

CURRICULUM
OF
“TEXTILE DESIGN”
(Textile Design Manager)

LEVEL 5



Dec 2021



**National Vocational & Technical
Training Commission**

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Introduction

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

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

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

CBT based level 5 course in Textile Design Manager 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 sub fields which cover the overall industry of Textile, like dyeing and printing, embellishment, designing, weaving, knitting, marketing, digital designing and apparel and home textiles.

Purpose of the training program

The purpose of this qualification is to set professional standards for TEXTILE DESIGN Manager, who will serve as key personnel, 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. You will develop skills in drawing, painting and illustration, design and concept development, as well as textile history and contemporary practice. You’ll learn how to present your concepts using computer-aided design techniques. You will develop sophisticated skills and expertise in colour, drawing, design, and computing, enabling you to plan, develop and produce screen-printed, machine-knitted, or woven fabrics for a variety of applications

You will learn a variety of skills using a range of materials and processes. Including dye technologies, digital printing and fabric manipulation.

Overall objectives of Programme

The overall objectives of Textile Design qualification are as under:

- Improve the professional competence of textile industry
- Capacitate the local community and trainers in modern CBT trainings, methodologies and processes as envisaged under NVQF
- Provide flexible pathways and progressions in 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 course

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

- Extend expertise on CAD platforms to create a textile design project
- Develop a collection of textile
- Manage the textile production
- Explore textile through ages
- Communicate and sell textile design concepts through digital marketing
- Perform advanced dyeing, printing and finishing techniques in the textile industry
- Create technical documentation
- Identify and communicate trends in Career development
- Develop team and individuals
- Undertake project work

Possible Available Job Opportunities immediately and Later in the Future

- Textile designer/Manager
- Colour Manager
- Embroidery Design Manager
- Production Manager
- Digital Print Designer
- Motif Design Manager
- Digital Designer
- Freelance designer
- Online textile business Manager

Trainee entry level

The entry requirement for this qualification would be minimum Matric -or
Level 4 textile design Associate

Minimum qualification of trainer

Masters in Textile Design/clothing & Textiles

Bachelors in Textile design/clothing & Textiles with one year experience of related industry

Or

DAE in Textile design with a minimum of three years experience in related industry

- 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 in Urdu and English.

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

1. This curriculum comprises 10 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 follow:

Module Level-5	Theory ¹ Days/hours	Workplace ¹ Days/hours	Total hours
Extend expertise on CAD platforms to create a textile design project	30	280	310
Develop a collection of textile	60	140	200
Manage the textile production	80	60	140
Explore textile through ages	150	20	170
Communicate and sell textile design concepts through digital marketing	50	120	170
Perform advance dying, printing and finishing technique in textile industry	80	90	170
Create technical documentation	06	04	10
Identify and communicate trends in Career development	10	0	10
Develop team and individuals	09	01	10
Undertake project work	03	07	10
Total	478	722	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 textile industry needs in Pakistan.

The distribution table is shown below:

Textile Design Manager(L5) - 12 Months		
Extend expertise on CAD platforms to create a textile design project	Create technical documentation	Communicate and sell textile design concepts through digital marketing
Develop a collection of textile		
Manage the textile production	Identify and communicate trends in Career development	Perform advanced dying,printing and finishing techniques in textile industry
Explore textile through ages	Develop team and individuals	
Undertake project work		

Summary – overview of the curriculum

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module .1 Extend expertise on CAD platforms to create a textile design project</p> <p>Aim. The aim of this module is to deal with learning the expertise of CAD, needed to carry out design layouts, Create Print Ready Files of your Textile Project professionally</p>	<p>LU1. Create Layouts for selected Textile Design Project</p> <p>LU2. Use CAD platforms to create a range of textile project</p> <p>LU3. Create Print Ready Files of your Textile Project</p> <p>LU4. Create a Computer Aided Textile Design Portfolio</p>	30	280	310
<p>Module.2 Develop a collection of textiles</p> <p>Aim. The aim of this module to focus on the development of textile collection which includes theme research, market research and research on different techniques</p>	<p>LU1. Research for textile collection</p> <p>LU2. Communicate a range of creative design ideas</p> <p>LU 3. Apply a range of material and techniques ideas on fabric</p> <p>LU4. Develop a final textile collection</p>	60	140	200

