

CURRICULUM OF “TEXTILE DESIGN” (Textile Design Associate)

LEVEL 4



Dec 2021



**National Vocational & Technical Training
Commission**

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Introduction

Definition/Description of the training program for “Textile Design Associate”

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 life drawing, Developing layouts for textile designs Advance surface techniques, Products for home textiles, and Experimental constructive Textiles, fabric manipulation at advance level. It will also enable the trainee to understand and develop Business plans, computer skills and advance business communication skills.

The competency-based curriculum has been developed to train the unskilled men and women of Pakistan on the technical and entrepreneurial skills to be employed/ self-employed and inevitably set a sustainable impact on their lives by an increase in their livelihood income generation.

CBT based level 4 course in Textile Design with updated concepts,not only allows students to equip with growing Industrial trends but will be beneficial in capturing the job market across the globe.The course is divided into various subfields which cover the overall industry of Textile like explore Drawing techniques and color for textiles, advance fabric manipulation, textile accessories Development, Textile product development, motifs designs for textiles, research in Textiles, advance embellishment, advance weaving, Machine knitting, marketing, and Apparel and Home textiles.

Purpose of the training programme

The purpose of this qualification is to set professional standards for Textile Design Associate, who will serve as key elements enhancing the quality of Pakistan’s textile industry. It develops skills and knowledge in the application of specialized technical, management, and design skills within textile enterprises.

Learners will create designs for knitted, woven,and printed fabrics or textile products for a range of contexts, including fashion, interiors, homewares, craft, and other commercial applications. Learner will develop skills in textile design, advance surface techniques, accessories in textiles, motif designs for textiles, manipulate textile construction techniques, and concept development, as well as textile history and contemporary practice.Learner will learn how to present the concepts using computer-aided design techniques. Learner will develop sophisticated skills and expertise in entrepreneurial skills, and computing, enabling

them to plan, and develop business plans, collect information for funding resources, marketing plans and develop communication skills.

Learner will learn a variety of skills using a range of materials and processes. Including home textiles technologies, textile accessories development and advance fabric manipulation.

Overall objectives of Programme

The overall objectives of Textile Design qualification are as under:

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

Competencies to be gained after completion of the course

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

- **Explore drawing techniques and colours for textile**
- **Develop textile designs in commercial aspect**
- **Perform advance surface techniques for textiles**
- **Develop Accessories in Textiles**
- **Develop products for home textiles**
- **Explore CAD for advance textiles**
- **Develop Experimental constructed textiles**
- **Explore socio cultural studies in textile**
- **Identify fabric and their uses in Textile Production**
- **Perform Advanced Communication**
- **Develop Advance Computer Application Skills**
- **Manage Human Resource Service**
- **Develop Entrepreneurial Skills**

Possible Available Job Opportunities immediately and Later in the Future

- Textile designer
- Tracer
- Motif Developer
- Color coordinator
- Illustrator
- Clothing/Textile design Associate
- Product Designer
- Digital Design Associate

Trainee entry level

The entry requirement for this qualification would be Matric

- Or Level-3 Textile Design Assistant

Minimum qualification of trainer

Bachelors in Textile design/clothing & Textiles with 1year experience

Or

DAE in Textile design with 2 years work experience

- 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 1200 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 follows.

Module Level-4	Theory	Workplace	Total
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	Days/hours	Days/hours	hours
Explore drawing techniques and colours for textile	10	100	110
Develop textile designs in commercial aspect	10	120	130
Perform advance surface techniques for textiles	10	120	130
Develop Accessories in Textiles	10	120	130
Develop products for home textiles	15	105	110
Explore CAD for advance textiles	10	120	130
Develop Experimental constructed textiles	10	120	130
Explore socio cultural studies in textile	80	30	110
Identify fabric and their uses in Textile Production	70	20	90
Perform Advanced Communication	15	15	30
Develop Advance Computer Application Skills	09	31	40
Manage Human Resource Services	11	09	20
Develop Entrepreneurial Skills	22	08	30
Total	282	918	1200

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 Associate (L4) – 12 Months		
Explore drawing techniques and colours for textile	Develop Advance Computer Application Skills	Explore socio cultural studies in textile
Develop textile designs in commercial aspect		
Perform advance surface techniques for textiles	Perform Advanced Communication	Develop Experimental constructed textiles
Explore CAD for advance textiles	Manage Human Resource Services	Develop products for home textiles
Develop Accessories in Textiles	Identify fabric and their uses in Textile Production	Develop Entrepreneurial Skills

Summary– overview of the curriculum

ModuleTitle and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module 1: Explore drawingtechniques and colors fortextile</p> <p>Aim: The aim of this module is to develop the knowledge and skills required to produce competent observational drawings from primary sources</p>	<p>LU.1 Apply 3D Drawings in textiles</p> <p>LU.2 Draw life drawing</p> <p>LU.3 Explore drawing techniques on paper</p> <p>LU.4 Analyse use of colour mediums in textiles</p> <p>LU.5 Use visual language to apply techniques</p> <p>LU.6 Produce creative work showing drawing techniques and processes</p>	10	100	110

Module2: Develop textile designs in commercial aspect Aim: The aim of this module is the development of textile designs in commercial aspect. You will learn to carryout different textile design projects professionally	LU.1 Analyze client needs LU.2 Identify research sources and apply findings to create textile design LU.3 Apply formal design elements to the creative development process LU.4 Develop layouts for textile designs (Develop final textile project according to client needs)	10	120	130
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Module.4 Develop—accessories in textiles Aim. The aimofthismoduleis to develop handmade accessories infashion textile. The focus ison developing a range offashion accessories usingtextiles professionally	LU.1Developdesignsforaccessories LU.2 Develop textile layouts for accessories LU.3Develop 3Ddesigns LU.4Applytextiletechniquesonaccessories	10	120	130
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<p>Module.5 Develop products for hometextiles</p> <p>Aim.The aimofthismoduleis to develop products forhome textiles throughcompetent toolsprofessionally. That includesconducting mind mapping toselect a theme for thedevelopmentofhome textiles.</p>	<p>LU.1IdentifycategoriesofHometextiles</p> <p>LU.2Explore surfacematerialsfordevelopment of hometextiles.</p> <p>LU.3 Experiment textile surface techniques for development of home textilesLU.4Developfinal hometextile product</p> <p>LU.5Prepareportfolioandpresentations</p>	10	100	110
<p>Module.6 ExploreCADforadva ncetextiles</p> <p>Aim.The aimofthismoduleis to learn the</p>	<p>LU.1 Create Motif Designs for TextileLU.2CreatePri ntDesignforTextile</p> <p>LU.3 Create Technical Package for Print specific ProjectsLU.4Create atextile specficcomplete project</p>	10	120	130

competency of CAD, needed to carry out Motif designs, create Print designs for textiles professionally				
Module.7 Develop experimental constructed textiles Aim. The aim of this module is to deal with the primary research on the development of experimental constructed textiles professionally	LU.1 Select a theme to develop experimental constructed textile LU.2 Develop designs for experimental constructed textile LU.3 Research Materials for development of experimental constructed textile LU.4 Manipulate textile construction techniques for developmental constructed textiles LU.5 Develop final project for experimental constructed textiles	10	120	130
Module.8 Explore socio cultural studies in textile Aim. The aim of this module is to deal with the socio cultural studies in textiles professionally. That research the use of textiles within the Indo-Pak subcontinent	LU.1 Undertake research on the use of Textiles & its techniques in Indo-Pak LU.2 Classify the production processes of textiles in Indo-Pak LU.3 Explore the socio-cultural design Elements to create textile compositions LU.4 Compile a folder of textiles in Indo-Pak Region	80	30	110

<p>Module.9 Identify fabrics and their uses in textile production</p> <p>Aim. The aim of this module is to identify and differentiate between different types of fabric like woven, knitted, and non-woven fabrics</p>	<p>LU.1 Identify woven fabrics</p> <p>LU.2 Identify Knitted fabrics</p> <p>LU.3 Identify non-woven fabrics</p>	70	20	90
<p>Module 10: Perform Advanced Communication</p> <p>Aim: The aim of this module is to develop communication skills required to plan and organize work and conduct training at the workplace, along with demonstrating professional skills independently.</p>	<p>LU.1 Demonstrate professional skills</p> <p>LU.2 Plan and organize work</p> <p>LU.3 Provide training at workplace</p>	15	15	30

<p>Module.11 Develop Advance Computer Application skill</p> <p>Aim. The aim of this module is to develop personal, academic and business skills in trainees to create documents following the industry standards, i.e. Data Entry, PowerPoint Presentation, and managing database and graphics for Design. It enables the individual to present data in a professional set format</p>	<p>LU.1ManageInformationSystemtocompleteataskLU.2PreparePresentation usingcomputers</p> <p>LU.3 Use Microsoft Access to manage databaseLU.4Develop graphicsforDesign</p>	9	31	40
<p>Module.12 Manage Human ResourceServicesProduct ion</p> <p>Aim. The aim of this module is to plan,manageandevaluatedelivery of human resourceservices, integrating businessethics</p>	<p>LU.1Determinestrategiesfordeliveryof humanresourceservices</p> <p>LU.2Managethedeliveryof humanresourceservices</p> <p>LU.3Evaluatehumanresourceservicedelivery</p> <p>LU.4Manageintegrationofbusinessethicsinhumanresourcepractices</p>	11	9	2

<p>Module.13 Develop Entrepreneurial Skills</p> <p>Aim.The aim of this module is to develop entrepreneurial skills, that are following the organization's approved guidelines and procedures.</p>	<p>LU.1 Develop a business plan LU.2 Collect information regarding funding sources LU.3 Develop a marketing plan LU.4 Develop basic business communications skills</p>	22	8	3
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Modules

LEVEL4TextileDesignAssociate

Module1: ExploreDrawingtechniques andcoloursfortextiles

Objective: After this competency standard candidate will be able to perform advance drawing techniques and colours for textiles. That includes drawing with different mediums, life drawing, and drawing with different perspectives and visual language to be used further in textile designs. It will also allow the candidate to learn color theory in detail

