

# CURRICULUM OF “TEXTILE DESIGN” (Textile Design Assistant)

LEVEL 3



Dec 2021



**National Vocational & Technical  
Training Commission**

<b>INTRODUCTION .....</b>	<b>3</b>
<b>DEFINITION/ DESCRIPTION OF THE TRAINING PROGRAMME FOR <i>TEXTILE DESIGN</i>....</b>	<b>ERROR! BOOKMARK NOT DEFINED.</b>
<b>PURPOSE OF THE TRAINING PROGRAMME .....</b>	<b>3</b>
<b>OVERALL OBJECTIVES OF TRAINING PROGRAMME .....</b>	<b>ERROR! BOOKMARK NOT DEFINED.</b>
<b>COMPETENCIES TO BE GAINED AFTER COMPLETION OF COURSE.....</b>	<b>4</b>
<b>TRAINEE ENTRY LEVEL .....</b>	<b>4</b>
<b>MINIMUM QUALIFICATION OF TRAINER .....</b>	<b>5</b>
<b>RECOMMENDED TRAINER: TRAINEE RATIO .....</b>	<b>5</b>
<b>MEDIUM OF INSTRUCTION I.E. LANGUAGE OF INSTRUCTION .....</b>	<b>5</b>
<b>DURATION OF THE COURSE (TOTAL TIME, THEORY &amp; PRACTICAL TIME) .....</b>	<b>6</b>
<b>SEQUENCE OF THE MODULES .....</b>	<b>7</b>
<b>SUMMARY – OVERVIEW OF THE CURRICULUM.....</b>	<b>8</b>
<b>MODULES .....</b>	<b>16</b>
<b>LEVEL3 .....</b>	<b>16</b>
<b>COMPUTER FUNDAMENTALS .....</b>	<b>ERROR! BOOKMARK NOT DEFINED.3</b>
<i>Module 1: Draw Basics of Drawing.....</i>	<b>16</b>
<i>Module 2: Make colors according to Color theory .....</i>	<b>19</b>
<i>Module 3: Make designs for textile .....</i>	<b>Error! Bookmark not defined.</b>
<i>Module 4: Perform Textile Design Operations using CAD.....</i>	<b>Error! Bookmark not defined.</b>
<i>Module 5: Develop Textile designs for Fashion .....</i>	<b>Error! Bookmark not defined.</b>
<i>Module 6: Make designs for home textiles.....</i>	<b>43</b>
<i>Module 7: Perform basic dying &amp; printing technique for textiles...Error! Bookmark not defined.</i>	
<i>Module 8: Perform basic surface techniques in textiles.....</i>	<b>56</b>
<i>Module 9: Identify Fibers and yarns .....</i>	<b>65</b>
<i>Module 10: Apply Work Health and Safety Practices (WHS) .....</i>	<b>68</b>
<i>Module 11: Identify and Implement Workplace Policy and Procedures .....</i>	<b>72</b>
<i>Module 12: Communicate at Workplace .....</i>	<b>77</b>
<i>Module 13: Perform Computer Application Skills .....</i>	<b>81</b>
<b>GENERAL ASSESSMENT GUIDANCE FOR “TEXTILE DESIGN” .....</b>	<b>38</b>
<b>COMPLETE LIST OF TOOLS AND EQUIPMENT .....</b>	<b>94</b>
<b>LIST OF CONSUMABLE SUPPLIES .....</b>	<b>97</b>
<b>CREDIT VALUES.....</b>	<b>96</b>

## Introduction

### Definition/ Description of the training programme for “Textile Design”

Textile Design is a field in which one has the knowledge and skills to be able to learn and design a variety of skills using a range of materials and processes, including designs, digital printing, and fabric manipulation at basic level. It will enable the trainee to understand and implement the process of design development.

The competency based curriculum has been developed to train the unskilled men and women of Pakistan technically. It will also enable them to get basic level employability either through an employer or even get self-employed.

CBT Level 3 course in Textile Design is designed to enhance an individual's capability to follow the process through which a design is developed in textile and fashion industry. They will also get a prior knowledge of different types of dying, printing and surface techniques that can be employed to their design work.

### Purpose of the training programme

The purpose of this qualification is to set professional standards for Assistant Textile Designer, The personnel will be able to help and assist the design team in different areas of textile design including apparel, home textile and so on. They will also be able to help and assist in working with computer aided softwares. Alongside, the basic knowledge of fibre and yarns provided to them will make them an important resource for fabric research and sourcing. They will also be able to work under supervision to employ different dying and printing techniques as well as surface developments. Not only this, their personal capabilities can enable them to get self-employed and earn on their own.

### Overall objectives of Programme

The overall objectives of Textile Design qualification are as under:

- Improve the professional competence of textile industry
- Capacitate the local community and trainers in modern CBT trainings, methodologies and processes as envisaged under NVQF
- Provide flexible pathways and progressions in textile industry
- Enable the trainees to perform their duties in efficient manner
- Establish a standardized and sustainable system of training in textile industry in Pakistan

- Enable the trainees to work in Garments Manufacturing Units, Home Textile Units, and Textile Enterprises as assistants.

## Competencies to be gained after completion of course

At the end of the course, the trainee must have attained the following competencies:

Draw Basics of Drawing

Make colors according to Color theory

Make designs for textile

Perform Textile Design Operations using CAD

Develop Textile designs for Fashion

Make designs for home textiles

Perform basic dyeing & printing technique for textiles

Perform basic surface techniques in textiles

Identify Fibers and yarns

Apply Work Health and Safety Practices (WHS)

Identify and Implement Workplace Policy and Procedures

Communicate at Workplace

Perform Computer Application Skills

Possible Available Job Opportunities immediately and Later in the

### Future

- Assistant Textile designer
- Tracer
- Assistant colour coordinator
- Embroidery Worker
- Adda worker
- Motif Designer
- Digital Design Assistant
- Freelance printer

## Trainee entry level

The entry requirement for this qualification would be Matric or Level2 in Textile Design-Junior Assistant

## Minimum qualification of trainer

- Bachelors in Textile design/clothing

Or

- Three years Diploma in Textile design with minimum one year work experience

Or

- 1 year Diploma in Textile Design after intermediate and Three years work experience in related field

- Must have the capacity of teaching in a CBT environment

## Recommended trainer: trainee ratio

The recommended maximum trainer: trainee ratio for this programme is 1 trainer for 25 trainees.

## Medium of instruction i.e. language of instruction

Instruction will be Urdu and English.

## Duration of the course (Total time, Theory & Practical time)

1. This curriculum comprises 13 modules. The recommended delivery time is 600 hours. Delivery of the course could therefore be full time, 5 days a week. Training providers are at liberty to develop other models of delivery, including part-time and evening delivery
2. The full structure of the course is as follow:

Module Level-3	Theory <sup>1</sup> Days/hours	Workplace <sup>1</sup> Days/hours	Total hours
Draw Basics of Drawing	05	35	40
Make colours according to Colour theory	10	40	50
Make designs for textile	10	30	40
Perform Textile Design Operations using CAD	10	50	60
Develop Textile designs for Fashion	10	50	60
Make designs for home textiles	10	50	60
Perform basic dying & printing technique for textiles	10	50	60
Perform basic surface techniques in textiles	5	55	60
Identify Fibres and yarns	30	20	50
Apply Work Health and Safety Practices (WHS)	05	25	30
Identify and Implement Workplace Policy and Procedures	04	16	20
Communicate at Workplace	14	16	30
Perform Computer Application Skills	04	36	40
<b>Total</b>	<b>127</b>	<b>473</b>	<b>600</b>

## Sequence of the modules

Each module covers a range of learning components. These are intended to provide detailed guidance to teachers (for example the Learning Elements component) and give them additional support for preparing their lessons (for example the Materials Required component). The detail provided by each module will contribute to a standardized approach to teaching, ensuring that training providers in different parts of the country have clear information on what should be taught. Each module also incorporates the industrial needs of Pakistan.

The distribution table is shown below:

Textile Design Assistant (L3) - 6 Months		
Draw Basics of Drawing	Identify and implement Workplace Policies and Procedures	Perform Textile Design Operations using CAD
Make colors according to Color theory		Perform basic dying & printing technique for textiles
Make designs for textile	Communicate at workplace	Make designs for home textiles
	Apply work health and safety practices (WHS)	
Develop Textile designs for Fashion	Perform basic surface techniques in textiles	Identify Fibers and yarns
Perform Computer Application Skills		

## Summary – overview of the curriculum



Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<b>Module 1:</b> Draw Basics of Drawing  <b>Aim:</b> The aim of this module is to develop the knowledge and skills required to produce observational drawings from primary sources. You would be able to produce drawings using a variety of drawing medias, techniques and mediums.	LU.1 Identify basics of drawing LU.2 Produce drawings using a variety of techniques LU.3 Perform Nature Drawings with different mediums LU.4 Draw compositions with different mediums	05	35	40
<b>Module 2</b> Make colors according to Color theory  <b>Aim:</b> The aim of this module is to analyze and apply color theory to the design process for textile products.	LU.1 Prepare color wheel to understand color theory LU.2 Identify color combinations LU.3 Identify effects of colors in textile LU.4 Apply different textures with different mediums	10	40	50

<b>Module 3:</b> Make designs for textile  <b>Aim:</b> The aim of this module is to develop design layouts and textile designs by following contemporary trends	LU1. Develop Design layouts LU2. Perform tracing of textile designs LU3. Apply trend influences in contemporary textile design	10	30	40
<b>Module .4</b> Perform Textile Design Operations using CAD  <b>Aim:</b> The aim of this module is to perform Textile Design Operations using CAD professionally. That includes creating composition for textiles using CAD platforms with different tools and to create embroidered designs for the selected Textile project on Wilcom	LU1. Perform Image Manipulation to create composition for textiles using CAD Platforms LU2. Create Motifs for Textiles using CAD Platforms LU3. Create Patterns using various tools in CAD Platforms for Textiles LU4. Use Wilcom to create embroidered designs for the selected Textile project	10	50	60
<b>Module .5</b>	LU.1 Draw fashion sketches LU.2 Conduct research on garment design	10	50	60

<p>Develop Textile designs for Fashion</p> <p><b>Aim:</b> The aim of this module is to develop textile designs for fashion including research, fashion sketches, textile designs on garments and development of tech pack for garment.</p>	<p>LU.3 Develop textile design to apply on garment</p> <p>LU.4 Develop Tech pack for garment design</p>			
<p><b>Module .6</b></p> <p>Make designs for home textiles</p> <p><b>Aim:</b> The aim of this module is to make designs for upholstery, floor furnishings and bed linen for local market.</p>	<p>LU.1 Identify the scope of home textiles in local market</p> <p>LU.2 Make designs for upholstery</p> <p>LU.3 Make designs for bed linen</p> <p>LU.4 Make designs for floor furnishings</p>	10	50	60
<p><b>Module .7</b> Perform basic dyeing &amp; printing technique for textiles</p> <p><b>Aim:</b> The aim of this module is to apply manual dyeing techniques on fabric in Textiles. Also perform</p>	<p>LU.1 Apply manual Dyeing techniques on fabric in Textiles</p> <p>LU.2 Perform Fabric paint</p> <p>LU.3 Perform Block Printing</p> <p>LU.4 Perform Stencil Printing</p> <p>LU.5 Perform Batik Printing</p>			