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module.3 Manage the textile production</p> <p>Aim. The aim of this module is to deal with the Management of textile production professionally. That analyzes the input of the textile production units.</p>	<p>LU1. Analyze the Inputs of textile production units</p> <p>LU2. Create a plan for seasonal collection range</p> <p>LU3. Create a production plan for textiles</p> <p>LU4. Supervise the process of a Textile Production</p>	80	60	140
<p>Module.4 Explore textile through ages</p> <p>Aim. This module aims to deal with the underpinning knowledge of textiles in a historical context. Students will be able to research and record the production methodology in western and eastern civilizations.</p>	<p>LU1. Undertake research on the use of Textile & its techniques in the Western world</p> <p>LU2. Undertake research on the use of Textile & its techniques in the Eastern Regions</p> <p>LU3. Explore the historic design Elements to create textile compositions</p> <p>LU4. Compile a folder of textile through ages</p>	150	20	170

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module.5 Communicate and sell textile design concepts through digital marketing</p> <p>Aim. The aim of this module is to deal with learning textile design concepts through digital marketing professionals.</p>	<p>LU1. Perform Keywords search related to selected business type</p> <p>LU2. Perform ON & Off-Page SEO</p> <p>LU3. Use Google Search Console to Monitor social media presence</p> <p>LU4. Use Social Media Platforms for Digital Marketing</p> <p>LU5. Use Google Analytics software to create a report</p>	50	120	170
<p>Module.6</p> <p>Perform advanced dying, printing and finishing technique in textile industry</p> <p>Aim. The aim of this module is to deal with learning the competencies needed to perform advanced level dying & printing on fabrics such as cotton and silk.</p>	<p>LU1. Identify the pretreatment processes in textiles</p> <p>LU2. Apply advanced Dying techniques on fabric</p> <p>LU3. Perform advanced printing techniques</p> <p>LU4. Perform finishing</p>	80	90	170

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module.7 Create technical documentation</p> <p>Aim. The aim of this module to describe the performance outcomes, skills and knowledge required to create technical documentation that is clear to the target audience and easy to navigate</p>	<p>LU1. Identify and analyze documentation requirements and client needs</p> <p>LU2. Design documentation</p> <p>LU3. Develop documentation</p> <p>LU4. Evaluate and edit documentation</p> <p>LU5. Prepare documentation for publication</p>	6	4	10
<p>Module.8</p> <p>Identify and communicate trends in Career development</p> <p>Aim. The aim of this module to describe the skills and knowledge required to conduct research to identify and communicate career trends.</p>	<p>LU1. Research and confirm career trends</p> <p>LU2. Assess and confirm ongoing career development needs of the target group</p> <p>LU3. Maintain quality of career development services and professional practice</p>	10	0	10

Module Title and Aim	Learning Units	Theory Days/hours	Workplace Days/hours	Timeframe of modules
<p>Module.9 Develop team and individuals</p> <p>Aim. The aim of this module is to gain the knowledge and attitudes required to determine individual and team development needs and facilitate the development of the workgroup.</p>	<p>LU1. Monitor and evaluate workplace learning</p> <p>LU2. Develop team commitment and cooperation</p> <p>LU 3. Plan learning and development in the team</p> <p>LU 4. Select suitable learning Method</p> <p>LU5. Facilitate accomplishment of organizational goals</p>	09	01	10
<p>Module.10 Undertake project work</p> <p>Aim. The aim of this module is to describe the skills and knowledge required to undertake a straightforward project or a section of a larger project.</p>	<p>LU1. Define project</p> <p>LU2. Develop project plan</p> <p>LU3. Administer and monitor project</p> <p>LU4. Finalize project</p>	07	03	10

Modules

LEVEL 5 Textile Design Manager

Module 1: Extend expertise on CAD platforms to create a Textile Design Project

Objective: Students will be able to gain competency of CAD needed to carry out design layouts and create Print Ready files of Textile Project professionally. They will be creating a Computer Aided Textile Design Portfolio.