Duration:	110Hours	Theory:	10 hours	Practical:	100hours
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LearningUnit	LearningOutcomes	LearningElements	Duration	MaterialsRequired	LearningPlace
LU1. Apply 3DDrawings in textiles.	Trainee will be able to: Draw Perspectivedifferenttechniquei.e. <ul style="list-style-type: none"> Zero-pointperspective One pointperspective 	Defineperspective Different types ofperspectives <ul style="list-style-type: none"> Zero-pointperspective Onepointperspective Two-pointperspective 	Theory hrs:0 Practical Hrs:20 Total Hrs:20 CrHrs:2	Consumable: <ul style="list-style-type: none"> Sketchbook Pencil Eraser Poster colors (black,white,blue,yellow,red) Watercolor 	Drawin g studio

	<p>pective</p> <ul style="list-style-type: none"> Two-pointperspective 			<p>set(transparent)</p> <ul style="list-style-type: none"> Pencilcolors 	
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	<ul style="list-style-type: none"> • Three-point perspective • Bird-eye view perspective <p>Render the perspective to show the quality of sketch using various medium</p> <p>Render the perspective to show the 3D quality of sketch using various medium</p>	<ul style="list-style-type: none"> • Three-point perspective • Bird-eye view perspective <p>Understanding of Aerial perspective</p> <p>Understanding of 3D quality of perspective using various mediums</p>		<ul style="list-style-type: none"> • Charcoal sticks • Graphite • Ballpoints • Pointers • Sponges • Colour Palette • Water Container • Crayons • Soft pastels • Rags • Scholar sheet • Drawing book • Masking tape • Notebook <p>Non-consumable:</p> <ul style="list-style-type: none"> • Thumb pins • Sharpener • File folder • Brushes no. 2.4.6 	
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LU2. Draw lifedrawing	Trainee will be able to: <ul style="list-style-type: none"> • Draw front profile of a human using observational skills • Draw side profile of a human using observational skills • Draw standing figure using the anatomy of the human body • Draw sitting figure using the anatomy of human body figure • Compose figures keeping in mind human body proportions, movements, and postures using Lifedrawing approaches 	<p>Anatomy of the human body and its parts</p> <p>Different types of body (male, female children)</p> <p>Body shapes (oval, round, triangular, rectangular).</p> <p>Drawing procedure of human parts (face, hands, feet)</p> <p>Human postures and movements</p>	<p>Theory hrs:0</p> <p>Practical Hrs:20</p> <p>Total Hrs:20</p> <p>CrHrs:2</p>	<p>Consumable:</p> <ul style="list-style-type: none"> • Sketchbook • Pencil • Eraser • Poster colours (black, white, blue, yellow, red) • Water colour set (transparent) • Pencil colours • Charcoal sticks • Graphite • Ballpoints • Pointers • Sponges • Colour Palette • Water Container • Crayons • Soft pastels • Rags • Scholar sheet • Drawing book 	<p>Drawing studio</p>
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				<ul style="list-style-type: none"> • Maskingtape 	
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				<ul style="list-style-type: none"> Notebook <p>Non-consumable:</p> <ul style="list-style-type: none"> Thumbpins Sharpener Filefolder Brushesno.2.4.6 	
<p>LU3.</p> <p>Exploredrawing techniques on paper</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Analyse a range of drawings in different styles and discuss how effects are achieved Explore a variety of drawing techniques to create ideas Clean and store tools, equipment, and materials according to safety requirements and 	<p>Styles of Drawing</p> <ul style="list-style-type: none"> Contour drawing Doodling Linedrawing Pointillism Graffiti etc. <p>Storage and cleaning of different types of equipment and material</p>	<p>Theory hrs:0</p> <p>Practical Hrs:10</p> <p>Total Hrs:10</p> <p>CrHrs:1</p>	<p>Consumable:</p> <ul style="list-style-type: none"> Sketchbook Pencil Eraser Poster colors (black, white, blue, yellow, red) Water color set (transparent) Pencil colors Charcoal sticks Graphite Ballpoints Pointers 	

	specific needs of different items			<ul style="list-style-type: none"> • Sponges • Colour Palette • Water Container • Crayons • Soft pastels • Rags • Scholar sheet • Drawing book • Masking tape • Notebook <p>Non-consumable:</p> <ul style="list-style-type: none"> • Thumbpins • Sharpener • File folder • Brushes no. 2.4.6 	
LU4. Analyse use of colour mediums in textiles	Trainee will be able to: <ul style="list-style-type: none"> • Use the color wheel and color chart to assist 	Colour forecast Fabric forecast Understanding the use of color mediums in textile design	Theory hrs:5 Practical Hrs:15	Consumable: <ul style="list-style-type: none"> • Sketchbook • Pencil • Eraser 	Drawing studio/Classroom

	<p>color in Identify and illustrate new colorschemes</p> <ul style="list-style-type: none"> Investigate colorforecasting options Identify and illustrate new colorschemes Explore watercolor techniques in textile designs Explore poster color techniques in textile designs Explore Mix media techniques in textile designs Explore a variety of materials and techniques to create textile design compositions 		<p>Total Hrs:20 CrHrs:2</p>	<ul style="list-style-type: none"> Poster colors (black, white, blue, yellow, red) Watercolor set (transparent) Pencil colors Charcoal sticks Graphite Ball points Pointers Sponges Colour Palette Water Container Crayons Soft pastels Rags Scholar sheet Drawing book Masking tape Notebook <p>Non-consumable:</p> <ul style="list-style-type: none"> Thumb pins 	
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				<ul style="list-style-type: none">• Sharpener	
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				<ul style="list-style-type: none"> File folder Brushes no. 2.4.6 	
LU5. Use visual language to apply techniques	Trainee will be able to: <ul style="list-style-type: none"> Analyse the use of visual language by various artists in their work. Analyse the Good and bad taste examples in different contexts i.e. surroundings, different fields of designs and artists work etc. Express any mood (happy, angry, anxious, etc.) through lines. Use visual language 	Define Visual language Difference between Visual language and communication Choices of taste with examples <ul style="list-style-type: none"> Good Bad Define Mood through lines mood (happy, angry, anxious, etc.) Activity: Select one Pakistani artist and his work using your visual language	Theory hrs: 5 Practical Hrs: 15 Total Hrs: 20 Cr Hrs: 2	<ul style="list-style-type: none"> Poster colors (black, white, blue, yellow, red) 	Drawing studio/Classroom

	in own work of textile design				
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	<ul style="list-style-type: none"> • Apply color and techniques to demonstrate the visual language impact in textile design 				
LU6. Produce creative work showing drawing techniques and processes	Trainee will be able to: <ul style="list-style-type: none"> • Produce a range of creative work that explores a range of medium, material, techniques and processes 	<ul style="list-style-type: none"> • Define creativity • Concept of creative approaches using a range of medium, material, techniques, and processes 	Theory hrs:0 Practical Hrs:20 Total Hrs:20 CrHrs:2	<ul style="list-style-type: none"> • Watercolor set (transparent) • Pencil Colours • Charcoal sticks • Graphite • Ball Point 	Drawing studio Textile Lab

Module 2 Develop textile designs in commercial aspect

Objective: After this competency standard candidate will be able to develop the project according to the client's requirement. They will learn to carry out different textile design projects professionally. It will also allow them to learn market trends and color combinations to upgrade their knowledge.

Duration:	130 Hours	Theory:	10 hours	Practical:	120 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1: Analyse client needs	Trainee will be able to: Interpret client needs Write a client brief mentioning client demands including: <ul style="list-style-type: none"> Budget Timeline 	Project planning Write a client brief Research methodology for Market Trends Design development process Presentation techniques Order sheet	Theory hrs: 5 Practical Hrs: 10 Total Hrs: 15 Cr Hrs: 1.5	Consumable: <ul style="list-style-type: none"> A3 size Sketch books Water Color Palettes Pencils (HB, 2B, 	Classroom/Textile Lab

	<ul style="list-style-type: none"> • Colorcombinations • Markettrends <p>Plan a design project accordingto needs</p>			<p>3B)</p> <ul style="list-style-type: none"> • Erasers • Water color brushes • Chart 	
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				<ul style="list-style-type: none"> • News printsheets • Gluesticks • Pencil colour packs • Waterc olours • Posterp aints(pri marycol ours) • Char coalsticks • Charcoal pencils • Indianink • Acrylic paints • Note books 	
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				<ul style="list-style-type: none"> • Ballpoint pens 	
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LU2; Identify research sources and apply findings to create textile design	<p>Trainee will be able to:</p> <p>Carry out primary research including:</p> <ul style="list-style-type: none"> • Theme research • Sketches • Mood board <p>Conduct forecast for the development of final product</p> <p>Carry out secondary research including:</p> <ul style="list-style-type: none"> • Other artists works • Market research • Competitors designer research <p>Develop textile designs for final product</p>	<p>Types of Research</p> <ul style="list-style-type: none"> • Primary • Secondary <p>Textile Design forecast</p> <p>Process of developing Textile design in a commercial context</p>	<p>Theory hrs:5</p> <p>Practical Hrs:20</p> <p>Total Hrs:25</p> <p>CrHrs:2.5</p>	<ul style="list-style-type: none"> • Pencils (HB, 2B, 3B) • Black pointers • Water Tracing sheets • Carbon paper <p>Non-consumables</p> <ul style="list-style-type: none"> • Scales • Containers • Sharpener 	Classroom/Textile Lab
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	Develop layouts for final products Present final design ideas to the client				
LU3; Apply formal design elements to the creative development process	Trainee will be able to: <ul style="list-style-type: none"> Apply elements of design colours, images, shapes, patterns, texture tone, line, pattern, form, space and composition 	Define annotations Understanding of annotations using elements of design	Theory hrs:0 Practical Hrs:30 Total Hrs 30 Cr Hrs:3:	<ul style="list-style-type: none"> Pencils (HB, 2B, 3B) Black pointers Water Tracing sheets Carbon paper Non-consumables <ul style="list-style-type: none"> Scales Containers Sharpeners 	Classroom/Textile Lab

<p>LU4. Develop layouts for textile designs</p> <p>(Develop final textile project according to client needs)</p>	<p>Trainee will be able to:</p> <p>Finalize the designs according to the client needs</p> <p>Develop a storyboard including:</p> <ul style="list-style-type: none"> • Final surface design • Final 3D design • Final layouts • Selected materials • Selected textile techniques • Prototypes <p><i>Implement design ideas on final project</i></p> <p><i>Present final project to the client</i></p>	<p>Understanding of developing design layouts according to client needs</p> <p>Understanding of developing storyboards according to client needs including</p> <ul style="list-style-type: none"> • Final surface design • Final 3D design • Final layouts • Selected materials • Selected textile techniques <p>Define Prototypes of design Importance of prototype in design</p> <p>Understanding of making final design according to client needs</p> <p>Ensure the finishing quality of the whole process from research to execution</p>	<p>Theory hrs:0</p> <p>Practical Hrs:60</p> <p>Total Hrs:60</p> <p>CrHrs:6</p>	<p>Sharpeners</p>	
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Module3Performadvancesurfacetextiletechniquesintextiles

Objective: The candidate will be able to perform advance surface techniques in textiles including advance fabric manipulation, advance handembroidery,loom weaving, advanceembellishment,machineembroidery,andcrochettechniqueandmachineknittingtechniques.