<p>fabric painting, block printing, batik printing, stencil printing and screen printing.</p>	<p>LU.6 Perform Screen Printing</p>	<p>10</p>	<p>50</p>	<p>60</p>
<p><b>Module .8</b></p> <p>Perform basic surface techniques in textiles</p> <p><b>Aim:</b> The aim of this module is to apply basic surface techniques in textiles. That includes basic fabric manipulation, basic hand embroidery, and weaving, basic embellishment, hand knitting techniques and mix media surface techniques</p>	<p>LU.1 Perform basic fabric manipulation in Textiles</p> <p>LU.2 Perform Basic hand Embroidery in Textiles</p> <p>LU.3 Perform Basic Embellishment Techniques in Textiles</p> <p>LU.4 Perform basic weaving techniques in Textiles</p> <p>LU.5 Perform hand knitting techniques in Textiles</p> <p>LU.6 Perform mix media surface techniques in textiles</p>	<p>5</p>	<p>55</p>	<p>60</p>
<p><b>Module .9</b></p> <p>Identify Fibers and yarns</p> <p><b>Aim:</b> The aim of this module is to identify fibers and yarns that includes identification of different</p>	<p>LU.1 Identify types of fibers</p> <p>LU.2 Identify types of yarns</p> <p>LU.3 Test fiber and yarns</p>	<p>30</p>	<p>20</p>	<p>50</p>

natural and manmade fibers, their properties and their blends				
<b>Module .10</b> Apply Work Health and Safety Practices (WHS)  <b>Aim:</b> The aim of this module is to apply the skills to work with safety and participate in hazard assessment activities, follow emergency procedures and participate in OHS practices in consultative process.	LU.1 Implement safe work practices at work place LU.2 Participate in hazard assessment activities a work place LU.3 Follow emergency procedures at workplace LU.4 Participate in OHS consultative processes	5	25	30
<b>Module .11</b> Identify and Implement Workplace Policy and Procedures  <b>Aim:</b> The aim of this module is to apply the skills and knowledge required to develop and implement a workplace policy & procedures and to modify the	LU.1 Identify workplace policy & procedures LU.2 Implement workplace policy & procedures LU.3 Communicate workplace policy & procedures LU.4 Review the implementation of workplace policy & procedures	4	16	20

policy to suit changed circumstances.				
<b>Module .12</b> Communicate at Workplace  <b>Aim:</b> The aim of this module is to communicate within and outside the organization. And to improve skills and knowledge required to develop communication skills in the workplace.	LU.1 Communicate within the organization LU.2 Communicate outside the organization LU.3 Communicate effectively in workgroup LU.4 Communicate in writing	14	16	30
<b>Module .13</b> Perform Computer Application Skills  <b>Aim:</b> The aim of this module is to develop skills and knowledge required to prepare in page documents, use MS office, perform computer graphics and	LU.1 Prepare In-page documents as per required information LU.2 Prepare Spreadsheets as per required information LU.3 Use MS Office as per required information LU.4 Perform computer graphics in basic applications LU.5 Create Email account for communications	4	36	40

create email account for communications.				
--	--	--	--	--

## Modules

### LEVEL 3 Textile Design Assistant

#### Module 1 : Draw Basics of Drawing

**Objective:** After this competency standard candidate will be able to develop the knowledge and skills required to produce observational drawings from primary sources. The candidate would be able to produce drawings using a variety of drawing medias, techniques and mediums

<b>Duration:</b>	40 Hours	<b>Theory:</b>	5 hours	<b>Practical:</b>	35 hours
------------------	----------	----------------	---------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Identify basics of Drawing	<b>Trainee will be able to :</b> <ul style="list-style-type: none"> <li>Attain appropriate level of skill using basic elements and principles of Drawing</li> <li>Draw sketches using different types of lines</li> <li>Develop understanding of different perspective and proportions through lines and cubes.</li> </ul>	Types of balance <ul style="list-style-type: none"> <li>Symmetrical balance</li> <li>Asymmetrical balance</li> </ul> Linear perspective  Define proportions with examples  Understand composition by 2D and 3D shapes	Theory: 0hr  Practical: 5hrs  Total hrs. 5hrs  Cr. 0.5hrs	<b>Consumable:</b>  Sketch book  Pencil  Eraser  Rough Papers  <b>Non-consumable:</b>  Sharpener  Drawing board	Drawing Lab / Studio , Classroom



	<ul style="list-style-type: none"> <li>• Draw compositions using 2D and 3D shapes</li> </ul>			Board pins	
<b>LU2.</b> Produce drawings using a variety of techniques	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Draw objects using pencil colours in different techniques</li> <li>• Draw objects using soft pastels in different techniques</li> <li>• Draw objects using water colours in different techniques</li> <li>• Draw objects using Acrylic paints in different techniques</li> </ul>	Define different colour medium  Types of drawings <ul style="list-style-type: none"> <li>• Still life</li> <li>• Life/ figure drawing</li> <li>• Nature drawing</li> <li>• Technical drawings</li> <li>• illustration</li> </ul> Procedure of using colour pencils  Types of pastels <ul style="list-style-type: none"> <li>• dry</li> <li>• oil/crayons</li> </ul> Procedures of using soft pastels  Techniques of water colours <ul style="list-style-type: none"> <li>• wet on wet</li> </ul>	Theory: 2hrs  Practical: 5hrs  Total hrs. 7hrs  Cr. 0.7hrs	<b>Consumable:</b>  Sketch book  Pencil  Eraser  Notebook  Pencil colours  Water colours  Water colour sheet  crayons  Acrylic colours  Pastel colours	Drawing Lab / Studio, Classroom

		<ul style="list-style-type: none"> <li>dry on wet</li> </ul> <p>Procedure of using water colours</p> <p>Techniques of using acrylic paints</p> <p>Procedure of using acrylic colour</p>		<p>Pastel sheet</p> <p>Rough Papers</p> <p>Water colour</p> <p><b>Non-consumable:</b></p> <p>Water colour</p> <p>Brushes 0,2,4,6</p> <p>Colour palate</p> <p>Sharpener</p> <p>Drawing board</p> <p>Water Container</p> <p>Rags</p> <p>Sponges</p> <p>Board pins</p>	
<b>LU3.</b> Perform Nature Drawings with	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>Draw Leaves study in mix media</li> </ul>	<p>Define Nature Drawing</p> <p>Making of leaves through mix media</p>	<p>Theory : 2hr</p>	<p><b>Consumable:</b></p> <p>Sketch book</p> <p>Pencil</p>	<p>Outside Area, Classroom</p>

different mediums	<ul style="list-style-type: none"> <li>• Draw Flower study in mix media</li> <li>• Draw Tree study in mix media</li> </ul>	<p>Making of Flowers through mix media</p> <p>Making of trees through mix media</p>	<p>Practical: 10hrs</p> <p>Total hrs. 12hrs</p> <p>Cr. 1.2hrs</p>	<p>Eraser</p> <p>Notebook</p> <p>Pencil colours</p> <p>Water colours</p> <p>Water colour sheet</p> <p>crayons</p> <p>Acrylic colours</p> <p>Pastel colours</p> <p>Pastel sheet</p> <p>Rough Papers</p> <p><b>Non-consumable:</b></p> <p>Water colour</p> <p>Brushes 0,2,4,6</p> <p>Colour palate</p> <p>Sharpener</p>	
-------------------	--	---	---	---	--

				Drawing board Water Container Rags Sponges Board pins	
<b>LU4.</b> Draw compositions with different mediums	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Draw different objects (Shoe, glass, bottle, jug, stool, chair, vase, fruits, vegetables, etc.) according to composition in any media of own choice.</li> <li>Compose still life (Fruit basket, pencil box, jewellery box, book shelf, etc.) according to proportions in any media of own choice</li> </ul>	Knowledge of drawings in mix media Procedure of making objects according to composition Procedure of making still life with nature drawing.	Theory : 1hr Practical: 15hrs Total hrs. 16hrs Cr. 1.6hrs	<b>Consumable:</b> Sketch book Pencil Eraser Sharpener Pencil colours Water colours Acrylic colours Pastel colours Rough Papers Notebook	Drawing Lab / Studio, Classroom

	<ul style="list-style-type: none"> <li>• Compose still life with nature drawing.</li> <li>• Render the drawings in mix media</li> </ul>			<b>Non-consumable:</b> Drawing board Board pins brushes Water Container Rags Sponges	
--	---	--	--	--	--

## Module 2 : Make Colors according to Color Theory

**Objective:** After this competency standard candidate will be able to develop the skills and knowledge to analyse and apply colour theory and make textures to use further in design process for textiles.

<b>Duration:</b>	50 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	40 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Prepare colour wheel to understand colour theory	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Use appropriate tools and equipment to make colour wheel</li> <li>Draw colour wheel along with tints and shades</li> <li>Mix colours to make colour wheel</li> <li>Check the quality of mixing and application of colour in Colour wheel</li> </ul>	Define colour theory  Define Colour Wheel  Enlist tools and equipment to make colour wheel  Types of Tones <ul style="list-style-type: none"> <li>Tints</li> <li>shades</li> </ul> Evaluate the application of colours	Theory : 5hrs  Practical: 10hrs  Total hrs. 15hrs  Cr. 1.5hrs	<b>Consumable:</b>  Pencil  Eraser  Sharpener  Rough Papers  Note book  Poster colours (black, white, blue, yellow, red)  Ball points  Pointers	Drawing Lab / Studio, Classroom

				<b>Non-consumable:</b>  Scale  compass  Brushes no. 2,4,6  Colour Palette  Water Container  Rags  Sponges	
<b>LU2.</b> Identify colour combinations	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Investigate colour schemes through colour wheel</li> <li>Make colour schemes of Warm &amp; cool colours</li> <li>Identify Dimensions of colour <ul style="list-style-type: none"> <li>Hue</li> <li>Value</li> <li>Intensity</li> </ul> </li> </ul>	Define colour schemes  Temperature of colours <ul style="list-style-type: none"> <li>Cool colours</li> <li>Warm colours</li> </ul> Types of colour schemes <ul style="list-style-type: none"> <li>Complementary</li> <li>Split complimentary</li> <li>Double split complimentary</li> <li>Analogous</li> <li>Triadic</li> </ul>	Theory : 5hr  Practical: 10hrs  Total hrs. 15hrs  Cr. 1.5hrs	<b>Consumable:</b>  Pencil  Eraser  Sharpener  Poster colours (black, white, blue, yellow, red)  Rough Papers  Ball points	Drawing Lab / Studio, Classroom

	<ul style="list-style-type: none"> <li>• . Make colour schemes with reference to colour wheel including:</li> <li>• Complementary</li> <li>• Split complimentary</li> <li>• Double split complimentary</li> <li>• Analogous</li> <li>• Triadic</li> <li>• Tetradic</li> <li>• Monochromatic</li> <li>• Illustrate New colour schemes according to trends</li> </ul>	<ul style="list-style-type: none"> <li>• Tetradic</li> <li>• Monochromatic</li> </ul> <p>Trending colour schemes</p> <p>Types of tones</p> <ul style="list-style-type: none"> <li>• Tint</li> <li>• Shade</li> </ul> <p>Dimensions of colours</p> <ul style="list-style-type: none"> <li>• Hue</li> <li>• Value</li> <li>• Intensity</li> </ul>		<p>Pointers</p> <p><b>Non-consumable:</b></p> <p>Scale</p> <p>compass</p> <p>Brushes no. 2,4,6</p> <p>Water Container</p> <p>Rags</p> <p>Sponges</p>	
<b>LU3.</b> Identify effects of colours in textile	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Examine the effects of colour dimensions</li> <li>• Identify relationship of colour theory to textile design process</li> </ul>	<p>Knowledge of relationship of colours to textile design</p> <p>Define visual effects</p> <p>Knowledge of Visual effects of colour including:</p>	<p>Theory : 0hr</p> <p>Practical: 10hrs</p>	<p><b>Consumable:</b></p> <p>Pencil</p> <p>Eraser</p>	Drawing Lab / Studio



	<ul style="list-style-type: none"> <li>Analyse Visual effects of colour including:</li> <li>size</li> <li>density</li> <li>value</li> <li>visual mixing</li> <li>simultaneous contrast</li> <li>motion</li> <li>texture</li> </ul>	<ul style="list-style-type: none"> <li>size</li> <li>density</li> <li>value</li> <li>visual mixing</li> <li>simultaneous contrast</li> <li>motion</li> <li>texture</li> </ul>	Total hrs. 10hrs Cr. 1hr	Poster colours (black, white, blue, yellow, red)  Note book  Rough Papers  Ball points  Pointers  <b>Non-consumable:</b>  Scale  Compass  Brushes no. 2,4,6  Colour Palette  Water Container  Rags  Sponges  Sharpener	
--	--	---	--------------------------------	---	--

<b>LU4.</b> Apply different textures with different mediums	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Identify different types of textures:</li> <li>Visual texture</li> <li>Physical texture</li> <li>Make textures in different mediums on paper</li> <li>Make textures with different materials on paper</li> </ul>	Define texture  Types of texture <ul style="list-style-type: none"> <li>Visual</li> <li>Physical</li> </ul> Textures with different mediums  Texture with different materials	Theory : 0hr  Practical: 10hrs  Total hrs. 10hrs  Cr. 1hr	<b>Consumable:</b>  Pencil  Eraser  Sharpener  Poster colours (black, white, blue, yellow, red)  Water colours  Pencil Colours  Graphite  Crayons  Soft pastels  Rough Papers  Note book  Charcoal sticks  Ball points  Pointers	Drawing Lab / Studio
---	---	---	--	--	----------------------

