

TEXTILE TECHNOLOGY AND DESIGN

TASK TYPE: PROJECT

**TITLE: GARMENT DESIGNING, PATTERN MAKING AND
GARMENT CONSTRUCTION**

BACKGROUND:

Clothing is a basic need. Quality clothes on the market are expensive and the cheaper ones are not durable. There is however a variety of beautiful and durable imported fabric that can be used to make clothes.

You are required to design a simple skirt or shorts. Use the blocks provided to produce the patterns required. Construct the garment using the developed pattern. List the order of work.

THE PROJECT

The project is in 3 parts – Part A, Part B and Part C.

Part A

Design a simple short or skirt to fit. Sketch the front and back views of the garment. Label all style features.

Part B

- Use the provided basic block to develop the patterns for the design.
- Calculate all the requirements needed to construct the garment

Part C

- Construct the garment
- Use the order of work

HOW YOU WILL BE ASSESSED

To answers your project, your teacher will assess your design evidenced in Part A, your pattern development evidenced in Part B and garment construction evidenced in C.

Achievements standards specific to this project will be provided so that you are aware of the assessment criteria.

PROJECT TIPS

- You can use CAD to design your garment
- Effective use of colour on the design is encouraged
- Remember to be very accurate and precise when developing patterns
- Good workmanship is essential.

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PROJECT: MARKING GUIDE

TITLE: Garment Designing, Pattern making and Garment Construction

1.0	Designing	[10 Marks]
-	correct labelling	4
-	proportion	2
-	functionality	2
-	use of colour	2
2.0	Pattern making	[15 Marks]
-	size of pattern	4
-	correct pattern markings indicated	5
-	neatness of patterns	2
-	correct pattern naming	4
3.0	Garment construction	[75 Marks]
-	cutting out (good grain)	5
-	fullness	6
-	seams - at least two	8
-	pockets – inside pocket	16
-	openings	6
-	waistline finishes	9
-	fastenings	5
-	decorative processes	4
-	hems	6
-	presentation (Label, cleanliness & pressing)	5
-	order of work	5

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ACHIEVEMENT STANDARDS

SKILLS LEVEL	V.GOOD – EXCELLENT	MARK	GOOD	MARK	SATISFACTORY	MARK	POOR	MARK
<ul style="list-style-type: none"> • Understanding and responding to content • Designing <ul style="list-style-type: none"> - Proportion - Functionality - Use of colour - Labelling 	10-8		7-6		5-4		3-0	
	4 aspects of designing well and clearly presented		3 aspects of designing well and clearly presented		2 aspects of designing well and clearly presented		1 aspects of designing well and clearly presented	
<ul style="list-style-type: none"> • Problem solving • Creating and evaluating meaning • Patten making <ul style="list-style-type: none"> - Size of pattern - Correct pattern markings - Correct pattern naming - Neatness of pattern pieces 	15-13		12-9		8-5		4-0	
	4 aspects of pattern making Well achieved		3 aspects of pattern making Well achieved		2 aspects of pattern making Well achieved		1 aspects of pattern making Well achieved	
<ul style="list-style-type: none"> • Creating and evaluating meaning, planning • Garment construction <ul style="list-style-type: none"> - Cutting out - Fullness - 2 seams - Pockets - Waist line finish - Opening - Fastening - Hem - Decorative process 	75-56		55-34		35-21		20-0	
	<ul style="list-style-type: none"> - All processes correctly done - Very good workmanship of processes - Very good sequencing of processes 		<ul style="list-style-type: none"> - All processes done - Good workmanship of processes - Good sequencing of processes 		<ul style="list-style-type: none"> - All processes done - Satisfactory workmanship of processes - Fair sequencing of processes 		<ul style="list-style-type: none"> - All processes done - Poor workmanship of processes - Poor sequencing of processes 	