Duration:	130Hours	Theory:	10 hours	Practical:	120hours
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LearningUnit	Learning Outcomes	LearningElements	Duration	Materials Required	Learning Place
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<p>LU1.</p> <p>Perform advance fabric manipulation in Textiles</p>	<p>Trainee will be able to:</p> <p>Explored different material for fabric manipulation in textiles. Manipulate the fabric for surface exploration including</p> <ul style="list-style-type: none"> • Ruching • Ruffles • Decorative edge finishes • Decorative hem finishes • Smocking • Shirring • Decorative pleats • Fabric flowers • Fabric bows 	<p>Define advance Fabric Manipulation Enlist the materials for advance fabric manipulation Purpose of advance Fabric manipulation Techniques of fabric manipulation</p> <ul style="list-style-type: none"> • Ruching • Ruffles • Decorative edge finishes • Decorative hem finishes • Smocking • Shirring • Decorative pleats • Fabric flowers 	<p>Theory: 01 hrs Practical: 20 hrs Total: 21 hrs</p>	<p>Consumable:</p> <ul style="list-style-type: none"> • Different Fabrics • Threads • Sample book • Pencil • Eraser • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Different sizes of needles • Sharpener 	<p>Class Room/sewing Lab</p>
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	<ul style="list-style-type: none"> • bubbling <p>Prepare a book of 10 x10inches on already developed samples</p> <p>Perform finishing of fabric manipulation</p>	<ul style="list-style-type: none"> • Fabric bows • Bubbling <p>Techniques of finishing for advance fabric manipulation</p>			
LU2. Perform Advance Embroidery Stitches in Textiles	Trainee will be able to: <p>Explore different material for advance hand embroidery in textiles.</p> <p>Practice advance hand embroidery stitches including</p> <ul style="list-style-type: none"> • Running/skip stitch • Fancy stitch 	<p>Explain different types of advance hand embroidery stitches and techniques</p> <ul style="list-style-type: none"> • Running/skip stitch • Fancy stitch • Provincial stitches (sindhi, balochi, multani, Kashmiri, etc.) • Web/wheel/spider stitch • Ribbon work 	<p>Theory: 01 hrs</p> <p>Practical: 10 hrs</p> <p>Total: 11 hrs</p>	Consumable: <ul style="list-style-type: none"> • Different Fabrics • Embroidery Threads • Sample book • Pencil • Eraser • Notebook Non-Consumable:	Class Room/Textile Lab

	<ul style="list-style-type: none"> • Provincial stitches(sindhi, balochi, multani,Kashmiri,etc.) • Web/wheel/spiderstich • Ribbonwork • 3D embroidery(Embedded, embossed,etc.) • Tarqashi <p>Prepare a book of 5x5inches samples using already practice advancehandembroidery stitches</p> <p>Perform finishing of advancehandembroidery</p>	<ul style="list-style-type: none"> • 3D embroidery(Embedded, embossed,etc.) • Tarqashi • Enlist different materialsused in advance handembroidery <p>Techniques of finishing for advancehand-embroideredsurface</p>		<ul style="list-style-type: none"> • Differentsizes ofneedlesEmbroideryframes ofdifferentsizes • Sharpener 	
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<p>LU3.Perform</p> <p>AdvanceEmbellishmentTechniques</p>	<p>Trainee will be able to:</p> <p>Explore different materials for advance hand embroidery techniques in textiles</p> <p>Practice advance hand embroidery techniques including</p> <ul style="list-style-type: none"> • Muqesh work • Lace work • Cut work <p>Prepare a book of 5x5 inches samples using already practice advance embroidery techniques</p> <p>Perform finishing of embroidery</p>	<p>Define Advance Embellishment</p> <p>Enlist different materials used in advance embroidery techniques</p> <p>Explain advance hand embroidery techniques</p> <ul style="list-style-type: none"> • Muqesh work • Lace work • Cut work <p>Techniques of finishing of embroidered surface</p>	<p>Theory: 02 hrs</p> <p>Practical: 20 hrs</p> <p>Total: 22 hrs</p>	<p>Consumable:</p> <ul style="list-style-type: none"> • Different Fabrics • Embroidery Threads • Muqesh beads • Sample book • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Different sizes of needles • Embroidery frames of different sizes • adda • Sharpener 	<p>Class Room/Textile Lab</p>
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	embellishment				
LU4. Perform machineknitting techniques inTextiles	Trainee will be able to: Explore different materials for machine knitting techniques in textiles Practice basic machine knitting techniques including <ul style="list-style-type: none"> • Tuck Knitting with One color • Tuck Knitting with Two colors • Skip Knitting with One color • Skip Knitting with Two colors 	Define Machine Knitting Types of machine knitting Enlist different materials used for machine knitting Explain different machine knitting techniques: <ul style="list-style-type: none"> • Tuck Knitting with One color • Tuck Knitting with Two colors • Skip Knitting with One color • Skip Knitting with Two colors 	Theory: 01 hrs Practical: 20 hrs Total: 21 hrs	Consumable: <ul style="list-style-type: none"> • Knitting yarn • Pencil • Eraser • Notebook Non-Consumable: <ul style="list-style-type: none"> • Sharpener 	Class Room/Textile Lab

	<p>Prepare a book of 5x5 inches samples using already practice machine knitting techniques</p> <p>Perform finishing of machine knitting techniques</p>	Techniques of finishing for Machine knitted fabric			
LU5. Perform different Crochet techniques	<p>Trainee will be able to:</p> <p>Explore different material for crochet techniques in textiles</p> <p>Practice different crochet techniques including</p> <ul style="list-style-type: none"> Chain Stitch Slip Stitch 	<p>Define crochet</p> <p>Enlist materials required for crochet</p> <p>Know about Different crochet techniques:</p> <ul style="list-style-type: none"> Chain Stitch Slip Stitch Double crochet treble Long treble Clusters Round motif 	<p>Theory: 02 hrs</p> <p>Practical: 10 hrs</p> <p>Total: 12 hrs</p>	<p>Consumable:</p> <ul style="list-style-type: none"> Crochet yarn Pencil Eraser Note Book <p>Non-Consumable:</p> <ul style="list-style-type: none"> Sharpener 	Class Room/Textile Lab

	<ul style="list-style-type: none"> • Doublecrochettreble • Longtreble • Clusters • Roundmotif • Squaremotif • Edging/finishing <p>Prepare a book of 5x5inches samples usingalready practice machineknittingtechniques</p> <p>Performfinishingofcrochet techniques</p>	<ul style="list-style-type: none"> • Squaremotif • Edging/finishing <p>Techniques of finishing forcrochetsurface</p>			
LU6. Perform MachineEmbr oidery inTextiles	Trainee will be able to: Operate different embroidery machines (Goddamachine, power machine, etc.)	Define machine embroideryTypes of embroidery machines <ul style="list-style-type: none"> • Goddamachine • powermachine 	Theory: 01 hrs Practical: 20 hrs	Consumable: <ul style="list-style-type: none"> • Different Fabrics • Embroidery Threads 	Class Room/Textile Lab

	<p>including following procedures:</p> <ul style="list-style-type: none"> • Threading • Needle attachment • Bobbin winding • Stitch length adjustment • Maintenance <p>Explored different materials for machine embroidery in textiles</p> <p>Practice different machine embroidery including</p> <ul style="list-style-type: none"> • Skip stitch • Satin stitch • Back stitch 	<p>Understand different embroidery machine operations:</p> <ul style="list-style-type: none"> • Threading • Needle attachment • Bobbin winding • Stitch length adjustment • Maintenance <p>Enlist different materials required for machine embroidery</p> <p>Different machine embroidery stitches</p> <ul style="list-style-type: none"> • Skip Stitch • Satin Stitch • Back Stitch • Shadow stitch • Round stitch • Filling stitch • Short & long stitch • Applique/patchwork 	Total: 21hrs	<ul style="list-style-type: none"> • Pencil • Eraser • Notebook • Sample book <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Embroidery frames of different sizes • Sharpener 	
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	<ul style="list-style-type: none"> Shadowstitch Roundstitch Fillingstitch Short&longstitch Applique/patchwork Cording Quilting <p>Prepare a book of 5x5inches samples using already practice machineknittingtechniques</p> <ul style="list-style-type: none"> Performfinishingofmachine knittingtechniques 	<ul style="list-style-type: none"> Cording Quilting <p>Techniques of finishing formachineembroiderysurface</p>			
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LU7. PerformhandloomweavinginTextiles	Trainee will be able to: Explore different materials for handloomweaving in textiles Wrap thread on loom	Define handloom Explain the structure of the handloom Enlist different materials used in handloom	Theory: 02 hrs Practical: 20 hrs Total:	Consumable: <ul style="list-style-type: none"> Warp yarn Weft/filling yarn Pencil 	Class Room/Textile Lab
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	<p>Make a sample on loom using different weaving techniques:</p> <ul style="list-style-type: none"> • Plainweave <p>Twillweave</p>	<p>Method of Warping the handloom</p> <p>Types of weaving on the handloom</p> <ul style="list-style-type: none"> • Plainweave • Twill weave • Satin /Sateen Weave 	22hrs	<ul style="list-style-type: none"> • Eraser • Notebook • Sample book <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Sharpener 	
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Module4: Develop Accessories in Textiles

Objective: After this competency standard candidate will be able to develop handmade accessories in textiles. The focus is on developing a range of fashion accessories using textiles professionally. It will also allow you to reflect upon various materials for production, their behavior, finishes as well as tool handling and different processes. This competency standard will provide underpinning knowledge that will provide you the basis for your work.