				<b>Non-consumable:</b>  Brushes no. 2,4,6  Scale  Colour Palette  Water Container  Rags  Sponges	
--	--	--	--	--	--

## Module 3 : Make Designs for Textile

**Objective:** After this competency standard candidate will be able to develop the basic skills and knowledge to create design lay outs, perform tracings and apply textile designs according to market trends

<b>Duration:</b>	40 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	30 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Develop Design layouts	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Draw different types of theme based motifs. (geometric, Nature, flora / fauna, Traditional, regional, modern, contemporary)</li> <li>Adjust a chosen motif on sample product sketches to demonstrate the development process.</li> <li>Adjustment of motifs in different directions</li> </ul>	Define theme  Different types of theme-based motifs. <ul style="list-style-type: none"> <li>geometric,</li> <li>Nature,</li> <li>flora / fauna,</li> <li>Traditional,</li> <li>regional,</li> <li>contemporary</li> </ul> Knowledge of design layout  Procedure of transferring motifs on product	Theory : 5hrs  Practical: 15hrs  Total hrs. 20hrs  Cr. 2hrs	<b>Consumable:</b>  Sketch book  Pencil  Eraser  Sharpener  Rendering Media i.e. colour pencils, water colours, poster colours  Canson Sheet/Water Colour Sheets (3 Each)	Textile Lab / Studio, Classroom

	and compositions <ul style="list-style-type: none"> <li>Balanced placement of motifs</li> </ul>	Motif adjustment		Pointer black  <b>Non-consumable:</b>  Brushes (2, 4, 6 No.)  Colour Palette  Water Container	
<b>LU2.</b> Perform Tracing of Textile Design	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Trace the created textile designs using a carbon paper.</li> <li>Trace the created textile designs using tracing sheet</li> <li>Trace the created textile designs using punching method.</li> </ul>	Methods of tracings using' <ul style="list-style-type: none"> <li>carbon paper</li> <li>tracing paper</li> <li>punching technique</li> </ul> Development of textile design{ from tracing to final textile design}  Evaluate the whole process of tracing	Theory : 0hr  Practical: 5hrs  Total 5hrs  Cr. 0.5hrs	<b>Consumable:</b>  Sketch book  Pencil  Eraser  Sharpener  Tracing Sheet – 5 each  Carbon Paper – 5 each  <del>Rendering Media</del> <del>i.e. colour pencils,</del>	Textile Lab / Studio

				water colours, poster colours  Canson Sheet/Water Colour Sheets (3 Each)  Pointer black  <b>Non-consumable:</b>  Punching Needles with Puncher  Brushes (2, 4, 6 No.)  Colour Palette  Water Container	
<b>LU3.</b> Apply trend influences in contemporary textile design	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Create research            board for selected            theme</li> </ul>	Define Research.  Different types of boards <ul style="list-style-type: none"> <li>Mood board</li> </ul>	Theory : 5hrs	<b>Consumable:</b>  Sketch book  Pencil	Textile Lab / Studio, Classroom

	<ul style="list-style-type: none"> <li>• Create thumbnail designs of the theme</li> <li>• Develop contemporary textile designs based on inspiration</li> <li>• Render the textile designs using different media.</li> </ul>	<ul style="list-style-type: none"> <li>• Research board</li> <li>• Concept board</li> <li>• Story board</li> <li>• Trend board</li> <li>• Colour board</li> </ul> <p>Define thumbnail</p> <p>Define inspiration</p> <p>Importance of theme selection</p> <p>Define contemporary textile designs</p> <p>Procedure of making textile designs based on inspiration</p>	<p>Practical: 10hrs</p> <p>Total hrs. 15hrs</p> <p>Cr. 1.5hrs</p>	<p>Eraser</p> <p>Sharpener</p> <p>Tracing Sheet – 5 each</p> <p>Carbon Paper – 5 each</p> <p>Rendering Media i.e. colour pencils, water colours, poster colours</p> <p>Canson Sheet/Water Colour Sheets (3 Each)</p> <p>Pointer black</p> <p><b>Non-consumable:</b></p> <p>Punching Needles with Puncher</p>	
--	---	---	---	--	--

				Brushes (2, 4, 6 No.) Colour Palette Water Container	
--	--	--	--	--	--

## Module 4 : Perform Textile Design Operations using CAD

**Objective:** This competency standard deal with learning the competencies needed to Perform Textile Design Operations using CAD professionally also includes creating composition for textiles using CAD platforms with different tools and to create embroidered designs for the selected Textile project on Wilcom

<b>Duration:</b>	60 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	50 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Perform Image Manipulation to	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Use various tools to crop different images for own</li> </ul>	Knowledge of different techniques to crop different images	Theory : 0hr	<b>Consumable:</b> Note Book	Computer Lab



create composition for textiles using CAD Platforms	<p>use.</p> <ul style="list-style-type: none"> <li>• Work with Layers to create a composition.</li> <li>• Use image editing &amp; masking tools to achieve finishes.</li> <li>• Work with filters to create different effects on layers.</li> </ul>	<p>Understanding the fundamental concept of Layers (latest version of adobe photoshop)</p> <p>Image editing &amp; masking tools</p> <p>Filters to create different effects on layers</p>	<p>Practical: 10hrs</p> <p>Total : 10hrs</p> <p>Cr. 1hr</p>	<p>A4 size papers (10 each)</p> <p>Ball Points</p> <p><b>Non-consumable:</b></p> <p>Computer System with Internet Connection</p> <p>Colour Printer</p> <p>Adobe Photoshop Version</p> <p>Pen Tablet</p>	
<b>LU2.</b> Create Motifs for Textiles using CAD Platforms	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Use shape tools to create different types of motifs e.g. line based, geometric, custom shapes using channels.</li> <li>• Use Pen tools to trace self-create motifs</li> </ul>	<p>Understanding of shape tools</p> <p>Knowledge of Pen tools</p> <p>Knowledge of textures</p> <p>Knowledge of Tracing and colour a motif using Adobe Photoshop</p> <p><b><u>Activity</u></b></p>	<p>Theory : 0hr</p> <p>Practical: 10hrs</p> <p>Total : 10hrs</p> <p>Cr. 1hr</p>	<p><b>Consumable:</b></p> <p>Note Book</p> <p>A4 size papers (10 each)</p> <p>Ball Points</p> <p><b>Non-consumable:</b></p>	Computer Lab

	using Layers. <ul style="list-style-type: none"> <li>• Use textures to create a background.</li> </ul>	1) Create different types of motifs e.g. line based, geometric, custom shapes using channels.  2) Trace self-created motifs using Layers.  3) Create a background with textures		Computer System with Internet Connection  Colour Printer  Adobe Photoshop Version  Corel Draw  Pen Tablet	
<b>LU3.</b> Create Patterns using various tools in CAD Platforms for Textiles	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Create Research board related to the chosen theme.</li> <li>• Create concept board/mood board related to the chosen theme.</li> <li>• Create colour boards related to the chosen theme.</li> </ul>	Knowledge of creating different types of boards digitally <ul style="list-style-type: none"> <li>• Mood Board</li> <li>• Concept board.</li> <li>• Colour board.</li> </ul> Knowledge of Key /unit designs for a pattern (Nature – Flora & Fauna, Abstract, Islamic, Historic Context etc.)  Process to convert the unit design to give it shape for repeat.	Theory : 5hrs  Practical: 15hrs  Total : 20hrs  Cr. 2hrs	<b>Consumable:</b>  Note Book  Ball Points  A4 size papers (10 each)  <b>Non-consumable:</b>  Computer System with Internet Connection  Colour Printer	Computer Lab , Classroom

	<ul style="list-style-type: none"> <li>• Work with various tools to create Key /unit designs for a pattern (Nature – Flora &amp; Fauna, Abstract, Islamic, Historic Context etc.)</li> <li>• Convert the unit design to Shape to repeat purposes.</li> <li>• Repeat the design to create a pattern</li> <li>• Block</li> <li>• Mirror</li> <li>• Diamond</li> <li>• Side Repeat</li> <li>• Half Drop</li> <li>• Brick</li> <li>• Ogee</li> <li>• Create complete composition for</li> </ul>	<p>Repeat the motif to create pattern/design digitally</p> <ul style="list-style-type: none"> <li>• Block</li> <li>• Mirror</li> <li>• Diamond</li> <li>• Side Repeat</li> <li>• Half Drop</li> <li>• Brick</li> </ul> <p>Knowledge of creating complete composition focusing on background and foreground. Using CAD</p>		<p>Adobe Photoshop Version</p> <p>Corel Draw</p> <p>Pen Tablet</p>	
--	---	---	--	--	--

	Textile specific project using CAD focusing on background and foreground				
<b>LU4.</b> Use Wilcom to create embroidered designs for the selected Textile project.	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Use programme layout and environment setting to set-up the file in the software.</li> <li>• Digitize own created motif in the software.</li> <li>• Create new motifs using various tools.</li> <li>• Work with different stitch types for stitch styles e.g. stem stitch, satin stitch, back stitch etc.</li> <li>• Work with various</li> </ul>	Define Wilcom software Importance of Wilcom in industry Procedures of making designs for Wilcom Programme layout and environment setting to set-up the file in the software.  Knowledge of digitizing own- created motif in the software.  Process to create new motifs using various tools.	Theory : 5hrs  Practical: 15hrs  Total: 20hrs  Cr. 2hrs	<b>Consumable:</b>  Note Book  Ball Points  A4 size papers (10 each)  <b>Non-consumable:</b>  Computer System with Internet Connection  Colour Printer  Adobe Photoshop Version  Corel Draw	Computer Lab, Classroom

	<p>stitch effects e.g. freehand, furry or fluffy edges, colour blending, Florentine, motif fills, 3D effects</p> <ul style="list-style-type: none"> <li>• Work with different colours.</li> <li>• Optimize the project by Eliminating, controlling, reducing &amp; optimizing stitches.</li> </ul>	<p>Understanding of different types for stitch styles</p> <ul style="list-style-type: none"> <li>• stem stitch,</li> <li>• satin stitch,</li> <li>• back stitch etc.</li> </ul> <p>Understanding of various stitch effects</p> <ul style="list-style-type: none"> <li>• freehand,</li> <li>• furry</li> <li>• fluffy edges</li> <li>• colour blending</li> <li>• Florentine,</li> <li>• motif fills,</li> <li>• 3D effects</li> </ul> <p>Knowledge of working with different colours.</p> <p>Process of Eliminating, controlling, reducing &amp; optimizing stitches</p>		<p>Wilcom Embroidery Software</p> <p>Pen Tablet</p>	
--	--	--	--	---	--

## Module 5 : Develop Textile Design for Fashion

**Objective:** This competency standard deals with learning the competencies needed to develop textile designs for fashion. The candidate will be able to draw fashion sketches, textile design on garments and tech packs of garments for production

<b>Duration:</b>	60 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	50 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Draw fashion sketches	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Draw fashion sketches using 9-head fashion figure.</li> <li>Practice with fashion anatomy i.e., facial features, hands, foot, hair, body</li> <li>Draw outfit /garment on fashion sketch</li> <li>Practice drapery of garment for fashion sketch</li> <li>Render the fashion sketch using own choice of media.</li> </ul>	Understanding of fashion sketches  Define 9-head fashion figure  Knowledge of anatomy of fashion figures i.e. eyes, nose, lips, hair, hands, feet, body  Shifting of weight for fashion sketch  Method of making garment on fashion sketch  Define drapery/folds	Theory : 5hrs  Practical: 15hrs  Total : 20hrs  Cr. 2hrs	<b>Consumable:</b>  Note Book  Ball Points  Pencils (hb,2b)  Eraser  Sharpener  Sketch Books A3  Media ( colour pencils, water colour, poster colours, etc)	Textile Lab / Studio, Classroom

		<p>Understanding of making drapery on garment for fashion sketch</p> <p>Rendering of body parts</p> <ul style="list-style-type: none"> <li>• Face</li> <li>• Hair</li> <li>• Arms</li> <li>• Legs</li> <li>• Hands</li> <li>• Feet</li> </ul> <p>Knowledge of rendering the garments</p>		<p>Chart Papers (5 each to create boards)</p> <p>A4 size papers (10 each)</p> <p>Charcoal</p> <p><b>Non-consumable:</b></p> <p>Brushes (No. 2,4,6)</p> <p>Colour Palette</p> <p>Water Container</p> <p>Computer System with Internet Connection</p> <p>Colour Printer</p> <p>Cutter</p>	
--	--	--	--	---	--

