per latest trend.	58. Design and creating of fashion accessories Head Gears Scarf Fashion Jewellery Tie and Bow Belts BowsBag and Purses Hand Gloves.(60 hrs.)	Introduction to trims and accessories for fashion industry. Fashion accessories– Head Gears Scarf Fashion Jewellery Tie and Bow Belts BowsBag and Purses Hand Gloves.(12 Hrs)
Project work: As per latest trend based on Indo western Design - Development client, material, latest trend research and exploration with one theme.			

SYLLABUS FOR CORE SKILLS

1. Employability Skills (Common for all CTS trades) (160Hrs)

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

List of Tools & Equipment			
FASHION DESIGN & TECHNOLOGY (For batch of 20 candidates)			
S No.	Name of the Tool & Equipment	Specification	Quantity
A. SKETCHING LABORATORY			
1.	Drawing Table	With adjustable top. Desk having facility of keeping tools	20+1 Nos.
2.	Revolving Chair	with adjustable height & back support	20+1 Nos.
3.	Faculty Table & Chair set		1 No.
4.	Storage Almirah		1 No.
5.	Adjustable Set square		20+1 Nos.
6.	White Magnetic Board with Felt board & accessories		1 No.
7.	Air Conditioner unit with Stabilizer		As required
8.	Display board		4 Nos.
9.	Dress forms (dummies)	Children Ladies Gents	2 Nos. each
10.	Tracing table		2 Nos.
11.	Mannenquins: Childrens, Ladies, Gents		2 Nos. each
B. THEORY ROOM			
12.	Single desks for trainees	With arrangements of keeping Books etc.	20 Nos.
13.	Revolving Chairs without arms		20 Nos.
14.	Faculty Table & Chair set		1 No.
15.	Computer set with UPS & multimedia projector		1 No.
16.	White Magnetic Board with Felt board & accessories		1 No.
17.	Display Board		2 No.

18.	Storage Almirah		1 No.
19.	Book Shelf		1 No.
20.	A/C unit split type with Stabilizer		As required
C. DRAFTING/CUTTING /SEWING ROOM TOOLS & EQUIPMENT			
21.	Scissors	25 cm	20+1 Nos.
22.	Pinking Shears		5 Nos.
23.	Tailors Square		20+1 Nos.
24.	Leg Shaper		20+1 Nos.
25.	Garment Hangers		20+1 Nos.
26.	Screw Driver Set		4 Nos.
27.	Cart chop		2 Nos.
28.	Table Sharpener		4 Nos.
29.	Pressing Table		5 Nos.
30.	Blanket for padding of Pressing Table		5 Nos.
31.	Rubber mat	Size as per requirement	5 Nos.
32.	Sprayer		5 Nos.
33.	Waste Bin	Big / Small	10 Nos.
34.	Pattern Punch		5 Nos.
35.	Pattern Notcher		5 Nos.
36.	Pattern Hanging Stand		4 Nos.
37.	Water Tub	60 cm dia.	1 No.
38.	Stand for hanging dresses		5 Nos.
39.	Trial room with 3 side mirrors of size 150 cm X 60 cm each with arrangements of hanging Dresses		1 No.
40.	Electric Automatic steam press		5 Nos.
41.	Sewing Machine - Single Needle Lock stitch Industrial model		20+1 Nos.
42.	Over Lock Machine	3 Thread	1 No.
43.	Pick Glass		5 Nos.

44.	Zig Zag Multi-Purpose Machine		1 No.
45.	Machine attachments		As required
46.	Chairs with low back rest or stools for the machines	One for each machine	20+1 Nos.
47.	Drafting Table		10 Nos.
48.	Display board covered with glass or acrylic sheet	120 x 90cm	2 Nos.
49.	Instructor Table		1 No.
50.	Instructor Chair		2 Nos.
51.	Steel Almirah	195 x 90 x 60 cm	2 Nos.
52.	Pigeon hole Almirah 10 lockers & separate locking arrangements for trainees		2 Nos.
53.	Locks for above pigeon hole		20 Nos.
54.	Wall Clock		3 Nos.
55.	Calculator Desk Type		1 No.
56.	White Board with accessories	size as per requirement	2 Nos.
57.	Dummy	Lady	2 Nos.
58.	Mannequins	lady	2 Nos.
59.	Mannequins	Kids	2 Nos.
60.	Mannequins	Gents	2 Nos.
D. COMPUTER LABORATORY			
61.	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 Antivirus compatible with trade related software.	21 (20+1) Nos.
62.	UPS		As required
63.	Server system with software	Latest Configuration	1 No.
64.	LAN Connectivity & Internet facility to the computers		As required

65.	Designing Software Coral Draw	Latest Version	2 Nos.
66.	Antivirus Software		20+1 Nos.
67.	Laser Printer color	A4	1 No.
68.	Colored laser Printer	A3	1 No.
69.	Scanner		1 No.
70.	Computer Table for server		1 No.
71.	Printer Table		2 Nos.
72.	Table for Scanner		1 No.
73.	White Magnetic Board with Felt board & accessories		1 No.
74.	Display Board		2 Nos.
75.	Storage Almirah	Size as per requirement	2 Nos.
76.	Air Conditioner unit split type with Stabilizer		As required
77.	Wall Clock		1 No.
78.	Modular Workstation with chair		20+1 Nos.
79.	LCD Projector		1 No.
80.	Vacuum Cleaner		1 No.
81.	Trainer's Table & Chair		1set

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ABBREVIATIONS

CTS	Craftsmen Training Scheme
ATS	Apprentice ship Training Scheme
CITS	Craft Instructor Training Scheme
DGT	Directorate General of Training
MSDE	Ministry of Skill Development and Entrepreneurship
NTC	National Trade Certificate
NAC	National Apprenticeship Certificate
NCIC	National Craft Instructor Certificate
LD	Locomotor Disability
CP	Cerebral Palsy
MD	Multiple Disabilities
LV	Low Vision
HH	Hard of Hearing
ID	Intellectual Disabilities
LC	Leprosy Cured
SLD	Specific Learning Disabilities
DW	Dwarfism
MI	Mental Illness
AA	Acid Attack
PwD	Person with disabilities