Duration:	130Hours	Theory:	10 hours	Practical:	120hours
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LearningUnit	LearningOutcomes	LearningElements	Duration	Materials Required	Learning Place
LU1. Develop Footwear using Textile Techniques	Trainee will be able to: <ul style="list-style-type: none"> Conduct research to understand various materials for footwear Make research boards, theme board/ concept board, Colour board for footwear patterns Make initial designs for textile-based footwear Execute design and pattern to make footwear Apply textile techniques onto the designed footwear 	Define footwear types Different materials used for making footwear Process of making textile design on footwear <ul style="list-style-type: none"> research boards, theme board/ concept board, Colour board Initial designs Design execution on footwear Different textile techniques for making footwear Finishing Techniques for Final	Theory: 02hrs Practical: 20 hrs Total: 22hrs	Consumable: <ul style="list-style-type: none"> Textile material (fabric/ thread / leather etc .) as per project Beads Sequences Gotta Pencil Eraser Sheets Note Book Non-Consumable:	Class Room /Textile lab /Sewing lab

	<p>products</p> <ul style="list-style-type: none"> • Apply finishes to the product. 	products		<ul style="list-style-type: none"> • Sharpener 	
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LU2. Develop Bags using Textile Techniques	Trainee will be able to: <ul style="list-style-type: none"> Conduct research to understand various materials for bags Develop research boards related to various types of bags i.e. shoulder bag, hand bag, clutch, pouch etc. Develop a theme board/ concept board to design bags Develop a Colour board based on research board and mood board. 	Define bag types of fabric Materials used for bags making Process of making textile design on bag <ul style="list-style-type: none"> research boards, theme board/ concept board, Colour board Initial designs Design execution on bag Different textile techniques for making bag Finishing Techniques for Final products	Theory: 02 hrs Practical: 20 hrs Total: 22 hrs	Consumable: <ul style="list-style-type: none"> Textile material (fabric/ thread/ leather etc.) as per project Beads Sequences Gotta Pencil Eraser Sheets Note Book Non-Consumable:	Classroom /Textile lab /Sewing lab
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	<ul style="list-style-type: none"> • Develop initial designs for textile-based bag design 			<ul style="list-style-type: none"> • Sharpener 	
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	<ul style="list-style-type: none"> • Execute the design to create the bag • Apply textile techniques onto the designed bag • Apply finishes to the bag 				
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LU3. Develop Belts using Textile Techniques	Trainee will be able to: <ul style="list-style-type: none"> • Conduct research on various types of Belts • Develop research boards, theme board/concept board, Colour board etc. • Develop initial designs of Belts • Execute the design to create the product 	Define belts Types of belts Materials used for making belts Process of making textile design on belts <ul style="list-style-type: none"> • research boards, • theme board/ concept board, • Colour board • Initial designs • Design execution on belts 	Theory: 02 hrs Practical: 20 hrs Total: 22 hrs	Consumable: <ul style="list-style-type: none"> • Textile material (fabric/ thread/ leather etc .) as per project • Beads • Sequences • Gotta • Pencil • Eraser • Sheets 	Class Room /Textile lab /Sewing lab
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	<ul style="list-style-type: none"> • Apply textile techniques onto the Belts • Apply finishes to developed belts 	<p>Different textile techniques for making belts</p> <p>Finishing Techniques for Final products</p>		<ul style="list-style-type: none"> • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Sharpener 	
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LU4. Develop Jewellery using Textile Techniques	Trainee will be able to: <ul style="list-style-type: none"> Conduct research to understand various textile-based jewellery styles, types, materials Develop research boards on various Jewellery types i.e. bracelet/bangles, necklace/pendants, rings, tassels, anklets, earrings, Paranda etc. Develop theme 	Define jewellery Types of jewellery Materials used for making jewellery Process of making textile design on jewellery <ul style="list-style-type: none"> research boards, theme board/ concept board, Colour board Initial designs Design execution on jewellery 	Theory: 02hrs Practical: 40 hrs Total: 42hrs	Consumable: <ul style="list-style-type: none"> Textile material as per project Beads Sequences Gotta Pencil Eraser Sheets Note Book Non-Consumable: <ul style="list-style-type: none"> Sharpener 	Classroom /Textile lab
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	<p>board/ concept boardfor the designing ofbracelet/bangles,necklace/pendant,rings, tassels,anklets,earringsetc.</p> <ul style="list-style-type: none"> • Develop Colour boardfor thejewellerydesign in reference toresearch board andmoodboard • Develop initialdesigns for textilebasedjewelleryproducts. • Execute the design tocreate the jewelleryprojects i.e.bracelet/bangles,necklace/pendant,rings 	<p>Differenttextiletechniquesformakingjewelry</p> <p>Finishing Techniques for Final products</p>			
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	,earrings.				
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	<ul style="list-style-type: none"> • Apply textile techniques onto the designed jewellery products i.e. bracelet/bangles, necklace/pendant, rings, earring etc. • Apply finishes to the designed jewellery products 				
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LU5. Develop aMask usingTextile Techniques	Trainee will be able to: <ul style="list-style-type: none"> • Conduct research to understand various textile based mask styles, types, materials. • Develop research boards for theme masks • Develop a theme board/ concept board for the mask • Develop Colour board 	Define mask Types of mask Materials used for making mask Process of making textile design on mask <ul style="list-style-type: none"> • research boards, • theme board/ concept board, • Colour board 	Theory: 02hrs Practical: 20 hrs Total: 22hrs	Consumable: <ul style="list-style-type: none"> • Textile material as per project • Pencil • Eraser • Sheets • Note Book Non-Consumable:	ClassRoom /Textile lab /Sewing lab
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	<p>based on researchboard and themeboard</p> <ul style="list-style-type: none"> • Develop initialdesigns for textile-basedmaskdesign. • Execute the design tocreatethemask • Apply textiletechniques onto thedesignedmask • Applyfinishestothe mask 	<ul style="list-style-type: none"> • Initialdesigns • Design execution on maskDifferent textile techniques formakingmask <p>Finishing Techniques for Final products</p>		<ul style="list-style-type: none"> • Sharpener 	
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Module5:DevelopProducts forHomeTextiles

Objective: The candidate will be able to develop products for home textiles including bed linen, bath linen and kitchen linen byfollowing the research techniques. Student is able to understand the compatibility of surface materials with main fabric of hometextiles.

Duration:		110Hours	Theory:		15hours	Practical:		105hours
LearningUnit	LearningOutcomes		LearningElements			Duration	Materials Required	Learning Place

LU1. Identify categories of Home textiles	Trainee will be able to: Identify various bed linen products through research including bedsheet set, comforters, curtains, cushions, bed skirts, Dec (Decorative) pillows etc. Identify various bath linen products through research including <ul style="list-style-type: none"> Bath towel 	Define home textiles Understand Different categories of home textiles. Types of bed linen products include: <ul style="list-style-type: none"> bed sheet set comforters curtains cushions bed skirts Dec (Decorative) pillows 	Theory: 05hrs Practical: 10 hrs Total: 15hrs	Consumable: <ul style="list-style-type: none"> Different Fabrics for bed linen/bath linen/kitchen linen Sewing thread Sample book Pencil Eraser 	Class Room/Sewing Lab
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	<ul style="list-style-type: none"> • Handtowel • Washcloth • Facetowel • Bath Robe • Bathmatts • Bath Sleepers <p>Identify various kitchen & table linen products through research including:</p> <ul style="list-style-type: none"> • Ovenmat • Potholder(Gloves) • Apron • Tablecover • Tablerunnersetc 	<p>Types of bath linen products including:</p> <ul style="list-style-type: none"> • Bath towel • Handtowel • Washcloth • Facetowel • Bath Robe • Bathmatts • Bath Sleepers <p>Types of kitchen linen products include:</p> <ul style="list-style-type: none"> • Ovenmat • Potholder(Gloves) • Apron • Tablecover • Tablerunners 		<ul style="list-style-type: none"> • Adhesive glue • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Sharpener • needles 	
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LU2. Explore surfacemater ials fordevelopm entofhomete xtiles	Trainee will be able to: <ul style="list-style-type: none"> • Carry out market research • Analyze the properties and characteristics of surface materials for the desired product • Finalize the material of surface materials for the development of Bedding/bath/kitch en and Table linen 	Enlist surface materials used in home textile Properties/characteristics of surface materials Compatibility of surface material with the main fabric of home textiles.	Theory: 00hrs Practical: 10 hrs Total: 10hrs	Consumable: <ul style="list-style-type: none"> • Textile material (fabric/thread etc) as per project • Pencil • Eraser • Adhesive glue • Notebook Non-Consumable: <ul style="list-style-type: none"> • Sharpener 	ClassRoom
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LU3. Experiment textiles surface techniques for	Trainee will be able to: <ul style="list-style-type: none"> • Make a theme board for the development of home textiles 	Understanding of theme board for home textiles	Theory: 00hrs Practical: 20 hrs	Consumable: <ul style="list-style-type: none"> • Textile material (fabric/ 	Class Room/sewing Lab
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development of hometextil es	(Bedding/bath/kitchen &Tablelinen) <ul style="list-style-type: none"> • Researchdifferenttexti le techniques fordevelopment of hometextile productBedding/bath/ kitchen&Tablelinen • Explore textiletechnique s withdifferent surfacematerial s 	Different types of Textile techniques used for the development of hometextiles	Total: 20hrs	thread etc)as perproject <ul style="list-style-type: none"> • Sheets • Pencil • Eraser • Adhesive glue • Notebook Non- Consumable: <ul style="list-style-type: none"> • Sharpener 	
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LU4. Develop final home textile product	Trainee will be able to: <ul style="list-style-type: none"> • Develop layouts for final home textile product • Create storyboard 	Methods of developing the product of home textile <ul style="list-style-type: none"> • Develop layouts for final home textile product 	Theory: 00hrs Practical: 40 hrs Total: 40hrs	Consumable: <ul style="list-style-type: none"> • Textile material (fabric/thread etc) as per project • Sheets 	Class Room/Textile Lab
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	<ul style="list-style-type: none"> • Apply different textile surface techniques on fabric for value addition • Apply cut and sew techniques • Develop final home textile product • Apply finishing of final product. 	<ul style="list-style-type: none"> • Create storyboard • Different textile surface techniques on fabric • Understanding of making a technical drawing of the product • Cut and sew techniques for final product • Finishing of final product. 		<ul style="list-style-type: none"> • Pencil • Eraser • Adhesive glue • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Sharpener • Industrial Sewing Machines 	
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LU5. Prepare portfolio and presentations	Trainee will be able to: <ul style="list-style-type: none"> Conduct Research for development of 	Define Portfolio development	Theory: 05hrs Practical: 20 hrs	Consumable: <ul style="list-style-type: none"> Pencil Eraser 	Class Room/Computer Lab
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	<p>portfolio of final project</p> <ul style="list-style-type: none"> • Develop portfolio of final project • Conduct research on presentation techniques • Communicate design outcomes using different modes of presentation 	<p>Process of making portfolio for industry including</p> <ul style="list-style-type: none"> • All work done in previous modules • Finishing of best work • Compilation of work • Presentation/decoration of portfolio <p>Importance of presentation in industry</p> <p>Techniques for design presentation</p>	Total: 25hrs	<ul style="list-style-type: none"> • Adhesive glue <p>Notebook</p> <p>Non-Consumable:</p> <ul style="list-style-type: none"> • Sharpener • Computer system 	
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Module:6ExploreCADforadvance textiles