				Geometrical set, Scale, Thumb pins, files	
<b>LU2.</b> Conduct research on garment design	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Conduct research on various styles of textile based garments</li> <li>• Create research boards on selected theme</li> <li>• Create theme board for textile based garment design</li> <li>• Create concept board for textile based garment design</li> <li>• Create Colour board for textile based garment design</li> </ul>	Enlist various styles of textile based garments  Understanding of different textile-based garment design to create concept board  Process of making textile design on garment through boards  Theme board  Research board  Concept board  Colour board	Theory : 5hrs  Practical: 10hrs  Total : 15hrs  Cr. 1.5hrs	<b>Consumable:</b>  Note Book  Ball Points  Pencils (hb,2b)  Eraser  Sharpener  Sketch Books A3  Media ( colour pencils, water colour, poster colours, etc)  Chart Papers (5 each to create boards)	Textile Lab / Studio, Classroom



				A4 size papers (10 each)  Charcoal  <b>Non- consumable:</b>  Brushes (No. 2,4,6)  Colour Palette  Water Container  Computer System with Internet Connection  Colour Printer  Cutter  Geometrical set, Scale, Thumb pins, files	
--	--	--	--	--	--

<b>LU3. Develop textile design to apply on garment</b>	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Extract designs from theme to use within the textile design for garment.</li> <li>• Create textile design for garment</li> <li>• Render the designs using different media</li> <li>• Create a fashion sketch to show the silhouette of garment and the placement of textile design</li> <li>• Render the illustration using different media.</li> </ul>	<p>Knowledge of developing theme-based textile design for garment</p> <p>Placement of textile design on garment in fashion sketch</p> <p>Define the process of rendering the illustration</p>	<p>Theory : 0hr</p> <p>Practical: 15hrs</p> <p>Total: 15hrs</p> <p>Cr. 1.5hrs</p>	<b>Consumable:</b> <p>Note Book</p> <p>Ball Points</p> <p>Pencils (hb,2b)</p> <p>Eraser</p> <p>Sharpener</p> <p>Sketch Books A3</p> <p>Media ( colour pencils, water colour, poster colours, etc)</p> <p>Chart Papers (5 each to create boards)</p> <p>A4 size papers (10 each)</p> <p>Charcoal</p>	<p>Textile Lab / Studio</p>
--	--	---	---	---	-----------------------------

				<b>Non-consumable:</b>  Brushes (No. 2,4,6)  Colour Palette  Water Container  Computer System with Internet Connection  Colour Printer  Cutter  Geometrical set, Scale, Thumb pins, files	
<b>LU4.</b> Develop Tech pack for garment design	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Create Technical Drawing of the Garment</li> </ul>	Technical Drawing of the Garment  Importance of technical drawing	Theory : 0hr  Practical: 10hrs	<b>Consumable:</b>  Note Book  Ball Points  Pencils (hb,2b)	Textile Lab / Studio

	<ul style="list-style-type: none"> <li>• Apply textile design on garment</li> <li>• Create Technical Package (tech pack) for the garment:</li> <li>• Design Sheet</li> <li>• Spec Sheet</li> </ul>	<p>Importance of tech pack for garment design</p> <p>Define the Technical Package (tech pack) for the garment.</p> <p>Components of tech pack</p> <ul style="list-style-type: none"> <li>• Design Sheet</li> <li>• Spec/specification Sheet</li> </ul>	<p>Total hrs. 10hrs</p> <p>Cr. 1hr</p>	<p>Eraser</p> <p>Sharpener</p> <p>Sketch Books A3</p> <p>Media ( colour pencils, water colour, poster colours, etc)</p> <p>Chart Papers (5 each to create boards)</p> <p>A4 size papers (10 each)</p> <p>Charcoal</p> <p><b>Non-consumable:</b></p> <p>Brushes (No. 2,4,6)</p> <p>Colour Palette</p>	
--	--	--	--	--	--

				Water Container Computer System with Internet Connection Colour Printer Cutter Geometrical set, Scale, Thumb pins, files	
--	--	--	--	--	--

## Module 6 : Make Designs for Home Textiles

**Objective:** This competency standard deal with the concept of making designs for home textiles. This includes making designs for upholstery and bed linen by applying different tools

<b>Duration:</b>	60 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	50 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Identify the scope of home textiles in local market	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Conduct market survey of home textiles</li> <li>Conduct brainstorming to select a theme</li> <li>Conduct theme research</li> <li>Develop a mood board on the basis of research findings</li> </ul>	Define Home textiles Enlist different types of home textiles <ul style="list-style-type: none"> <li>Bedlinen</li> <li>Bath Linen</li> <li>Kitchen Linen</li> </ul> Define Brain storming Importance of brain storming for design creations Different themes for home textiles Research on home textiles in local Market	Theory : 5hrs Practical: 5hrs Total: 10hrs Cr. 1hr	<b>Consumable:</b> Sketch books Pencils Erasers Sharpeners Chart papers Glue sticks Pencil colour packs Water colours <b>Non-consumable:</b>	Textile Lab / Studio, Classroom

				Water colour brushes Colour pallets	
<b>LU2.</b> Make designs for upholstery	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• create motif designs with reference to selected theme</li> <li>• Develop textile repeat patterns</li> <li>• Develop layout designs for upholstery</li> <li>• Plan color schemes for upholstery</li> <li>• Apply selected color scheme on final layout of upholstery</li> </ul>	Define upholstery  Understanding of motif designs with reference to selected theme  Understanding of design layout for upholstery  Process of making design for upholstery <ul style="list-style-type: none"> <li>• Create motif</li> <li>• Develop textile Repeat Patterns</li> <li>• Develop design Layouts</li> <li>• Plan Colour Schemes</li> <li>• Final design for upholstery</li> </ul>	Theory : 5hrs  Practical: 15hrs  Total : 20hrs  Cr. 2hrs	<b>Consumable:</b>  Sketch books  Pencils  Erasers  Sharpeners  Chart papers  Glue sticks  Pencil colour packs  Water colours  <b>Non-consumable:</b>  Colour pallets  Water colour brushes	Textile Lab / Studio,  Classroom

<b>LU3.</b> Make designs for bed linen	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• create motif designs with reference to selected theme</li> <li>• Develop textile repeat patterns</li> <li>• Develop layout designs for bed linen</li> <li>• Plan color schemes for bed linen</li> <li>• Apply selected color scheme on final layout of bed linen</li> </ul>	<ul style="list-style-type: none"> <li>• Define Bed linen</li> <li>• Different types of bed linen</li> </ul> <p>Understanding of motif designs with reference to selected theme</p> <p>Understanding of design layout for Bed linen</p> <p>Process of making design for Bed linen</p> <ul style="list-style-type: none"> <li>• Create motif</li> <li>• Develop textile Repeat Patterns</li> <li>• Develop design Layouts</li> <li>• Plan Colour Schemes</li> <li>• Final design for Bed linen</li> </ul>	<p>Theory : 0hr</p> <p>Practical: 15hrs</p> <p>Total : 15hrs</p> <p>Cr. 1.5hrs</p>	<p><b>Consumable:</b></p> <p>Sketch books</p> <p>Pencils</p> <p>Erasers</p> <p>Sharpeners</p> <p>Chart papers</p> <p>Glue sticks</p> <p>Pencil colour packs</p> <p>Water colours</p> <p><b>Non-consumable:</b></p> <p>Water colour brushes</p> <p>Colour pallets</p>	<p>Textile Lab / Studio</p>
<b>LU4.</b> Make designs for floor furnishings	<b>Trainee will be able to:</b>	<p>Define floor furnishing</p> <p>Enlist different floor furnishing</p>	<p>Theory : 0hr</p>	<p><b>Consumable:</b></p> <p>Sketch books</p> <p>Pencils</p>	<p>Textile Lab / Studio</p>



	<ul style="list-style-type: none"> <li>• create motif designs with reference to selected theme</li> <li>• Develop textile repeat patterns</li> <li>• Develop layout designs for floor furnishing</li> <li>• Plan color schemes for floor furnishing</li> <li>• Apply selected colour scheme on final layout of floor furnishing</li> </ul>	<p>Understanding of design layout for floor furnishing</p> <p>Process of making design for floor furnishing</p> <ul style="list-style-type: none"> <li>• Create motif</li> <li>• Develop textile Repeat Patterns</li> <li>• Develop design Layouts</li> <li>• Plan Colour Schemes</li> <li>• Final design for floor furnishing</li> </ul>	<p>Practical: 15hrs</p> <p>Total : 15hrs</p> <p>Cr. 1.5hrs</p>	<p>Erasers</p> <p>Sharpeners</p> <p>Chart papers</p> <p>Glue sticks</p> <p>Pencil colour packs</p> <p>Water colours</p> <p><b>Non-consumable:</b></p> <p>Colour pallets</p> <p>Water colour brushes</p>	
--	--	---	--	---	--

## Module 7 : Basic Dying and Printing technique for Textile

**Objectives:** This competency standard deals with learning the competencies needed to apply manual dying and printing techniques including fabric paint, stencil, batik, screen and block printing on fabrics

<b>Duration:</b>	60 Hours	<b>Theory:</b>	10 hours	<b>Practical:</b>	50 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Apply manual Dying techniques on fabric in Textiles	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Apply single dye on different fabrics: <ul style="list-style-type: none"> <li>✓ Cotton Fabric</li> <li>✓ Silk Fabric</li> </ul> </li> <li>Apply multiple dyes on different fabrics <ul style="list-style-type: none"> <li>✓ Cotton Fabric</li> <li>✓ Silk Fabric</li> </ul> </li> <li>Prepare a book of 8x8 inches samples using following tie and dye</li> </ul>	Types of dying techniques <ul style="list-style-type: none"> <li>○ single dying techniques</li> <li>○ multiple dying techniques</li> </ul> Define the process of preparing fabric before dying Enlist different tools and equipment for dying Tie and dye techniques <ul style="list-style-type: none"> <li>○ Folding Technique</li> <li>○ Pleating Technique</li> <li>○ Web Binding</li> </ul>	Theory : 0hr Practical: 5hrs Total : 5 hrs Cr. 0.5hrs	<b>Consumable:</b> Tie and dye colours Salt Rubber band Thread <b>Non-consumable:</b> Cotton and silk fabrics Spoon	Dying Lab

	<p>techniques on fabric.</p> <ul style="list-style-type: none"> <li>✓ Folding Technique</li> <li>✓ Pleating Technique</li> <li>✓ Web Binding</li> <li>✓ Knotting</li> <li>✓ Shaboori</li> <li>✓ Twisting</li> <li>✓ Stitching</li> <li>✓ Spiral Twisting</li> <li>✓ Snap fastener</li> <li>✓ Ice dying Technique</li> </ul>	<ul style="list-style-type: none"> <li>○ Knotting</li> <li>○ Shaboori</li> <li>○ Twisting</li> <li>○ Stitching</li> <li>○ Spiral Twisting</li> <li>○ Snap fastener</li> <li>○ Ice dying Technique</li> </ul>		<p>Containers for dying</p> <p>Gloves</p> <p>apron</p>	
<b>LU2.</b> Perform Fabric paint	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Identify the difference between fabric paint and silk pint</li> </ul>	<p>Difference between fabric paint and silk paint</p> <p>Techniques of fabric and silk paint</p>	<p>Theory : 2hr</p> <p>Practical: 10hrs</p>	<p><b>Consumable:</b></p> <p>Fabric colours</p> <p>Silk colour</p>	<p>Printing Lab, Classroom</p>