Duration:	310 Hours	Theory:	30 hours	Practical:	280 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
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<p>LU1. Create Layouts for selected Textile DesignProject</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Select a demand-oriented textile project e.g., apparel, home textiles, etc. keeping in mind Industry trends • Create a Research board related to the chosen theme for the selected project • Create a concept board/mood board related to the chosen theme for the selected project. • Create colour boards related to the chosen theme for the 	<p>Define Demand Oriented projects</p> <p>Understanding of various attributes of their target consumer.</p> <p>Types of textile Upholstery /home textile</p> <ul style="list-style-type: none"> • Apparel <p>Understanding of Colour modes, Channels and Layers</p> <p>Practice the uses of different tools.</p> <p>Describe Technical Drawings</p>	<p>Theory: 10hr</p> <p>Practical: 70hrs</p> <p>Total hrs. 80hrs</p> <p>Cr. 0.8hrs</p>	<p>Consumable:</p> <p>Print paper</p> <p>Printer inks</p> <p>Note book</p> <p>Non-consumable:</p> <p>Computer Systemwith Internet Connection</p> <p>Multimedia</p>	<p>Lab/class room</p>
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	<p>Selected project.</p> <ul style="list-style-type: none"> • Develop initial designs for the selected project • Create layouts to demonstrate Design placement & sizing 	<p>Define Industry-standard measurements</p> <p>Design Development process based on thematic Digital mood board as per requirement</p>			
<p>LU2. Use CAD platforms to create a range of textile projects.</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Develop design for a selected project on CAD platforms • Create technical package (tech pack) of the project • Use Wilcon software to create embroidery details for the project 	<p>Tech pack components/elements</p> <p>Tech pack development using CAD</p> <p>Use of embroidery.</p> <p>knowledge of StitchTypes</p> <p>Stitch styles</p> <p>No. of stitches</p> <p>Operate Wilcon software interface for embroidery</p>	<p>Theory: 10hr</p> <p>Practical: 70hrs</p> <p>Total hrs. 80hrs</p> <p>Cr. 0.8hrs</p>	<p>Consumable:</p> <p>Pocket files</p> <p>Notebooks</p> <p>Pencils</p> <p>Erasers</p> <p>Sharpener</p> <p>Printer papers</p> <p>Non-consumable:</p> <p>Whiteboard</p> <p>Multimedia</p> <p>Internet</p> <p>Color Printer</p> <p>Computer system with internet</p>	<p>Lab</p>

				connectivity and CAD software's Wilcom software installed	
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<p>LU3. Create Print Ready Files of your Textile Project</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Create print-ready files by deleting the unnecessary layer / channels • Export the files for presentation • Create a PPT presentation of the project 	<p>Concept of Presentation templates for PowerPoint</p> <p>Concept of layers and channels in Adobe Photoshop software</p> <p>Use of the plotter</p> <p>Design Presentation/realization of technical aspects of the chosen design</p>	<p>Theory: 5hr</p> <p>Practical: 70hrs</p> <p>Total hrs. 75hrs</p> <p>Cr. 7.5hrs</p>	<p>Non-consumable:</p> <p>Computer system with power point software installed</p> <p>Plotter</p>	<p>IT Lab</p>
<p>LU4. Create a Computer Aided Textile Design Portfolio</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Create a suitable template for your textile presentation • Digitize Manual work to include in the portfolio. • Edit/Re-do the already developed digital textile design work produced previously. • Compile the portfolio within the presentation 	<p>Knowledge of carrying final garment design development according to the selected theme by using CAD.</p> <p>concept of garment styling and accessories</p> <p>Develop understanding and skills to produce user focused commercially viable apparel products.</p> <p>Understanding of customizing of pattern on CAD</p>	<p>Theory: 5hr</p> <p>Practical: 70hrs</p> <p>Total hrs. 75hrs</p> <p>Cr. 7.5hrs</p>	<p>Consumable:</p> <p>Print paper</p> <p>Printer inks</p> <p>Note book</p> <p>Non-consumable:</p> <p>Computer System with Internet Connection</p> <p>Multimedia</p>	<p>IT Lab</p>

	<ul style="list-style-type: none"> finalize the portfolio According to industry requirements. 	understanding of digitizing of pattern on CAD			
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Module 2: Develop a collection for textile

Objective: After this competency standard candidate will be able to develop a textile collection from concept to execution including research, design development, material selection, and final designs. They will be able to develop the whole textile collection in this module.