Objective: This competency standard deal with learning the competency of CAD, needed to carry out Motif designs, create Print designs fortextiles professionally. That includes performing different Technical Package for Print specific Projects using CAD platformswith different tools.It will also allow you to learn tools and materials to upgrade your knowledge. Your underpinning knowledge will be sufficient to provide you thebasisforyourwork

Duration:	130 Hours	Theory:	10 hours	Practical:	120 hours
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LearningUnit	LearningOutcomes	LearningElements	Duration	MaterialsRequired	Learning Pla
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LU1. CreateMotifDesignsforTextileusingCADPlatform(Vectorbased)	Trainee will be able to: <ul style="list-style-type: none"> • Use Software interface to create and set-up a file. • Use different tools to trace already created motifs. • Use various tools to create new motifs. • Work with colour palettes and use colour separation tools • Demonstrate the use of Effects menu to create various effects for the designs 	Define Interface Process of creating and setting up a file Process of creating and tracing Motifs Colour Palettes and Colour Separation Tools Knowledge of creating effects using effects menu	Theory hrs:3 Practical Hrs:20 Total Hrs:23 CrHrs:2.3	Consumable: <ul style="list-style-type: none"> • NoteBook • BallPoints • A4 size papers Non-consumable: <ul style="list-style-type: none"> • File folders • Computer with Internet Softwares: Adobe Photoshop Coral Draw	Computer Lab/Classroom
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LU2. CreatePrint Designfor TextileusingC ADPlatform	<ul style="list-style-type: none"> • Trainee will be able to: Work with various tools to createKey (unit) designs for a pattern(Nature – Flora & Fauna,Abstract, Islamic, Historic Contextetc.)	Process of using tools to create designs Types of Repeats <ul style="list-style-type: none"> • Block • Diamond • SideRepeat • Half Drop • Brick • Ogee 	Theory hrs:2 Practical Hrs:20 Total Hrs:	Consumable: <ul style="list-style-type: none"> • Notebook • Papers • Pencil • Eraser • Sharpener • Pen 	Classroom/C er Lab
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	<p>Repeat the design to create a pattern for T-shirt, Shirt & Dupatta</p> <ul style="list-style-type: none"> • Block • Diamond • Side Repeat • Half Drop • Brick • Ogee • Create Digital Art Work for Textile print for T-shirt, Shirt & Dupatta • Create Background finishes for the print design 	<p>Process of developing T-shirt template</p> <p>Process of creating a design on T-Shirt</p> <p>Process of developing a design on Shirt (Ladies)</p> <p>Process of developing a design on Dupatta</p>	<p>22</p> <p>CrHrs: 2.2</p>	<p>Non-Consumable:</p> <ul style="list-style-type: none"> • File folders • Computer with Internet • Colour Printer • USB • Scanner <p>Softwares:</p> <p>Adobe Photoshop</p> <p>Coral Draw</p>	
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LU3. Create Technical Package for Print specific Projects using CAD Platform	Trainee will be able to: Create Technical Drawing of the T-shirt, Shirt & Dupatta Create Embellishment and Accessories design for the project	Define Tech packs Difference between Tech Packs and Specifications Different Types of Tech Packs Process of creating a Technical Drawing of T-shirt	Theory hrs:2 Practical Hrs:40	Consumable: <ul style="list-style-type: none"> • Pencil • Eraser 	Computer Lab
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	<p>Design the Care label, fabric instruction, brand label and tags etc. for the project.</p> <p>Create Technical Package (techpack) for print specific project i.e. T-shirt, Shirt & Dupatta</p> <ul style="list-style-type: none"> • Design Sheet • Tech-Pack sheet • Spec Sheet • Printing Sheet • Fabrication Sheet • Embellishment Sheet • Work Sheet • Costing Sheet 	<p>Process of creating a Technical Drawing of shirt (Ladies)</p> <p>Process of creating a Technical Drawing of Dupatta</p> <p>Process of making embellishment and Accessories design for Tech Pack</p> <p>Process of making Technical Package (Tech Pack):</p> <ul style="list-style-type: none"> • Design Sheet • Tech-Pack sheet • Spec Sheet • Printing Sheet • Fabrication Sheet • Embellishment Sheet • Work Sheet • Costing Sheet 	<p>Total Hrs: 42</p> <p>CrHrs: 4.2</p>	<ul style="list-style-type: none"> • Sheets • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • File folders • Computer with Internet • Colour Printer • USB • Scanner <p>Softwares:</p> <p>Adobe Photoshop</p> <p>Coral Draw</p>	
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LU4. Create a textile specific complete project using CAD Platform	Trainee will be able to: <ul style="list-style-type: none"> • Create Research board related to the chosen theme for the project • Create concept board/mood board related to the chosen theme for the project. 	Process of developing final project using CAD : <ul style="list-style-type: none"> • Research Board • Mood/Concept Board • Color Board • Final Design • Techpack Finishing of overall project	Theory hrs:3 Practical Hrs:40	Consumable: <ul style="list-style-type: none"> • Pencil • Eraser 	Computer Lab
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	<ul style="list-style-type: none"> • Create colour boards related to the chosen theme for the project. • Use various tools to create different designs for the project • Create Technical Package (tech-pack) for the project. 		<p>Total CrHrs: 4.3</p>	<ul style="list-style-type: none"> • Sheets • Notebook <p>Non-Consumable:</p> <ul style="list-style-type: none"> • File folders • Computer with Internet • Colour Printer • USB • Scanner <p>Softwares: Adobe Photoshop</p> <ul style="list-style-type: none"> • Coral Draw 	
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Module7:DevelopExperimentalConstructedTextiles

Objective: After completing this competency standard candidate will be able to conduct primary research for the development of experimental constructed textiles professionally. That conducts brainstorming exercises, carries out primary research, and develops a color board on the selected theme. *You* must be able to carry out material research including Traditional materials, Non-traditional materials

Duration:	130Hours	Theory:	10hours	Practical:	120hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Select a theme to develop experimental constructed textile	Trainee will be able to: <ul style="list-style-type: none"> Conduct brainstorming exercise to select a theme Carry out primary research carry out secondary research create mood board of selected theme 	Define constructed textiles. Importance of advance brainstorming Process of Developing of experimental constructed textiles.	Total: 23 Hrs. Theory: 03 Hrs Practical: 20 Hrs Credit Hours: 2.3 Hrs.	Non-Consumable: <ul style="list-style-type: none"> Magazines Computers system with internet connectivity Printer Consumable: <ul style="list-style-type: none"> Colours Scholar sheet Glue Brushes Paint Water 	Class Room/Studio Computer lab

				container	
				<ul style="list-style-type: none">• Pencils• Rubber• Sharpener	

LU2. Develop designs for experimental constructed textile	Trainee will be able to: <ul style="list-style-type: none"> Develop a color board on selected theme Illustrate different textures using media and techniques Develop designs intermixing colors and textures Create 3D designs for experimental constructed textile 	Textile construction techniques for developmental constructed textiles Illustrate different advanced textures Intermixing of colours and textures Creation of 3D designs for experimental constructed textile	Total: 32 Hrs. Theory: 02 Hrs Practical: 30 Hrs Credit Hours: 3.2 Hrs.	Consumable: Colours Scholar sheet Glue Brushes Paint Water container Pencils Rubber Sharpener	Classroom/Studio

LU3. Research materials for development of experimental	Trainee will be able to: <ul style="list-style-type: none"> Carry out material research including: Traditional materials Non-traditional materials 	Enlist different Traditional textile material Enlist different Non-traditional textile material Analyse properties of research material.	Total: 23 Hrs. Theory: 03 Hrs	Variety of traditional and non-traditional textile materials	Class Room/Studio
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constructed textile	<ul style="list-style-type: none"> Analyze properties and construction of research material Diagnose decorative characteristics of different materials Assess the creative potential of textile materials 	Enlist decorative materials	Practical: 20 Hrs Credit Hours: 2.3 Hrs.		
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LU4. Manipulate textile construction techniques for developmental constructed textiles	Trainee will be able to: <ul style="list-style-type: none"> ● Research on different textile construction techniques for developmental constructed textiles ● Explore textile construction techniques using different materials ● Demonstrate creative design ideas using 	Different methods of Textile manipulation Techniques Different Textile construction techniques for experimental textile Process of applying developed designs on Products	Total: 11 Hrs. Theory: 01 Hrs Practical: 10 Hrs Credit Hours: 1.1 Hrs.	Non-Consumable: <ul style="list-style-type: none"> ● Computers system with design ● Traditional Textile Materials ● Non Traditional Textile Mat 	Class Room/Studio
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	<p>textile construction techniques and process</p> <ul style="list-style-type: none"> ● Evaluate design ideas for textile construction techniques 				
<p>LU5.</p> <p>Manipulate textile construction techniques for development of constructed textiles</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> ● Illustrate final design ideas in 2D and 3D drawings ● Create storyboard including: ● Theme ● Color scheme ● Texture Techniques ● 2D and 	<p>Define 2D and 3D drawings</p> <p>Concept of portfolio</p> <p>Processes of Making Story board including</p> <ul style="list-style-type: none"> ● Theme ● Color scheme ● Texture Techniques ● 2D and 3D drawings 	<p>Total: 41 Hrs.</p> <p>Theory: 01 Hrs</p> <p>Practical: 40 Hrs</p> <p>Credit Hours: 4.1 Hrs.</p>	<p>Non-Consumable:</p> <ul style="list-style-type: none"> ● Computers system with designs software ● Mannequins 	<p>Class Room/Studio</p>

	3Ddrawing s				
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	<ul style="list-style-type: none"> • Create final project for experimental construction of textiles • Develop a portfolio of the whole project 				
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Module8:Exploresocioculturalstudiesin textile

Objective: After completing this competency standard candidate will be able to researchthe use of textiles within the Indo-Pak subcontinent.