	<p>Apply fabric paints on cotton fabric by following:</p> <ol style="list-style-type: none"> <li>1. Make design for fabric paint</li> <li>2. Trace design for fabric paint</li> <li>3. Apply different techniques to use fabric paint</li> </ol> <ul style="list-style-type: none"> <li>• Prepare 5x5 inches fabric paint samples</li> </ul> <ul style="list-style-type: none"> <li>• Apply silk paints on silk fabric by following:</li> <li>• Make design for silk paint</li> <li>• Trace design for silk paint</li> </ul>	<ul style="list-style-type: none"> <li>• Salting</li> <li>• Gutta</li> <li>• Marker</li> <li>• Wet on wet</li> <li>• Sponging</li> </ul> <p>Procedure of making design on fabric</p> <ul style="list-style-type: none"> <li>• Make Design</li> <li>• trace design</li> <li>• Apply techniques on fabric</li> </ul> <p>Types of fabric for fabric paint and silk paint</p> <p>Enlist different tools for fabric and silk paint.</p> <p>Different techniques to use silk paint</p>	<p>Total : 12hrs</p> <p>Cr. 1.2hrs</p>	<p>Pencil</p> <p>Sketch book</p> <p>Eraser</p> <p>Sharper</p> <p>Tracing paper</p> <p>Gutta</p> <p>Salt</p> <p>Bleach</p> <p><b>Non-consumable:</b></p> <p>Different fabrics</p> <p>Paint brushes</p> <p>Newspaper</p> <p>Fabric paint frames</p> <p>(different size)</p> <p>Gloves</p>	
--	---	--	--	---	--

	<ul style="list-style-type: none"> <li>• Apply different techniques to use silk paint</li> <li>• Gutta technique</li> <li>• Salting</li> <li>• Dropping</li> <li>• Bleaching</li> <li>• Hair dry technique</li> <li>• Prepare 5x5 inches silk paint samples</li> </ul>	<p><b>Activity:</b></p> <p>Prepare 5x5 inches fabric paint samples using technique of your own choice.</p> <p>Prepare 5x5 inches silk paint samples using technique of your own choice.</p>		<p>Apron</p> <p>Scale</p>	
<b>LU3.</b> Perform Block Printing	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Develop design for block printing on paper</li> <li>• Make colour separation of each design</li> </ul>	<p>Define block printing</p> <p>Define the process of block printing</p> <p>Knowledge to prepare fabric for block printing</p> <p>Enlist different materials used for block printing</p>	<p>Theory : 2hrs</p> <p>Practical: 10hrs</p> <p>Total : 12hrs</p> <p>Cr. 1.2hrs</p>	<p><b>Consumable:</b></p> <p>Woollen cloth</p> <p>Chalk</p> <p><b>Non-consumable:</b></p> <p>Fabric</p> <p>Wooden blocks</p>	Printing Lab, Classroom

	<ul style="list-style-type: none"> <li>• Explore different materials for block printing including</li> <li>• Colours</li> <li>• Fabric</li> <li>• block for printing</li> <li>• Prepare work station for block printing.</li> <li>• Develop blocks for printing on lino sheet</li> <li>• Prepare fabric for block printing</li> <li>• Prepare 20x20 inches samples of block printing</li> </ul>	<p>Work station Preparation for block printing.</p> <p>Define Lino sheet</p> <p>Knowledge of block making with lino sheet</p>		<p>Block printing colours</p> <p>Lino sheet</p> <p>Newspaper</p> <p>Printing table</p> <p>Colour plates</p> <p>Scale</p> <p>Brushes</p> <p>Mogari (wooden roller)</p> <p>Gloves</p> <p>Apron</p>	
<b>LU4.</b> Perform Stencil Printing	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Identify the difference between</li> </ul>	Define Stencil Printing	<p>Theory : 2hr</p> <p>Practical: 5hrs</p>	<p><b>Consumable:</b></p> <p>Sketch book</p> <p>Pencil</p>	Printing Lab, Classroom

	<ul style="list-style-type: none"> <li>• Single colour stencil printing</li> <li>• Double colour stencil printing</li> <li>• Make design for double colour stencil Printing on paper</li> <li>• Explore different material for stencil printing</li> <li>• Develop colour scheme for stencil printing</li> <li>• Make stencils for stencil printing</li> <li>• Prepare work station for stencil printing</li> <li>• Make colour paste for printing.</li> </ul>	<p>Difference between single colour stencil printing and double colour stencil printing</p> <p>Material used for stencil printing</p> <p>Work station preparation for stencil printing</p> <p>Process of stencil printing</p> <p>Check the quality of stencil printing</p>	<p>Total : 7hrs</p> <p>Cr. 0.7hrs</p>	<p>Eraser</p> <p>Stencil film</p> <p>Stencil printing colours</p> <p><b>Non-consumable:</b></p> <p>Scale</p> <p>Sharpener</p> <p>Craft knife</p> <p>Cutter</p> <p>Cutting matt</p> <p>Masking tape</p> <p>Spoons</p> <p>Brushes</p> <p>Gloves</p> <p>Apron</p>	
--	--	--	---------------------------------------	--	--

	<ul style="list-style-type: none"> <li>Produce samples for block printing of own choice</li> </ul>				
<b>LU5.</b> Perform Batik Printing	<p><b>Trainee will be able to:</b></p> <p>Make design for batik Printing</p> <p>Explore different material for batik printing</p> <p>Explore different types of batik techniques</p> <ul style="list-style-type: none"> <li>Cracking</li> <li>Wax</li> </ul> <p>Trace design on fabric for batik printing</p> <p>Prepare work station for Block printing</p> <p>Apply wax on negative area</p>	<p>Define batik Printing</p> <p>Enlist different material used for batik printing</p> <p>Different types of batik techniques</p> <p>Define work station preparation for Block printing</p> <p>Understand the method of tracing design for batik printing</p> <ul style="list-style-type: none"> <li>Make design</li> <li>Trace Design</li> <li>Apply wax on negative and positive area of design.</li> <li>Apply colour on positive areas.</li> <li>Apply different colour techniques on fabric</li> </ul>	<p>Theory: 2hr</p> <p>Practical: 10hrs</p> <p>Total: 12hrs</p> <p>Cr. 1.2hrs</p>	<p><b>Consumable:</b></p> <p>Sketch file</p> <p>Pencil</p> <p>Eraser</p> <p>Sharpener</p> <p><b>Non-consumable:</b></p> <p>Scale</p> <p>Wax (paraffin wax, bees wax)</p> <p>Fabric</p> <p>Tie and dye stuff material</p> <p>Newspapers and towels</p> <p>Electric iron</p>	Printing Lab, Classroom



	<p>Apply colour on positive areas.</p> <p>Apply colour using</p> <ul style="list-style-type: none"> <li>dip and dye method</li> <li>Brush</li> </ul> <p>Remove wax through heat</p> <p>Prepare samples for batik printing of own choice</p>	<ul style="list-style-type: none"> <li>Elaborate the process to remove wax through heat</li> <li>Ensure the finishing of developed sample</li> </ul> <p><b>Activity:</b></p> <p>Prepare samples for batik printing of your own choice</p>		<p>Plastic buckets</p> <p>Tjanting tools</p> <p>Gloves</p> <p>Apron</p> <p>Printing table</p>	
<b>LU6.</b> Perform Screen Printing	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>Identify the difference between stencil and screen printing</li> <li>Explore different material for screen printing</li> <li>Make design for screen printing on fabric</li> </ul>	<p>Define Screen Printing</p> <p>Describe the difference between stencil and screen printing</p> <p>Enlist different material for screen printing</p> <p>Process of screen printing on fabric</p> <ul style="list-style-type: none"> <li>Make design</li> <li>Trace design</li> <li>Expose design on screen</li> </ul>	<p>Theory: 2hr</p> <p>Practical: 10hrs</p> <p>Total : 12hrs</p> <p>Cr. 1.2hrs</p>	<p><b>Consumable:</b></p> <p>PVA glue</p> <p>Sand sac</p> <p>Distilled water</p> <p>Excessive water</p> <p><b>Non-consumable:</b></p> <p>Wooden frame with mesh</p>	<p>Darkroom, Open space, Classroom</p>

	<ul style="list-style-type: none"> <li>• Expose design on screen</li> <li>• Prepare colour for screen printing.</li> <li>• Prepare work station for screen printing</li> <li>• Screen print the fabric</li> <li>• Dry and fix colour after printing.</li> <li>• Prepare samples for screen printing</li> </ul>	<ul style="list-style-type: none"> <li>• Prepare colour for screen printing.</li> <li>• Prepare work station for screen printing</li> <li>• Perform screen printing on fabric</li> <li>• Dry and fix colour after printing</li> </ul> <p>Ensure the quality of finished sample</p> <p><b>Activity:</b></p> <p>Prepare samples for screen printing in one colour</p>		<p>Alka binder</p> <p>Light table/ tracer</p> <p>Fabric</p> <p>Rubbers squeegee</p> <p>thick fabric (woollen)</p> <p>Printing table</p>	
--	--	---	--	---	--

## Module 8 : Perform Basic Surface Techniques in Textiles

**Objective:** This competency standard deal with learning the competencies needed to perform basic surface techniques in textiles. That includes basic fabric manipulation, basic hand embroidery, using hand weaving, basic embellishment, hand knitting techniques and mix media surface techniques

<b>Duration:</b>	60 Hours	<b>Theory:</b>	5 hours	<b>Practical:</b>	55 hours
------------------	----------	----------------	---------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Perform basic fabric manipulation in Textiles	<p><b>Trainee will be able to:</b></p> <p>Explore different material for fabric manipulation in textiles.</p> <p>Manipulate the fabric for surface exploration including</p> <ul style="list-style-type: none"> <li>• Piping</li> <li>• tucks</li> <li>• Applique</li> </ul>	<p>Define Fabric Manipulation in textiles</p> <p>Fabric manipulation techniques</p> <p>Different material used for fabric manipulation in textiles</p> <ul style="list-style-type: none"> <li>• Piping</li> <li>• tucks</li> <li>• Applique</li> </ul>	<p>Theory : 1hr</p> <p>Practical: 5hrs</p> <p>Total : 6hrs</p> <p>Cr. 0.6hrs</p>	<p><b>Consumable:</b></p> <p>Scrap book</p> <p><b>Non-consumable:</b></p> <p>Frames of different size</p> <p>Needles of different sizes</p> <p>Ada &amp; Gotta fabric</p>	Stitching Lab

	<ul style="list-style-type: none"> <li>• Patchwork</li> <li>• Fabric Trims</li> <li>• Reverse applique</li> <li>• Slashing</li> <li>• Inserting</li> </ul> <p>Perform finishing of fabric manipulation.</p> <p>Prepare a book on already developed samples</p>	<ul style="list-style-type: none"> <li>• Patchwork</li> <li>• Fabric Trims</li> <li>• Reverse applique</li> <li>• Slashing</li> <li>• Inserting</li> </ul> <p>Ensure the quality of developed fabric manipulation</p> <p><b>Activity:</b></p> <p>Prepare sample book of fabric manipulation</p>			
<b>LU2.</b> Perform Basic hand Embroidery in Textiles	<p><b>Trainee will be able to:</b></p> <p>Explore different material for basic hand embroidery in textiles.</p> <p>Practice basic hand embroidery stitches including</p>	<p>Define hand Embroidery</p> <p>Different material used for basic hand embroidery</p> <p>Process of hand embroidery</p> <ul style="list-style-type: none"> <li>• Make design on paper</li> <li>• Trace design on fabric</li> </ul>	<p>Theory : 1hr</p> <p>Practical: 10hrs</p> <p>Total : 11hrs</p> <p>Cr. 1.1hrs</p>	<p><b>Consumable:</b></p> <p>Scrap book</p> <p><b>Non-consumable:</b></p> <p>Embroidery needles</p>	Textile Lab

	<ul style="list-style-type: none"> <li>• Running Stitch</li> <li>• Back Stitch</li> <li>• Chain stitch</li> <li>• Open Chain stitch</li> <li>• Stem stitch</li> <li>• Shadow work</li> <li>• Herring Bone stitch</li> <li>• Cross stitch</li> <li>• Double cross stitch</li> <li>• Blanket stitch/Button hole stitch</li> <li>• Filling stitch</li> <li>• Satin stitch</li> <li>• Lazy dazy stitch</li> <li>• Feather Stitch</li> <li>• French knots</li> <li>• Bullion knots</li> </ul>	<ul style="list-style-type: none"> <li>• Perform hand embroidery</li> </ul> <p>Types of basic hand embroidery stitches</p> <ul style="list-style-type: none"> <li>• Running Stitch</li> <li>• Back Stitch</li> <li>• Chain stitch</li> <li>• Open Chain stitch</li> <li>• Stem stitch</li> <li>• Shadow work</li> <li>• Herring Bone stitch</li> <li>• Cross stitch</li> <li>• Double cross stitch</li> <li>• Blanket stitch/Button hole stitch</li> <li>• Filling stitch</li> <li>• Satin stitch</li> <li>• Lazy dazy stitch</li> <li>• Feather Stitch</li> <li>• French knots</li> <li>• Bullion knots</li> <li>• Couching</li> <li>• Wheel stitch</li> </ul>		<p>Embroidery threads</p> <p>Frames of different size</p> <p>Needles of different sizes</p> <p>Fabric</p>	
--	--	---	--	---	--