Duration:	200 Hours	Theory:	60 hours	Practical:	140 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Research for textile collection	Trainee will be able to: <ul style="list-style-type: none"> Conduct theme research Conduct research on future trends Carry out market research Research on different textile techniques 	Differentiate technicalities according to the chosen project Research for forecasting according to the chosen project Understanding of fashion looks and themes through detailed research according to the chosen project concept of research materials and	Theory: 20hr Practical: 20hrs Total hrs. 40hrs Cr. 4hrs	Consumable: Pocket files Notebooks Pencils Erasers Sharpeners Non-consumable: Whiteboard Multimedia	Market survey Lab Classroom

		<p>design ideas according to the chosen project</p> <p>Different textile techniques according to the chosen project</p>		<p>Internet</p> <p>Computer system</p> <p>Printer</p>	
<p>LU2. Communicate a range of creative design ideas</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Write a client brief • Create a mood board • Create a colour board 	<p>Define Client brief</p> <p>Knowledge of a range of creative design ideas according to the chosen project</p>	<p>Theory: 10hr</p> <p>Practical: 30hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	<p>Consumable:</p> <p>Pocket files</p> <p>Notebooks</p> <p>Pencils</p>	<p>Lab classroom</p>

	<ul style="list-style-type: none"> • develop motifs for textile design on paper • Create layouts for textile designs on paper • Finalize textile design layouts for final textile collection 	<ul style="list-style-type: none"> • Motifs • Mood board • Annotations • Layouts • Textile design 	<p>Erasers</p> <p>Sketchbooks</p> <p>Glue stick</p> <p>Chart paper</p> <p>Colour pallets,</p> <p>Watercolour brushes,</p> <p>Sharpeners</p> <p>Non-consumable:</p> <p>Whiteboard</p> <p>Multimedia</p> <p>Internet</p> <p>Drawing board</p>	
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<p>LU3. Apply a range of material and techniques ideas on fabric</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Create a material board for final project • Create 3D designs for the final project • Develop 3D designs using selected materials • Finalize 3D design is rendered for final textile collection • Identify the modification of textile techniques and surface material 	<p>Knowledge of textile techniques and surface materials according to the chosen project</p> <p>Knowledge of 3D designs according to the chosen project</p> <p>Concept of material board</p>	<p>Theory: 10hr Practical: 40hrs Total hrs. 50hrs Cr. 5hrs</p>	<p>Consumable:</p> <p>Pocket files Notebooks Pencils Erasers Sketchbooks Glue stick Chart paper Colour pallets, Different colour Sharpeners</p> <p>Non-consumable:</p>	<p>Lab classroom</p>
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				Whiteboard Multimedia Internet Wooden board brushes,	
LU4. . Develop final textile collection	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Create a storyboard for specification of textile techniques and materials including: <ul style="list-style-type: none"> ✓ final 2d drawing ✓ final 3d drawing ✓ final materials ✓ final textile techniques ✓ prototypes • Create a colour board • Select material and equipment for the development of the final textile collection • Create final textile 	<p>Define Final textile collection from concept to execution according to the chosen project including:</p> <ul style="list-style-type: none"> ✓ Storyboard ✓ final 2d drawing ✓ final 3d drawing ✓ final materials ✓ final textile techniques ✓ prototypes ✓ colour board ✓ design specifications ✓ final textile material collection <p>Evaluation of the whole process according to the chosen project</p>	<p>Theory: 20hr Practical: 50hrs Total hrs. 70hrs Cr. 7hrs</p>	<p>Consumable:</p> <ul style="list-style-type: none"> Pocket files Notebooks Pencils Erasers Sketchbooks Glue stick Wooden board Chart paper Colour pallets, Watercolour brushes, Sharpeners <p>Non-consumable:</p> <ul style="list-style-type: none"> Whiteboard 	Lab classroom

	collection according to specifications			Multimedia Internet	
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	<ul style="list-style-type: none">• Final items are assessed against design specifications• Carryout final finishing process				
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Module 3: Manage the textile production

Objective of the module: After learning this competency standard candidate will be able to analyze the input of Textile Production units, create a plan for textile collection as well as supervise the whole production process from the first step to execution.