*You*must be able to Identify the pre-production processes of textiles in the socio-cultural historic context of the Indo-Pak subcontinent.

		Duration:	110 Hours	Theory:	30 hours	Practical:	80 hours		
LearningUnit	LearningOutcomes			LearningElements		Duration	Materials Required	Learning	

<p>LU1: Undertake research on the use of Textiles & its techniques in Indo-Pak</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Conduct Research on the production of textiles within the Indo-Pak subcontinent. • Cotton • Silk • Pashmina/Cashmere • Woven Textiles • Jamawar • Woollen Fabrics • Conduct Research on the use of textiles within the Indo-Pak subcontinent • Conduct research on the post-production techniques on the textiles within socio-cultural context of the subcontinent <ul style="list-style-type: none"> • Ajrak • Ralli • Patchwork • Shishakari 	<p>Study of Textile Production within the Indo-Pak subcontinent.</p> <ul style="list-style-type: none"> • Cotton • Silk • Pashmina/Cashmere • Woven Textiles • Jamawar • Woollen Fabric <p>Study of using different fabrics within Indo-Pak subcontinent according to:</p> <ul style="list-style-type: none"> • Age • Gender • Season • Tradition/Occasion • Regional Folk <p>Study the post-production traditional and regional techniques on the textiles within socio-cultural context of the subcontinent.</p> <ul style="list-style-type: none"> • Ajrak 	<p>Total: 35 Hrs.</p> <p>Theory: 05 Hrs</p> <p>Practical: 30 Hrs</p> <p>Credit Hours: 3.5 Hrs.</p>	<p>Non-Consumable:</p> <ul style="list-style-type: none"> • Computers system with internet connectivity • Indo-Pak Textile related History books 	<p>Class Room computer lab</p>
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	<ul style="list-style-type: none"> • Kalamkari • Phulkari • Zardozi • Chunri • Embellishments • Embroidery • BlockPrinting • Chikankari 	<ul style="list-style-type: none"> • Ralli • Patchwork • Shishakari • Kalamkari • Phulkari • Zardozi • Chunri • Embellishments • Embroidery • BlockPrinting • Chikankari 			
LU2. Classify the production processes of textiles in Indo-Pak	Trainee will be able to: <ul style="list-style-type: none"> • Identify the pre-production processes of textiles in the socio-cultural historic context of the Indo-Pak subcontinent • Identify the post-production processes of textiles throughout the socio-cultural historic context of 	Define socio-cultural context History of textile in Indo Pak Textile socio-culture in Indo Pak Define pre-production Define post-production	Total: 35 Hrs. Theory: 05 Hrs Practical: 30 Hrs	Non-Consumable: <ul style="list-style-type: none"> • Computers system with internet connectivity • Indo-Pak Textile related 	Class Room Computer lab

	<p>the Indo-Pak subcontinent</p> <ul style="list-style-type: none"> Identify the use of textiles in socio-cultural historic context of the Indo-Pak subcontinent 		<p>Credit Hours: 3.5 Hrs.</p>	<p>History books</p>	
<p>LU3. Explore the socio-cultural design Elements to create textile compositions</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Generate thumbnails using elements from the socio-cultural context of the Indo-Pak subcontinent. Extract design elements from the thumbnails to create different textile compositions. Render the compositions using traditional colors of the selected context. 	<p>Study historical designs of Indo-Pak: Folk designs</p> <p>Regional designs</p> <p>Methods of making a design using socio-cultural elements</p> <ul style="list-style-type: none"> Thumbnails Compositions rendering <p>Define traditional colors</p>	<p>Total: 20 Hrs.</p> <p>Theory: 10 Hrs</p> <p>Practical: 10 Hrs</p> <p>Credit Hours: 2 Hrs.</p>	<p>Non-Consumable:</p> <ul style="list-style-type: none"> Computers system with internet connectivity Indo-Pak Textile related History books 	<p>Class Room</p> <p>Computer lab</p>

LU4. Compile a folder of textiles in the Indo-Pak Region	Trainee will be able to: <ul style="list-style-type: none"> • Create Research boards on textiles in Indo-Pak Region • Create Mood board for the textile in Indo-Pak Region 	Compilation of folder on textiles in Indo-Pak region <ul style="list-style-type: none"> • Research board • Mood Board • Colour Board 	Total: 20 Hrs. Theory: 10 Hrs	Non-Consumable: <ul style="list-style-type: none"> • Folder file 	
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	<ul style="list-style-type: none"> • Create colour board of the textile in Indo-Pak Region • Compile all the work within the folder. 	Evaluate the quality of the developed folder	Practical: 10 Hrs Credit Hours: 2 Hrs.		
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Module: 9 Identify fabrics and their uses in textile production

Objective: After completing this competency standard candidate will be able to identify different woven fabrics, knitted fabrics, and non-woven fabrics. Candidates will attain an appropriate level of skill to identify the characteristics, types, defects, and uses of different types of fabrics.

	Duration:	90Hours	Theory:	20 hours	Practical:	70 hours	
LearningUnit	LearningOutcomes	LearningElements	Duration	MaterialsRequired	Learning		

LU1. Identify wovenfabrics	Trainee will be able to: <ul style="list-style-type: none"> Collects samples of different selvages e.g. plain selvages, leno selvages etc. Collects samples of different weaves 	Defines selvage Selvage types <ul style="list-style-type: none"> Leno, Plain Understanding of comparing the characteristics and use of fabric structures	Total: 35Hrs. Theory: 05Hrs Practical: 30Hrs Credit Hours: 3.5 Hrs.	Consumable: Woven Fabric Thread/Yarn cones Non-Consumable: Industrial set up for Shuttle looms, Dobby, Jacquard, Shuttle-less looms, projectile looms, Rapier	<ul style="list-style-type: none"> In vi In un w ar
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	<p>types and compare their characteristics and uses (e.g. Plain, basket, ribbed, twill, satin, sateen etc.)</p>	<ul style="list-style-type: none"> • Woven • Knitted <p>Types of advanced technique of woven fabric</p> <ul style="list-style-type: none"> • dobby, • Jacquard, • crepe, • pile, • cut pile, • uncut pile, • double cloth, • Gauze/leno 		<p>looms, Water-Jet looms, Air-Jet looms</p> <p>Textile Fabric inspection</p> <p>Table Fault Ripper</p>	
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	<ul style="list-style-type: none"> Collect samples of defects of woven fabrics 	<p>Fundamental operations of a loom</p> <p>Different types of looms</p> <ul style="list-style-type: none"> Shuttle looms Dobby Jacquard Shuttle-less looms projectile looms Rapier looms Water-Jet looms Air-Jet looms <p>Identify Woven fabric defects</p> <p>Remedy of Woven fabric defects</p>			
LU2. Identify Knitted fabrics	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Collect samples of different warp and weft knitted fabrics (e.g. 	<p>Types of knitted fabrics</p> <ul style="list-style-type: none"> Warp-Knitted weft-knitted flat bed, circular 	<p>Total: 25Hrs.</p> <p>Theory: 05Hrs</p>	<p>Consumable:</p> <ul style="list-style-type: none"> Knitted Fabric <p>Non-Consumable:</p>	<ul style="list-style-type: none"> Interweaving Interweaving

	<p>Jersey, Rib, Raschel, Tricot etc.)</p> <ul style="list-style-type: none"> • Collect samples of flat-bed knitted and circular knitted fabrics. • Collect samples of common defects in knitted fabrics 	<p>Different types of knitting machines</p> <ul style="list-style-type: none"> • Flatbed • circular <p>Compare knitted fabric with woven fabric</p> <p>Identify knitted fabric defects</p> <p>Types of knitted fabric defects</p> <p>Remedy of knitted fabric defects</p>	<p>Practical: 20 Hrs</p> <p>Credit Hours: 2.5 Hrs.</p>	<ul style="list-style-type: none"> • Knitting fabric machines as Flatbed, circular knitting machine etc. • Textile Fabric inspection Table • Faults Ripper • Industrial set-up for Knitting Machines for warp and weft knitting 	
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LU3. Identifynon-wovenfabrics	Trainee will be able to: <ul style="list-style-type: none"> Collect samples of different Webs for non-woven (cotton web, polyester web, etc) Collect samples of different Web bonding (resin bonding, latex foam bonding, thermoplastic bonding, spun bonding, radiation bonding, chemical 	Define non-woven fabric Different Manufacturing method of non-woven fabrics Different uses of non-woven fabrics Define Web Bonding Types of web bonding as resin bonding, latex foam bonding, thermoplastic bonding, spun bonding, radiation bonding, chemical bonding, stitch-	Total: 30Hrs. Theory: 10Hrs Practical: 20Hrs Credit Hours: 3Hrs.	Consumable: <ul style="list-style-type: none"> Non-woven fabric Non-Consumable: <ul style="list-style-type: none"> Non-woven fabric manufacturing machines as: <ul style="list-style-type: none"> Punching Machine Stitching machine Industrial set up for non-woven fabric manufacturing Machines 	<ul style="list-style-type: none"> In vi In ur w ar
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	bonding, stitch- throughbonding, needlepunchingtheweb etc.) <ul style="list-style-type: none"> Collect samples ofdifferent Finished Non-wovenfabrics 	through bonding, needlepunchingthewebe tc.) Non-wovenfabricfaults Remedyofnon- wovenfabricfaults Finishingof non-wovenfabric			
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Module:10:PerformAdvanced Communication

Objective:Theaim ofthismoduleis togetknowledge,skills,andunderstandingtoPerformAdvanceCommunication It covers planning, organizing work and conducting training at the workplace, along with demonstrating professional skills independently.