	<ul style="list-style-type: none"> <li>• Couching</li> <li>• Wheel stitch</li> <li>• Spider stitch</li> <li>• Short &amp; long stitch</li> </ul> <p>Perform finishing of hand embroidery</p> <p>Prepare a book of 5x5 inches samples using already practice basic hand stitches</p>	<ul style="list-style-type: none"> <li>• Spider stitch</li> <li>• Short &amp; long stitch</li> </ul> <p>Ensure the quality of developed hand embroidery</p> <p><b>Activity:</b></p> <p>Prepare sample book of hand embroidery</p>			
<b>LU3.</b> Perform Basic Embellishment Techniques in Textiles	<p><b>Trainee will be able to:</b></p> <p>Explore different material for basic hand embellishment techniques in textiles</p> <p>Practice basic hand embellishment techniques including</p>	<p>Define Basic Embellishment Techniques</p> <p>Different material used for basic hand embellishment</p> <p>Knowledge of different basic hand embellishment techniques</p> <ul style="list-style-type: none"> <li>• Sequence</li> </ul>	<p>Theory : 1hr</p> <p>Practical: 10hrs</p> <p>Total : 11hrs</p> <p>Cr. 1.1hrs</p>	<p><b>Consumable:</b></p> <p>Scrap</p> <p><b>Non-consumable:</b></p> <p>Differed embellishment material (mirror,</p>	Textile Lab, Classroom

	<ul style="list-style-type: none"> <li>• Sequence</li> <li>• Tilla work</li> <li>• Mirror work</li> <li>• Naqshi, dabka, kora work</li> <li>• Gota work</li> </ul> <p>Perform finishing of embellishment</p> <p>Prepare a book of 5x5 inches samples using already practice hand embellishment techniques</p>	<ul style="list-style-type: none"> <li>• Tilla work</li> <li>• Mirror work</li> <li>• Naqshi, dabka, kora work</li> <li>• Gota work</li> </ul> <p>Ensure the quality of developed embellished sample</p> <p><b>Activity:</b></p> <p>Prepare the sample book of basic hand embellishment techniques</p>		<p>tilla, gottaa, naqshi dabka)</p> <p>Frames of different size</p> <p>Needles of different sizes</p> <p>Ada fabric</p>	
<b>LU4.</b> Perform basic weaving in Textiles	<p><b>Trainee will be able to:</b></p> <p>Make a weave design by drafting on graph sheet</p> <ul style="list-style-type: none"> <li>• Plain weave</li> <li>• Twill weave</li> </ul>	<p>Knowledge to make weave design on graph sheet</p> <ul style="list-style-type: none"> <li>• Plain weave</li> <li>• Twill weave</li> <li>• Satin/sateen Weave</li> </ul>	<p>Theory : 2hrs</p> <p>Practical: 10hrs</p> <p>Total : 12hrs</p>	<p><b>Consumable:</b></p> <p>Pencil</p> <p>Eraser</p> <p><b>Non-consumable:</b></p>	Textile Lab, Classroom

	<ul style="list-style-type: none"> <li>• Satin Weave</li> <li>• Sateen Weave</li> </ul> <p>Identify materials for making warp and weft for weaving.</p> <p>Perform hand weaving on frame using different weaving types</p> <p>Perform finishing of Weaving</p> <p>Prepare a sample book of woven samples</p>	<p>Enlist materials for weaving</p> <p>Understand the process to make waving on card sheet</p> <p>Process of hand weaving on frame</p> <p>Ensure the quality of developed hand weaving</p> <p><b>Activity:</b></p> <p>Prepare sample book of hand weaved sample</p>	Cr. 1.2hrs	<p>Scale</p> <p>Sharpener</p> <p>Wooden Frame for weaving</p> <p>Different material for weaving (e.g.; wool, thread)</p>	
<b>LU5.</b> Perform hand knitting techniques in Textiles	<p><b>Trainee will be able to:</b></p> <p>Explore different material for hand knitting techniques in textiles</p> <p>Practice hand knitting techniques including</p> <ul style="list-style-type: none"> <li>• Simple Knitting</li> </ul>	<p>Define hand knitting</p> <p>Enlist different material used for hand knitting</p> <p>Hand knitting techniques</p> <ul style="list-style-type: none"> <li>• Simple Knitting</li> <li>• Purl Knitting</li> </ul>	<p>Theory: 0hr</p> <p>Practical: 10hrs</p> <p>Total: 10hrs</p> <p>Cr. 1hr</p>	<p><b>Consumable:</b></p> <p>Scrap book</p> <p>wool</p> <p><b>Non-consumable:</b></p> <p>Yarn</p> <p>Scissor</p>	Textile Lab



	<ul style="list-style-type: none"> <li>• Purl Knitting</li> <li>• Ribbon Knitting</li> <li>• Cables Knitting</li> <li>• Blocks Knitting</li> <li>• Hole Knitting</li> <li>• Slip, Slip knit (SSK)</li> <li>• Elongated stitch</li> </ul> <p>Perform finishing of knitting technique</p> <p>Prepare a book of 5x5 inches samples including already practice hand knitting techniques</p>	<ul style="list-style-type: none"> <li>• Ribbon Knitting</li> <li>• Cables Knitting</li> <li>• Blocks Knitting</li> <li>• Hole Knitting</li> <li>• Slip, Slip knit (SSK)</li> <li>• Elongated stitch</li> </ul> <p>Ensure the quality of developed hand knitted sample</p> <p><b>Activity:</b></p> <p>Prepare a book of 5x5 inches samples including already practice hand knitting techniques</p>		Knitting needles of different sizes	
<b>LU6.</b> Perform mix media surface techniques in textiles	<p>Explore different material for mix media techniques in textiles</p> <p>Prepare samples using</p>	Enlist different mix media surface techniques	Theory: 0hr	<p><b>Consumable:</b></p> <p>Scrap book</p> <p>Fabric</p>	Textile Lab

	<p>mix media surface techniques including</p> <ul style="list-style-type: none"> <li>• fabric manipulation</li> <li>• Basic hand Embroidery</li> <li>• Basic Embellishment Techniques</li> <li>• basic hand weaving</li> <li>• hand knitting techniques</li> </ul> <p>Perform finishing of knitting technique.</p> <p>Compile a portfolio of samples of mixed media already practiced in surface techniques.</p>	<p>Material used for mix media techniques in textiles</p> <p>Process of making samples for mix media techniques</p> <p>Ensure the finishing of produced samples</p> <p><b>Activity:</b></p> <p>Prepare a sample of mix media technique using hand embroidery, embellishment and fabric manipulation</p> <p>Prepare a sample of mix media technique using weaving and embellishment.</p> <p>Prepare a sample of mix media technique using hand knitting and hand embroidery technique</p>	<p>Practical: 10hrs</p> <p>Total: 10hrs</p> <p>Cr. 1hr</p>	<p>Yarn</p> <p>Embroidery thread</p> <p>Different embellishment material (mirror, tilla, gotta, naqshi dabka)</p> <p>wool</p> <p><b>Non-consumable:</b></p> <p>Needles of different sizes</p> <p>Ada</p> <p>hoop of different sizes</p> <p>Wooden Frame for weaving</p> <p>Knitting needles of different sizes</p>	
--	--	--	--	--	--

				Nails Hammer Sootar/fishing wire	
--	--	--	--	--	--

## Module 9 : Identify Fibers and Yarns

**Objective:** This competency standard deal with learning the competencies needed to identify fibres and yarns that include identification of different natural and manmade fibres, their properties, and their blends with other fibres

<b>Duration:</b>	50 Hours	<b>Theory:</b>	30 hours	<b>Practical:</b>	20 hours
------------------	----------	----------------	----------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Identify types of Fibres	<b>Trainee will be able to:</b> Identify the Natural fibres:- <ul style="list-style-type: none"> <li>Vegetable fibers (i.e., Cotton, Linen, Jute etc.)</li> <li>Animal Fibers (i.e. Wool, Silk etc.)</li> <li>Mineral Fibers (i.e. Asbestos etc.)</li> <li>Identify the manmade fibers:-</li> <li>Cellulosic fibers (i.e.</li> </ul>	Define Fibre  Classification of fibres <ul style="list-style-type: none"> <li>Natural fibre</li> <li>Manmade fibres</li> </ul> Difference between fibres and yarn  Properties of Natural fibres  Properties of manmade/synthetic fibres	Theory: 10hrs  Practical: 8hrs  Total: 18hrs  Cr. 1.8hrs	<b>Consumable:</b> Scrap book  <b>Non-consumable:</b> Different natural fibres (vegetable fibre , animal fibre and mineral fibre)  Different man-made fibre (cellulosic fibre,	Material testing Lab, Classroom

	<p>Rayon, Acetate etc.)</p> <ul style="list-style-type: none"> <li>Noncellulosic Polymer Fibbers (i.e. Nylon, Polyester, Acrylic, Spandex, etc.)</li> <li>Metallic Fibbers</li> <li>Mineral Fibers (i.e. Glass etc.)</li> </ul> <ul style="list-style-type: none"> <li>Develop a portfolio by collecting samples of natural and manmade fibers and their blends</li> </ul>			noncellulosic fibre )	
<b>LU2.</b> Identify types of Yarns	<p><b>Trainee will be able to:</b></p> <p>Calculate Yarn count</p> <p>Draw diagrams to illustrate</p> <ul style="list-style-type: none"> <li>staple fibre</li> <li>filament fibre</li> </ul>	<p>Define Yarn</p> <p>Types of Yarn</p> <ul style="list-style-type: none"> <li>staple fibre</li> <li>filament fibre yarns</li> </ul>	<p>Theory : 10hrs</p> <p>Practical: 8hrs</p> <p>Total : 18hrs</p>	<p><b>Consumable:</b></p> <p>Scrap book</p> <p>Different types of yarns</p> <p>UHU</p>	Classroom, Spinning unit

	<p>yarns</p> <p>Develop a portfolio by collecting samples of different yarns and their blends.(i.e. Ply Yarn, Cabled Yarn, Slub Yarn, Novelty Yarn, core spun yarn, textured yarn, stretch yarn, poly cotton blends, etc.)</p> <p>Note: - This competency Unit will also be observed in industrial set up</p>	<p>Understanding of Yarn count</p> <p><b>Activity:</b></p> <p>Prepare sample book by collecting different types of yarns</p>	Cr. 1.8hrs	<p>Scissors</p> <p>Tape</p> <p>Marker</p> <p>Pen</p> <p>Notebook</p> <p>Transparent small plastic packets</p> <p><b>Non-consumable:</b></p> <p>Multimedia</p> <p>Computer</p>	
<b>LU3.</b> Test Fibre and Yarn	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>Identify fibre through burn test (cotton, wool, polyester etc.)</li> </ul>	<p>Define Fibre Testing Methods</p> <p>Types of plies of yarns</p> <ul style="list-style-type: none"> <li>2 ply</li> </ul>	Theory : 10hrs	<p><b>Consumable:</b></p> <p>Match box</p>	Material testing Lab, Classroom

	<ul style="list-style-type: none"> <li>Identify fibre through microscope (cotton, wool, polyester etc.)</li> <li>Perform twist test for yarn</li> </ul>	<ul style="list-style-type: none"> <li>3 ply</li> </ul> <p>Process of using microscope for testing the fibre</p> <p><b>Activity:</b></p> <p>Make a chart of burning test results of 5 different fibres</p>	<p>Practical: 4hrs</p> <p>Total : 14hrs</p> <p>Cr. 1.4hr</p>	<p><b>Non-consumable:</b></p> <p>Different fibre (cotton, wool polyester)</p> <p>Microscope</p> <p>Twist tester machine</p>	
--	---	--	--	---	--

## Module 10 : Apply Work Health and Safety Practices (WHS)

**Objective:** This unit describes the skills to work with safety at work place and participate in hazard assessment activities. It will also allow them to follow emergency procedures and understand OHS process.

<b>Duration:</b>	30 Hours	<b>Theory:</b>	5 hours	<b>Practical:</b>	25 hours
------------------	----------	----------------	---------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Implement safe work practices at work place	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Implement relevant rules and procedures of WHS at work place.</li> <li>Comply with duty of care requirements</li> <li>Use personal protective equipment according to safe work practices</li> <li>Contribute to WHS consultative activities</li> </ul>	<p>Define Work Health and Safety Practices (WHS)</p> <p>Difference between health and safety</p> <p>Explain the WHS rights and responsibilities that apply to own role</p> <p>Explain the term duty of care</p>	<p>Theory: 03hrs</p> <p>Practical: 05hrs</p> <p>Total: 08 hrs</p> <p>Cr. 0.8hrs</p>	<p><b>Consumable:</b></p> <p>Notebooks</p> <p>Pen</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	Class Room



	<ul style="list-style-type: none"> <li>Raise WHS issues with relevant personnel</li> </ul>				
<b>LU2.</b>  Participate in hazard assessment activities a work place	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Identify hazards or WHS issues in the workplace to relevant personnel</li> <li>Assess and control risks according to own level of responsibility, in line with workplace procedures</li> <li>Report hazards or WHS issues in the workplace to relevant personnel</li> <li>Document risk control actions as required</li> </ul>	List and describe common safety signs and symbols  Define hazards  Define procedure of hazards or WHS issues  Define actions that are required for risk control	Theory: 0hrs Practical: 08hrs Total: 08hrs Cr. 0.8hrs	<b>Consumable:</b> Notebooks Pen <b>Non-consumable</b> White board Multimedia Internet Computer system	Class Room
<b>LU3.</b> Follow emergency procedures at workplace	<b>Trainee will be able to:</b>		Theory: 0hrs	<b>Consumable</b> Notebooks Pen	Class Room

	<ul style="list-style-type: none"> <li>• Report emergencies or incidents promptly to relevant personnel</li> <li>• Deal with emergencies in line with own level of responsibility</li> <li>• Implement evacuation procedures as required</li> </ul>	<p>Describe typical health and safety roles in the workplace</p> <p>Enlist emergencies or incidents addresses to relevant personnel</p> <p>Define evacuation procedures at workplace</p>	<p>Practical: 05hrs</p> <p>Total: 05hrs</p> <p>Cr. 0.5hrs</p>	<p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	
<p><b>LU4.</b></p> <p>Participate in OHS consultative processes</p>	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>• Contribute to workplace meetings, inspections or other consultative activities</li> <li>• Raise OHS (Occupational Health and Safety) issues with designated persons in accordance with organizational procedures</li> </ul>	<p>Importance of workplace meetings, inspections or other consultative activities</p> <p>Enlist common OHS (Occupational Health and Safety) issues in accordance to the organizational procedures</p> <p>Describe actions to eliminate workplace hazards or to reduce risks</p>	<p>Theory: 02hrs</p> <p>Practical: 07hrs</p> <p>Total: 09hrs</p> <p>Cr. 0.9hrs</p>	<p><b>Consumable</b></p> <p>Notebooks</p> <p>Pen</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	Class Room

	<ul style="list-style-type: none"> <li>Take actions to eliminate workplace hazards or to reduce risks</li> </ul>				
--	--	--	--	--	--

## Module 11 : Identify and Implement Workplace Policy and Procedures

**Objective:** This unit describes the skills and knowledge required to develop and implement a workplace policy & procedures and to modify the policy to suit changed circumstances. It applies to individuals with managerial responsibilities who undertake woapproaches to create, monitor and improve strategies and policies within workplaces and engage with a range of relevant stakeholders and specialists.

<b>Duration:</b>	20 Hours	<b>Theory:</b>	4 hours	<b>Practical:</b>	16 hours
------------------	----------	----------------	---------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Identify workplace policy & procedures	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Apply appropriate strategies that can be used to measure whether your workplace health and safety obligations are being met.</li> <li>• Assure the policies are realistic, resources and personnel to implement</li> <li>• Implement the policy &amp; procedures that reflects the organizations commitments</li> <li>• Ensure the appropriate methods of implementation, outcomes and performance indicators</li> </ul>	Define the workplace policy & procedures Enlist the strategies for workplace health and safety obligations Explain the workplace policies, resources and personnel Describe the methods of implementation, outcomes and performance indicators	Theory: 02hrs Practical: 03hrs Total: 05hrs Cr. 0.5hrs	<b>Consumable</b> Notebooks Pencils Erasers Sharpeners <b>Non-consumable</b> White board Multimedia Internet Computer system	Class Room/ Simulated environment
<b>LU2.</b> Implement workplace policy & procedures	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>• Apply and assign responsibility for</li> </ul>	Explain the procedures of Implementation of	Theory: 0hrs	<b>Consumable</b> Notebooks Pencils	Class Room/

	<p>recording systems to track continuous improvements in policy &amp; procedures</p> <ul style="list-style-type: none"> <li>Implement strategies for continuous improvement in effective and efficient information</li> </ul>	strategies for continuous improvement	<p>Practical: 05hrs Total: 05hrs Cr. 0.5hrs</p>	<p>Erasers Sharpeners <b>Non-consumable</b> White board Multimedia Internet Computer system PPEs (Safety glasses, Ear muffs/ear plugs, Protective Gloves, Cap, Safety shoes etc.)</p>	Simulated environment
<p><b>LU3.</b> Communicate workplace policy &amp; procedures</p>	<p><b>Trainee will be able to:</b></p> <ul style="list-style-type: none"> <li>Communicate procedures to help implement workplace policy</li> </ul>	Define the Communication procedures to help implement workplace policy	<p>Theory: 00hrs Practical: 05hrs Total: 05hrs</p>	<p><b>Consumable</b> Notebooks Pencils Erasers Sharpeners</p>	Class Room/ Simulated environment

	<ul style="list-style-type: none"> <li>Inform those involved in implementing the policy about expected outcomes, activities to be undertaken and assigned responsibilities</li> </ul>		Cr. 0.5hrs	<b>Non-consumable</b> White board Multimedia Internet Computer system Safety manuals	
<b>LU4.</b> Review the implementation of workplace policy & procedures	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Identify the trends that may require remedial actions</li> <li>Record the trends that may require remedial actions.</li> <li>Ensure policy and procedures as required are made for continuous improvement of performance</li> </ul>	Describe the trends for required remedial actions	Theory: 02hrs Practical: 03hrs Total: 05hrs Cr. 0.5hrs	<b>Consumable</b> Notebooks Pencils Erasers Sharpeners <b>Non-consumable</b> White board Multimedia Internet Computer system	Class Room/ Simulated environment

## Module 12 : Communicate at work place

**Objective:** This unit describes the performance outcomes, skills and knowledge required to develop communication skills in the workplace. It covers gathering, conveying and receiving information, along with completing assigned written information under direct supervision

	<b>Duration:</b>	30 Hours	<b>Theory:</b>	14 hours	<b>Practical:</b>	16 hours	
Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place		
<b>LU1.</b> Communicate within the organization	Trainee will be able to: <ul style="list-style-type: none"><li>• Communicate within a department</li><li>• Communicate with other departments.</li><li>• Use various media to communicate effectively</li><li>• Communicate orally and written</li></ul>	Importance of intra and inter organizational communication  Define procedure of intra and inter organizational communication  Types of Modes of communication  8C's of communication	Theory: 03hrs Practical: 05hrs Total: 08hrs Cr. 0.8hrs	<b>Consumable</b> Notebooks Pencils Erasers Sharpeners <b>Non-consumable</b> White board Multimedia Internet Computer system	Class Room/ Simulated environment		

<b>LU2.</b> Communicate outside the organization	<ul style="list-style-type: none"> <li>• Deal with vendors</li> <li>• Deal with clients/customers</li> <li>• Interact with other organisations</li> <li>• Use various media to communicate effectively</li> <li>• Work with people of different cultures / backgrounds</li> </ul>	<p>Basics of business communication</p> <p>Importance of communication with clients/customers/vendor</p>	<p>Theory: 03hrs</p> <p>Practical: 04hrs</p> <p>Total: 07hrs</p> <p>Cr. 0.7hrs</p>	<p><b>Consumable</b></p> <p>Notebooks</p> <p>Pencils</p> <p>Erasers</p> <p>Sharpeners</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p> <p>PPEs (Safety glasses, Ear muffs/ear plugs, Protective Gloves, Cap, Safety shoes etc.)</p>	<p>Class Room/ Simulated environment</p>
<b>LU3.</b> Communicate effectively in workgroup	<ul style="list-style-type: none"> <li>• Assess the issues to provide relevant suggestion to group members</li> </ul>	<p>Explain the method of Communication in work group</p>	<p>Theory: 0hrs</p>	<p><b>Consumable</b></p> <p>Notebooks</p> <p>Pencils</p> <p>Erasers</p>	<p>Class Room/</p>



	<ul style="list-style-type: none"> <li>• Resolve the issues/problems /conflicts within the group</li> <li>• Arrange group working sessions to increase the level of participation in the group processes</li> <li>• Communicate messages to group members clearly to ensure interpretation is valid</li> <li>• Communicate style /manner to reflect professional standards/ awareness of appropriate cultural practices</li> <li>• Act upon constructive feedback</li> </ul>	<p>Importance of communication style/manner</p> <p>Method of feed back</p> <ul style="list-style-type: none"> <li>• Verbal</li> <li>• Written etc.</li> </ul> <p>Types of feed back</p> <ul style="list-style-type: none"> <li>• Informal</li> <li>• Formal</li> </ul>	<p>Practical: 05hrs</p> <p>Total: 05hrs</p> <p>Cr. 0.5hrs</p>	<p>Sharpeners</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p> <p>Safety manuals</p>	<p>Simulated environment</p>
<p><b>LU4.</b> Communicate in writing</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> <li>• Identify relevant procedures</li> </ul>	<p>Define procedures for written</p>	<p>Theory: 08hrs</p>	<p><b>Consumable</b></p> <p>Notebooks</p>	<p>Class Room/</p>

	<p>for written information</p> <ul style="list-style-type: none"> <li>• Use strategies to ensure correct communication in writing. i.e. correct composition clarity</li> <li>• comprehensiveness accuracy appropriateness</li> <li>• Draft assigned written information for approval, ensuring it is written within designated timeframes</li> <li>• Ensure written information meets required standards of style, format and detail <ul style="list-style-type: none"> <li>○ Seek assistance / feedback to aid communication skills development</li> </ul> </li> </ul>	<p>information</p> <p>Importance of communication strategies in writing</p>	<p>Practical: 02hrs</p> <p>Total: 10hrs</p> <p>Cr. 1hr</p>	<p>Pencils</p> <p>Erasers</p> <p>Sharpeners</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p> <p>PPEs (Safety glasses, Ear muffs/ear plugs, Protective Gloves, Cap, Safety shoes etc.)</p>	<p>Simulated environment</p>
--	---	---	--	---	------------------------------

## Module 13 : Perform Computer Application Skills

**Objective:** This unit describes the skills and knowledge required to use spreadsheet applications, prepare in page documents, develops familiarity with Word, Excel, Access, PowerPoint, email, and computer graphics basics. It applies to individuals who perform a range of routine tasks in the workplace using a fundamental knowledge of spreadsheets, Microsoft office and computer graphics in under direct supervision or with limited responsibility.