Duration:	30Hours	Theory:	15hours	Practical:	15hours
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LearningUnit	LearningOutcomes	LearningElements	Duration	Materials Required	Learning Place
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LU1. Demonstrate professionalskills	Trainee will be able to: 1. Use different modes of communication to communicate • Speaking • Reading	<ul style="list-style-type: none"> Importance of different modes of communication to communicate Describes skills for CV 	Total: 07hrs Theory: 03hrs Practical: 04hrs	Consumable • Notebooks • Pen Non-Consumable • Whiteboard	ClassRoom
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	<ul style="list-style-type: none"> • Writing • Listening • Presentation • visualrepresentati onetc <p>2. DevelopCVSkillsacc ording torequirements</p> <p>3. Upgrade professionalskills by attendingtrainings, webinars,conference s etc.</p> <p>4. Perform Continuousprofessional developments requiredatthe workplace</p> <p>5. Developinterviewskills</p>	<ul style="list-style-type: none"> ◦ Creativity. ◦ InterpersonalSkills. ◦ CriticalThinking. ◦ ProblemSolving. ◦ PublicSpeaking. ◦ CustomerSer viceSkills. ◦ TeamworkSkills. ◦ Communication.Etc. <ul style="list-style-type: none"> • Importanceof hardskills • Development of professional skills • Continuous Professional Development • Interview Skills 		<ul style="list-style-type: none"> • Multimedia • Internet • Computer system 	
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LU2. Plan andOrga nizework	Trainee will be able to: <ul style="list-style-type: none"> Identify task requirements. Plan steps to complete tasks. Review planning and organizing process. 	<ul style="list-style-type: none"> Knowledge about training skills Understanding of Professional skills Describe the assessment and trainees feedback methods 	Total: 13hrs Theory: 7hrs Practical: 6hrs	Consumable <ul style="list-style-type: none"> Notebooks Pen Non-Consumable <ul style="list-style-type: none"> Whiteboard PPES 	ClassRoom
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	<ul style="list-style-type: none"> Organizework. 	<ul style="list-style-type: none"> Analyze the need of the trainingtypeatthe workplace <p>Activity:</p> <ul style="list-style-type: none"> Prepare a report toplan andorganize work as per the jobassigned 		<ul style="list-style-type: none"> Multimedia Internet Computers ystem 	
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LU3. Provide trainings at workplace	Trainee will be able to: <ul style="list-style-type: none"> Assess the need for training Prepare trainees for the learning experience Present training session Support trainees in managing their own learning Facilitate group learning Provide opportunity for practice Provide feedback on progress on trainees Review delivery experience 	<ul style="list-style-type: none"> Explain the need for training Importance of learning experience for trainees 	Total: 10hrs Theory: 05hrs Practical: 05hrs	Consumable <ul style="list-style-type: none"> Notebooks Pen Non-Consumable <ul style="list-style-type: none"> Whiteboard Multimedia Internet Computers System 	ClassRoom
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Module11:DevelopAdvance ComputerApplicationSkills

Objective: After this competency standard candidate will be able to understand Microsoft Office programs to create personal, academic andbusiness documents following current professional and/or industry standards, i.e. Data Entry, PowerPoint Presentation, and managing database andgraphicsforDesign

Duration:	40 Hours	Theory:	09 hours	Practical:	31 hours
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LearningUnit	LearningOutcomes	LearningElements	Duration	Materials Required	Learning Place
LU1. Manage Information System tocomplete atask	Trainee will be able to: <ul style="list-style-type: none"> Perform Data Entry inMSoffice Manage File/folder inMSoffice PerformScanningofd ocument Maintain OfficeRecordind rives PerformPrintingofd ocument Searchrequired Files/Folders 	<ul style="list-style-type: none"> IntroductiontoMS Office Creating a File/Folder in MSOffice Usesofscanners Understanding of recordmaintenanceinMS Office Formattingofd documents Understandingoffilesizere duction throughcompress/zip/unz ip 	Total: 10hrs. Theory: 04hrs. Practical: 06hrs.	Consumable <ul style="list-style-type: none"> Pocketfiles Notebooks Pencils Erasers Sharpeners Non-Consumable <ul style="list-style-type: none"> Whiteboard Multimedia InternetComp utersystem 	Classroom/Co mputerLab

	<ul style="list-style-type: none"> • Convert Files in required format. • Manage sizes of Files/Folders • Compress • Zip/unzip 				
LU2. Prepare Presentation using computers	Trainee will be able to: <ul style="list-style-type: none"> • Prepare presentation as per requirements, i.e. • Open blank presentation and add text/graphics • Create a simple design for a presentation • Apply existing styles within a presentation • Use presentation template and slides 	<ul style="list-style-type: none"> • Introduction to MS PowerPoint • Creating a presentation in MS PowerPoint • Uses of Templates in MS PowerPoint • Setting the transitions for slides • Presentation of slides 	Total: 10hrs. Theory: 02hrs. Practical: 08hrs.	Consumable <ul style="list-style-type: none"> • Pocket files • Notebooks • Pencils • Erasers • Sharpeners Non Consumable <ul style="list-style-type: none"> • Whiteboard • Multimedia • Internet Computers system 	Classroom/Computer Lab

	to create a presentation				
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	<ul style="list-style-type: none"> • Use various tools to improve the look of the presentation • Save presentation to the appropriate storage device and folder with required name • Customize basic settings to meet user requirements • Format presentation as required • Develop organization charts • Add objects and manipulate to meet presentation purposes • Modify slide layout, including text and colours, to 				
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	meetpresentation requirements				
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	<ul style="list-style-type: none"> • Save presentation in another format • Save to storage device and close presentation • Add slide show effect into presentation as required to enhance the presentation • Incorporate pre-set Animation • Apply Multimedia effects • Record Narration • Apply hyperlink • Apply video • Rehearse Timings • Test presentation for overall effect 				
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	<ul style="list-style-type: none"> • Print the presentation • Select appropriate print format for presentation 				
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	<ul style="list-style-type: none"> • Select preferred slideorientation • Add notes and slidenumbers • Preview slides andrun spell checkbeforepresen tation • Print selected slidesand submitpresentation toappropriate person forfeedback • Practice verbalpresenta tion • Practicepresentation throughAV Aids 				
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LU3. Use Microsoft Access to manage database	Trainee will be able to: <ul style="list-style-type: none"> Collect the data using a standard database package. Start access to managed database. i.e . 	<ul style="list-style-type: none"> Introduction to MS Access Database Understand the parts of MS Access Database <ul style="list-style-type: none"> Tables Forms Reports 	Total: 05hrs. Theory: 00hrs. Practical: 05hrs.	Consumable <ul style="list-style-type: none"> Pocket files Notebooks Pencils Erasers Sharpeners Non-Consumable	Classroom/Computer Lab
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	<ul style="list-style-type: none"> • identify problem statement of Data • Develop a table with fields /attributes according to database usage/user requirements • Create a primary key and establish an index for each table • Modify table layout and field attributes as required • Create a relationship between the two tables • Add data in a table according to information requirements • Add records as required 	<ul style="list-style-type: none"> • Queries etc. • Uses of MS Access Database 		<ul style="list-style-type: none"> • Whiteboard • Multimedia • Internet Computers system 	
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	<ul style="list-style-type: none"> • delete records asrequired • Save database tostoragearea • close down databaseto storagearea • Apply criteria in thefollowingQuery • SQLviewof Query • Wildcardsofquery • QueryCriteria • Customize basicsettings: • Adjust page layout tomeet userrequirements • Open and viewdifferenttool bars • Format font asappropriate for thepurpose of 				
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	<p>thedatabaseentrie</p> <p>s</p> <ul style="list-style-type: none"> • Createreports 				
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	<ul style="list-style-type: none"> • Design reports to present data in a logical sequence • Modify reports to include or exclude additional requirements • Distribute reports to appropriate person in a suitable format • Create forms • Use a wizard to create a simple form • Open existing database and modify records through a simple form • Rearrange objects within the form 				
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	toaccommodateinf ormation requirements				
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LU4. Develop graphics forDesign	Trainee will be able to: <ul style="list-style-type: none"> • Develop graphic design concepts based on a thorough understanding of the communication needed • Use design techniques confidently to produce designs • Integrate design tools skillfully to produce designs • Evaluate the success of completed designs to meet objectives • evaluate feedback from client/peers 	<ul style="list-style-type: none"> • Introduction to graphic designing • Understanding of design techniques • Use of graphic design tools 	Total: 15hrs. Theory: 03hrs. Practical: 12hrs.	Consumable <ul style="list-style-type: none"> • Pocket files • Notebooks • Pencils • Erasers • Sharpeners Non-Consumable <ul style="list-style-type: none"> • Whiteboard • Multimedia • Internet Computers system 	Classroom/Computer Lab
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Module 12: Manage Human Resource Services

Objective: After this competency standard candidate will be able to describe the skills and knowledge required to plan, manage and evaluatedelivery of human resource services, integrating business ethics. It applies to individuals with responsibility for coordinating a range of humanresourceservices acrossan organization.They mayhave staffreporting tothem.

Duration:	20 Hours	Theory:	11 hours	Practical:	09 hours
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Duration: 20 Hours **The y:** 11hours **Practical:** 09hours

LearningUnit	LearningOutcomesor	LearningElements	Duration	Materials Required	Learning Place
LU1. Determine strategiesfor deliveryofhuman resourceservices	Trainee will be able to: <ul style="list-style-type: none"> Analyzebusiness strategyand operationalplansto determinehuman resourcerequirements Reviewexternal businessenvironment thatlikelyimpacton organization'shuman resourcerequirements Consult lineand senior managersto identify humanresourceneeds intheir areas Revieworganization's requirementsfor diversityin the workforce Deliverhuman resourceservices that 	<ul style="list-style-type: none"> Define Human Resources Organisation Structure Knowledge of plans related to business strategy Knowledge of plan related to HRstrategy Identification of HumanResourceneeds 	Total: 05hrs Theory: 01hrs Practical: 04hrs	Consumable <ul style="list-style-type: none"> Notebooks Pen Non-Consumable <ul style="list-style-type: none"> Whiteboard PPES Multimedia InternetComp utersystem 	ClassRoom

	<p>comply with business goals</p> <ul style="list-style-type: none"> Develop strategic action plan for delivery of human resource services Develop roles and responsibilities of human resource team Develop quality assurance policy 	<p>Define Strategy</p> <p>Define goals</p> <p>Difference between mission and vision statement</p> <p>Define roles and responsibilities of human resource team</p> <p>Knowledge of quality assurance policy</p>			
<p>LU2.</p> <p>Manage the delivery of human resource services</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Communicate human resource strategies and services to internal and external stakeholders Develop and negotiate services 	<ul style="list-style-type: none"> Define Stakeholders Identify internal and external stakeholders Define service level agreement in human resources Understanding of Memorandum of understanding (MOU) Understanding of procurement document 	<p>Total: 05hrs</p> <p>Theory: 00hrs</p> <p>Practical: 05hrs</p>	<p>Consumable</p> <ul style="list-style-type: none"> Notebooks Pen <p>Non Consumable</p> <ul style="list-style-type: none"> White board PPES Multimedia Internet Computer system 	Class Room

	ice agreements between	<ul style="list-style-type: none">• Enlist Quality assurance processes			
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	<ul style="list-style-type: none"> • The human resource team, • Service providers • Client groups • Document service specifications, performance standards and timeframes • Document /communicate service • Specifications, • Performance standards • Timeframes • Monitor Quality assurance processes • Ensure that services are delivered 	<p>Importance of Human Resource Policy</p> <p>Define HR Performance standards and Parameters</p> <p>Action Plans</p> <p>Difference between monitoring and evaluation</p> <p>Monitoring of quality assurance process</p>			
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	by appropriate providers, according				
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	<p>to serviceagreements andoperationalplans</p> <ul style="list-style-type: none"> • Identifyunderperformanceof human resourceteam or serviceproviders 				
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LU3. Evaluate human resource service delivery	Trainee will be able to: <ul style="list-style-type: none"> • Establish a Management information system for human resource services • Conduct survey to determine level of satisfaction • Analyse feedback of survey • Recommend changes to service delivery 	<ul style="list-style-type: none"> • Understanding of function of Human Resource Information System (HRIS) • Define Survey • Questionnaire for survey • Understanding of Service delivery document • Define constructive feedback • Process of analysing the feedback 	Total: 05hrs Theory: 05hrs Practical: 00hrs	Consumable <ul style="list-style-type: none"> • Notebooks • Pen Non-Consumable <ul style="list-style-type: none"> • White board • PPES • Multimedia • Internet • Computer system 	Class Room
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	<ul style="list-style-type: none"> Support agreed change processes across the organization 				
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LU4. Manage integration of business ethics in human resource practices	Trainee will be able to: <ul style="list-style-type: none"> • Ensure ethics in personal behaviour • Ensure code of conduct is observed across the organization, • Observe confidentiality requirements in dealing with all human resource information • Deal promptly with unethical behaviour • Ensure all persons responsible for human resource functions 	<ul style="list-style-type: none"> • Knowledge of organizational code of conduct • Understanding confidentiality of workplace • Understanding of ethics of human resource • 	Total: 05hrs Theory: 05hrs Practical: 00hrs	Consumable <ul style="list-style-type: none"> • Notebooks • Pen Non Consumable <ul style="list-style-type: none"> • White board PPES • Multimedia • Internet Computers system 	Class Room
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	understand requirements regarding their ethical behaviour				
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Module 13: Develop Entrepreneurial Skills

Objective: After this competency standard candidate will be able to identify the competencies required to develop entrepreneurial skills, in accordance with the organization's approved guidelines and procedures. You will be expected to develop a business plan, collect information regarding funding sources, develop a marketing plan and develop basic business communications skills. Your underpinning knowledge regarding entrepreneurial skills will be sufficient to provide you a basis for your work.

Duration:	30 Hours	Theory:	22 hours	Practical:	8 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
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LU1. Develop abusinessplan	Trainee will be able to: 1. Conduct a market survey to collect following infor mation • Customer /demand • Tools, equipment, machin ery and furniture with rat es	• Define Business plan • Main elements of business plan • Filling the business plan format • Enlist specific business terms used in the industry • Describe 7Cs of business communication	Total: 10 hrs Theory: 8 hrs Practical: 2 hrs	Consumable • Notebooks • Pen Non-Consumable • Whiteboard PPES • Multimedia • Internet	Classroom
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	<ul style="list-style-type: none"> • Rawmaterial • Supplier • Credit / fundingsources • Marketingstrategy • Markettrends • Overallexpenses • Profitmargin <p>Select the best optionin terms of cost,service, quality, sales,profit margin, overallexpenses</p> <ul style="list-style-type: none"> • Compile theinformation collectedthrough the marketsurvey,in thebusinessplanfo rmat 			<ul style="list-style-type: none"> • Computer system 	
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LU2. Collect information	Trainee will be able to:	<ul style="list-style-type: none"> • Enlist the available funding sources 	Total: 5hrs	Consumable <ul style="list-style-type: none"> • Notebooks 	Classroom
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regarding funding sources	<ul style="list-style-type: none"> Identify the available funding sources based on their terms and conditions, maximum loan limit, payback time, interest rate Choose the best available option according to investment requirement Prepare documents according to the loan agreement requirement Include the information of funding sources in the business plan 	<ul style="list-style-type: none"> Identify the sources of funding Explain how to get a loan to start a new business Explain market survey and its tools e.g.: questionnaire, interview, observation etc Terms and condition to get loan Process of preparing a document for loan 	Theory: 3hrs Practical: 2hrs	<ul style="list-style-type: none"> Pen Non Consumable <ul style="list-style-type: none"> White board PPES Multimedia Internet Computers system 	
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LU3. Develop a marketing plan	Trainee will be able to:	Define Marketing Plan Develop Marketing Plan using 7Ps	Total: 10hrs	Consumable • Notebooks	Classroom
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	<ul style="list-style-type: none"> • Make a marketing plan for the business including product, price, place, promotion, people, packaging, and positioning • Include the information of marketing plan in the business plan 		Theory: 8hrs Practical: 2hrs	<ul style="list-style-type: none"> • Pen NonConsumable <ul style="list-style-type: none"> • White board • Multimedia • Internet Computer system 	
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LU4. Develop basic business communication skills	Trainee will be able to: <ul style="list-style-type: none"> Communicate with internal customer e.g.: labor, partners, and external customer e.g.: suppliers, customers, etc. using effective communication Skills Use different modes of communication to communicate internally and externally e.g.: presentation, speaking, writing, listening, visual representation, reading etc. Use specific business 	<ul style="list-style-type: none"> Define Business communication Enlist internal customers Description of the market trends for a specific product offering Different modes of communication and their application in the industry Define business terms used in the market 	Total: 5hrs theory: 3hrs Practical: 2hrs Min	Consumable <ul style="list-style-type: none"> Notebooks Pen Non-Consumable <ul style="list-style-type: none"> Whiteboard PPES Multimedia Internet Computer system 	Classroom
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General assessment guidance for “Textile Design”

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 Associate:

- 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 Associate 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 different assessors are assessing same assignment of one student the result of assignment should remain the same .

Reliability means that the assessment is consistent and reproducible. The results for the particular assessment 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

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 competencies.

Assessment strategy for Level 4 “Textile Design Associate”

This level consists of 13 modules:

1. Exploredrawing techniques&colorsfortextile
2. Developtextiledesigncommercialaspect
3. Performadvancesurfacetechiquesfortextile
4. Developaccessoriesintextiles
5. Developproductsforhometextiles
6. ExploreCADforadvanceTextiles
7. Developexperimentalconstructedtextiles
8. Exploresocioculturalstudiesintextiles
9. Identifyfabrics andtheiruseintextileproduction
10. Performadvancedcommunication
11. DevelopAdvanceComputerApplicationSkills
12. ManageHumanResourceServices
13. DevelopEntrepreneurialSkills

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 Associate.

- Practical approach
- Completion of required competencies
- Appropriate use of available resources
- Time Management

Complete list of Tools and Equipment

Sr#	Description	Quantity
1.	Thumbpins	25 Sets
2.	Sharpener	25
3.	File folder A4 size	25
4.	Water color Brushes -No 0,4, 6,10	25
5.	Scales	25
6.	Water Container	25
7.	Water Paletes	25
8.	Machine Needles (1set for each)	25
9.	Needles (Embroidry)(1set for each-Different sizes)	25
10.	File Folders -A3Size	25
11.	Tracing Table(Light Table)	01
12.	Computer system with internet connectivity	25
13.	Color Printer	1
14.	Scanner	01
15.	Textile Fabric Inspection Table	
16.	Fabric Faults Ripper	5
17.	White Board	1
18.	Multimedia	1
19.	Different sizes of Embroidery Frames	25 each
20.	Adda	5
21.	Industrial sewing Machines	25
22.	Donkey stools	25
23.	Easels	25
24.	Frames for weaving 18/18"	25
25.	Nails	As per requirement
26.	Shoe Molds	05

27.	Paper cutters	25
28.	Juki Machines	25
29.	Glue gun	05
30.	Steam Iron	02
31.	Iron Stand	01
32.	Knitting needles	25(1 set for each)
33.	Crochet Needle	25
34.	Knitting Machines	05
35.	Hand looms	25
36.	Overlock Machine	01
37.		

List of consumable supplies

1. Sketchbook
2. Pencil
3. Erasers
4. Poster colors (black, white, blue, yellow, red)
5. Watercolor set (transparent)
6. Pencil colors

7. Charcoalsticks
8. Graphite
9. Ballpoints
10. Pointers
11. Sponges
12. Color Palette
13. Crayons
14. Soft pastels
15. Rags
16. Scholar sheets
17. Card board sheets
18. Drawingbook
19. Maskingtape
20. Notebook
21. Carbon paper
22. Pencils(HB, 2B, 3B)Blackpointers
23. WaterTracingsheets

Note :Different types of fabrics according to required competency

- 24. Embroidery Threads
- 25. Sewing Threads
- 26. Weaving Threads
- 27. Wool
- 28. Muqesh
- 29. beads
- 30. Knitting yarn
- 31. Crochet yarn
- 32. Different Fabrics (knitted and woven)
- 33. Warp yarn
- 34. Weft/filling yarn
- 35. Sewing thread
- 36. Adhesive glue
- 37. Gotta
- 38. Sequences
- 39. Notebook
- 40. Ball Points
- 41. A4 size papers
- 42. Colors
- Glue
- 43. Pocket files
- Notebooks
- Ear ring hooks and attachment rings

Fish wires

Craft wire

Ear rings Stoppers

Glue gun rods

Jewlery Studs

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
Exploredrawing techniques&coloursfortextile	110	11
Developtextiledesignincommercialaspect	130	13
Performadvancesurfacetechiquesfortextile	130	13
Developaccessoriesintextiles	130	13
Developproductsforhometextiles	110	11
ExploreCADforadvanceTextiles	130	13
Developexperimentalconstructedtextiles	130	13

CompetencyStandard	Estimate ofhours	Credit
Exploresocioculturalstudiesintextiles	110	11
Identifyfabrics andtheiruseintextileproduction	90	09
Performadvancedcommunication	30	03
DevelopAdvanceComputerApplicationSkills	40	04
ManageHumanResourceServices	20	02
DevelopEntrepreneurialSkills	30	03