<b>Duration:</b>	40 Hours	<b>Theory:</b>	4 hours	<b>Practical:</b>	36 hours
------------------	----------	----------------	---------	-------------------	----------

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
<b>LU1.</b> Prepare In-page documents as per required information	<b>Trainee will be able to:</b> <ul style="list-style-type: none"> <li>Set keyboard preferences according to information requirements</li> <li>Layout Page according to</li> </ul>	Introduction of in-page Different usage of in-page Different tools in-page	Theory: 02hrs.  Practical: 8hrs  Total: 10hrs Cr. 1hr	<b>Consumable</b> Pocket files Notebooks Pencils Erasers Sharpeners <b>Non-consumable</b> White board	Class Room/ Simulated environment

	<p>information requirements</p> <ul style="list-style-type: none"> <li>Identify the usage of tool bar</li> <li>Insert Columns as per requirement</li> <li>Print the document</li> </ul>			<p>Multimedia Internet Computer system</p>	
<p><b>LU2.</b> Prepare Spreadsheets as per required information</p>	<ul style="list-style-type: none"> <li>Create workbook according to information requirements</li> <li>Insert sheet according to information requirements</li> <li>Enter basic formulae / functions using</li> </ul>	<p>Define workbook and its usage</p> <p>Define how to use workbook</p> <p>Define cell</p> <p>Introduction of different tools of workbook</p> <p>Basic Formulas</p>	<p>Theory: 02hrs</p> <p>Practical: 08hrs</p> <p>Total: 10hrs</p> <p>Cr. 1hr</p>	<p><b>Consumable</b></p> <p>Pocket files</p> <ul style="list-style-type: none"> <li>Notebooks</li> <li>Pencils</li> <li>Erasers</li> <li>Sharpeners</li> </ul> <p><b>Non-consumable</b></p> <p>White board</p> <ul style="list-style-type: none"> <li>Multimedia</li> <li>Internet</li> </ul>	<p>Class Room/ Simulated environment</p>

	<p>cell referencing when required</p> <ul style="list-style-type: none"> <li>• Correct formulas when error messages occur</li> <li>• Use a range of common tools during spreadsheet development</li> <li>• Edit columns and rows within the spreadsheet</li> </ul> <p>Filter data</p> <ul style="list-style-type: none"> <li>• Save the spreadsheet to a folder on a storage device</li> <li>• Format spreadsheet using formatting features as required</li> </ul>			<ul style="list-style-type: none"> <li>• Computer system</li> </ul>	
--	--	--	--	---	--

	<ul style="list-style-type: none"> <li>• Incorporate object and chart in spreadsheet</li> <li>• Print spreadsheet</li> </ul>				
<b>LU3.</b> Use MS Office as per required information	<ul style="list-style-type: none"> <li>• Use Microsoft Word for documentation</li> <li>• Use Microsoft Excel for documentation</li> <li>• Use Microsoft PowerPoint for presentation</li> <li>• Perform OneNote</li> <li>• Perform Outlook for emails</li> <li>• Perform Publisher applications</li> </ul>	Introduction to MS Word Creating a file in MS Word Uses of Templates in MS Word File and types of files Introduction to MS Excel Creating a worksheet in MS Excel Uses of Templates in MS Excel Formulas for calculations Introduction to MS PowerPoint Usage of presentation in MS PowerPoint Uses of Templates in MS PowerPoint Presentation of slides	Theory: 00 hrs. Practical: 10hrs Total: 10hrs Cr. 1hr	<b>Consumable</b> Pocket files Notebooks Pencils Erasers Sharpeners <b>Non-consumable</b> White board Multimedia Internet Computer system	Class Room/ Simulated environment

		<p>Introduction and usage of Outlook</p> <p>Introduction and usage of Publisher</p>			
<p><b>LU4.</b> Perform computer graphics in basic applications</p>	<ul style="list-style-type: none"> <li>• Perform graphic fundamentals in basic applications</li> <li>• Draw Points and lines to make images</li> <li>• Draw Dots in space to make images</li> <li>• Draw lightening blot Shapes to make images</li> <li>• Enlarge circles and rectangles to block in forms</li> </ul>	<p>Define graphic Fundamentals</p> <p>Knowledge of graphics application</p> <p>Types of applications</p> <p>Define different tools of graphics applications</p>	<p>Theory: 00hrs.</p> <p>Practical: 05hrs.</p> <p>Total: 05hrs</p> <p>Cr. 0.5hrs</p>	<p><b>Consumable</b></p> <p>Pocket files</p> <p>Notebooks</p> <p>Pencils</p> <p>Erasers</p> <p>Sharpeners</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	<p>Class Room/ Simulated environment</p>

<b>LU5.</b> Create Email account for communications	<ul style="list-style-type: none"> <li>• Make email account for communications</li> <li>• . Compose text of an email message according to organizational guidelines as required</li> <li>• Create an automatic signature for the user</li> <li>• Attach files to email message where required</li> <li>• Send email message</li> <li>• Reply to / forward a received message using</li> </ul>	<p>Define Procedure to make email account</p> <p>Importance of email account for communication</p> <p>Steps of communication with email account</p>	<p>Theory: 00hrs.</p> <p>Practical: 05hrs.</p> <p>Total: 05hrs</p> <p>Cr. 0.5hrs</p>	<p><b>Consumable</b></p> <p>Pocket files</p> <p>Notebooks</p> <p>Pencils</p> <p>Erasers</p> <p>Sharpeners</p> <p><b>Non-consumable</b></p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	<p>Class Room/ Simulated environment</p>
---	---	---	--	--	--



	<p>available features</p> <ul style="list-style-type: none"> <li>• Save an attachment to the relevant folder</li> <li>• Save email message using available settings</li> <li>• Adjust email accounts to restrict and quarantine possible email security problems</li> <li>• Print email message as per requirements</li> </ul>				
--	--	--	--	--	--

## General assessment guidance for “*Textile Design-Assistant*”

Good assessment practices in Pakistan makes use of sessional and final assessments- Vocational training providers in Pakistan need to use a combination of these sessional and final assessments. The combined result of these assessments produces the final qualification result.

**Sessional assessment** is going on all the time. Its purpose is to provide feedback on what students are learning:

- To the student: to identify achievement and areas for further work
- To the teacher: to evaluate the effectiveness of teaching to date, and to focus future plans.

Assessors need to devise sessional assessments for both theoretical and practical work. Guidance is provided in the assessment strategy

**Final assessment** is the assessment, usually on completion of a course or module, which says whether or not the student has passed. It should be undertaken with reference to all the objectives or outcomes of the course. It is important to ensure that the student who gets the credit is the person who did the work.

### Methods of assessment

For lessons with a high quantity of theory, written or oral tests related to learning outcomes and/ or learning content can be conducted. For workplace lessons, assessment can focus on the quality of planning the related process, the quality of executing the process, the quality of the product and/or evaluation of the process.

Methods include direct assessment, which is the most desirable form of assessment. For this method, evidence is obtained by direct observation of the student's performance.

Examples for direct assessment of Textile Design Assistant:

- Work performances, for example Create complete composition for Textile specific project using CAD focusing on background and foreground
- Work Performances, for example Create theme board for textile based garment design
- Demonstrations, for example Process of Block printing
- Direct questioning, where the assessor would ask the student how he has produced a certain sample of fabric manipulation.
- Paper-based tests, such as short answer questions on health and safety, communication skills etc.

Indirect assessment is the method used where the performance could not be watched and evidence is gained indirectly.

Examples for indirect assessment of Textile Design Assistant include:

- Work products, Portfolio of Basic Dying and Printing technique for Textile
- Workplace documents, such as a report on health and safety etc.

Indirect assessment should only be a second choice. (In some cases, it may not even be guaranteed that the work products were produced by the person being assessed.)

## Principles of assessment

All assessments should be valid, reliable, fair and flexible:

Fairness means that there should be no advantages or disadvantages for any assessed person. For example, it should not happen that one student gets prior information about the type of work performance that will be assessed, while another candidate does not get any prior information.

Validity means that a valid assessment assesses what it claims to assess, for example, let's imagine if you have **thousands of sensors**, collecting various data all around us. A solution that scale would be to have these microcontrollers sending data securely to the Cloud.

Reliability means that the assessment is consistent and reproducible. The results for the particular application should be the same.

Flexibility means that the assessor has to be flexible concerning the assessment approach. For example, if there is a power failure during the assessment, the assessor should modify the arrangements to accommodate the students' needs.

### **Sessional assessment**

The Sessional assessment for all modules shall be in two parts: theoretical assessment and practical assessment. The Sessional marks shall contribute to the final qualification.

Theoretical assessment for all learning modules must consist of a written paper lasting at least half-hour per module. This can be short answer questions.

For practical assessment, all procedures and methods for the modules must be assessed on a sessional basis. Guidance is provided below under Planning for assessment.

### **Final assessment**

Final assessment shall be in two parts: theoretical assessment and practical assessment. The final assessment marks shall contribute to the final qualification.

The final theoretical assessment shall consist of short-answer questions. This part shall cover the technical, functional and generic modules:

**For Level -3**

- Module 1: Draw Basics of Drawing
- Module 2: Make colours according to Colour theory
- Module 3: Make designs for textile
- Module 4: Perform Textile Design Operations using CAD
- Module 5: Develop Textile designs for Fashion
- Module 6: Make designs for home textiles
- Module 7: Perform basic dyeing & printing technique for textiles
- Module 8: Perform basic surface techniques in textiles
- Module 9: Identify fibres and yarns
- Module 10: Apply Work Health and Safety Practices (WHS)
- Module 11: Identify and Implement Workplace Policy and Procedures
- Module 12: Communicate at Workplace
- Module 13: Perform Computer Application Skills

For the final practical assessment each student shall be assessed over a period of one day, with five-hour sessions for whole class. During this period, each student must be assessed on his/her ability to the following parameters of Textile Design Assistant;

- Practical approach
- Completion of required competencies

- Appropriate use of available resources

## Complete list of tools and equipment

Sr. #	Description	Quantity
1.	Drawing Board	25
2.	Board Pins	5 box
3.	Paint Brushes ( 0, 2 4, 6)	Each 25
4.	Color pallets	25
5.	Sponges	25
6.	Sharpener	25
7.	Scales	25
8.	Compass	25
9.	Punching needles	25
10.	Paper Puncher	25
11.	Computer system with internet connection, adobe Photoshop version, Wilcom Embroidery software	25
12.	Pen Tablet	25
13.	Color Printer	1
14.	Paper Cutter	25
15.	Geometrical set	25
16.	Files	25
17.	Different Spoons	25 each

18.	Container for dying	25
19.	Gloves	5
20.	Aprons	25
21.	Fabric Paint Frame different sizes	25
22.	Fabric Paint Brushes	25 each
23.	Silk Paint Brushes	25 each
24.	Wooden Blocks	25
25.	Lino Sheet	25
26.	Printing Table	5
27.	Mogari	5
28.	Stencil Film	25
29.	Craft knife	25
30.	Paper Cutter	25
31.	Masking Tape	25
32.	Electric Iron	3
33.	Plastic Buckets	25
34.	Tainting Tool	25
35.	Wooden frame with Mesh for Screen Printing	25
36.	Light table/ tracer	2
37.	Rubber Squeegee	25
38.	Embroidery Frames of different size	25 each
39.	Different size of embroidery needles	25 each
40.	Ada	5

41.	Hand loom	1
42.	Wooden frame for weaving	25
43.	Scissor	25
44.	Knitting Needles of different size	25 each
45.	Different Natural Fiber	
46.	Different types of yarn	



## List of consumable supplies

1. Sketch book
2. Pencil
3. Eraser
4. Sharpener
5. Rough Papers
6. Notebook
7. Pencil colours
8. Water colours
9. Acrylic colours
10. Pastel colours
11. Rough Papers
12. Water colour
13. Poster colours (black, white, blue, yellow, red)
14. Ball points
15. Pointers
16. Graphite
17. Crayons
18. Soft pastels
19. Charcoal sticks
20. Canson Sheet/Water Colour Sheets (3 Each)
21. Tracing Sheet – 5 each
22. Paper Carbon

23. A4 size papers (10 each)
24. Chart Papers (5 each to create boards)
25. Glue sticks
26. packs
27. Tie and dye colours
28. Salt
29. Rubber band
30. Thread
31. colours Fabric
32. Silk colour
33. Gutta
34. Salt
35. Bleach
36. Woollen cloth
37. Chalk
38. PVA glue
39. Sand sac
40. Distilled water
41. Excessive water
42. Scrap book
43. Hand loom
44. Wooden Frame for weaving
45. Knitting needles of different sizes
46. Match box

#### 47. Pocket files

### Credit values

The credit value of the National Certificate Security Services is defined by estimating the amount of time/ instruction hours required to complete each competency unit and competency standard. The NVQF uses a standard credit value of 1 credit = 10 hours of learning (Following Higher Education Commission (HEC) guidelines).

The credit values are as follows:

Competency Standard	Estimate of hours	Credit
Draw Basics of Drawing	40	4
Make colours according to Colour theory	50	5
Make designs for textile	40	4
Perform Textile Design Operations using CAD	50	5
Develop Textile designs for Fashion	60	6
Make designs for home textiles	60	6
Perform basic dying & printing technique for textiles	60	6

Competency Standard	Estimate of hours	Credit
Perform basic surface techniques in textiles	60	6
Identify fibres and yarns	50	5
Apply Work Health and Safety Practices (WHS)	30	3
Identify and Implement Workplace Policy and Procedures	20	2
Communicate at Workplace	30	3
Perform Computer Application Skills	40	4