Duration:	170 Hours	Theory:	150 hours	Practical:	20 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Analyze the Input of the textile production units	Trainee will be able to: <ul style="list-style-type: none"> Conduct analysis of raw materials Conduct analysis of accessories Inspect the machinery for textile production Analyse the infrastructure for a safe working environment of the production unit Supervise the customer order for productions Reflect upon regulatory Requirements of productions Create a plan for training of 	Understanding of raw materials Develop understanding of textile accessories and raw material Enlist textile production machinery Knowledge of occupational health and safety(OHS) Define Purchase order (PO) Concept of Marketing Concept of responsibilities of Planning production and control A process of making a plan for	Theory: 20hr Practical: 10hrs Total hrs. 30hrs Cr. 3hrs	Consumable: Purchase order sheets Pen Pencils Papers Notebook Non-consumable: Computer with internet Stamp Printer scanner	Industrial setup/classroom

	a worker for skill upgradation	training a worker for skill upgradation			
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	<ul style="list-style-type: none"> supervise the timing of order processing 				
<p>LU2. Create a plan for the seasonal collection range</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Create a range Plan for seasonal textile Create a trend Forecast report Research for fabrications related to your collection Create a plan to extract seasonal range (number of designs & number of pieces) 	<p>Understanding of trends and forecast study</p> <p>Trend forecast report</p> <p>Concept of market analysis</p> <p>Collection related fabric research</p> <p>Activity</p> <p>Report on seasonal collection range</p>	<p>Theory: 20hr</p> <p>Practical: 20hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	<p>Consumable:</p> <p>Notebook</p> <p>Pen</p> <p>Pencil</p> <p>Eraser</p> <p>Papers</p> <p>Magazines</p> <p>U H U</p> <p>Non-consumable:</p> <p>Folder A3 size</p> <p>Computer with internet</p> <p>Scanner</p> <p>Printer</p> <p>Paper cutter</p> <p>scissor</p> <p>Ruler</p>	<p>Industrial set up/classroom</p>

<p>LU3. Create a production plan for textiles</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Receive tech pack of final designs for textile production • Analyse purchase Order for final designs for textile • Consumption of selected textile Projects (apparel, home textile, etc) • Create a final production sheet 	<p>Analysis of purchase order</p> <p>Concept of production order sheet (fabric cutting order, dying order, printing order, stitching orderetc)</p> <p>Teck pack of final design according to the final project</p> <p>Concept of purchase order</p> <p>Understanding the analysis of purchase order</p>	<p>Theory: 20hr</p> <p>Practical: 20hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	<p>Consumable:</p> <p>Notebook</p> <p>Pen</p> <p>Pencil</p> <p>Eraser</p> <p>Papers</p> <p>Magazines</p> <p>U H U</p> <p>Non-consumable:</p> <p>Folder A3 size</p> <p>Computer with internet</p> <p>Scanner</p> <p>Printer</p> <p>Paper cutter</p> <p>scissor</p> <p>Ruler</p>	<p>Classroom/ Industrial set up</p>
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<p>LU4. . Supervise the process of a Textile Production</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Implements the Production Plan to ensure a smooth orderprocess • Maintain the textile production • Receive the stock from the production floor of yourselected order • Analyse the Inventory from the warehouse of yourproduction • Supervise the dispatch of your selected textile order • Forward the selected copy of purchase order and production sheet to accounts department • Suggest improvement for the betterment of the production process • Schedule a complete follow up with accounts and production 	<p>Concept of warehouse</p> <p>Understanding of inventory and inventory management</p> <p>Staking methods</p> <p>Steps for better production of the product</p> <p>Procedure for follow-up with accounts and production for betterproduction of the product</p>	<p>Theory: 20hr</p> <p>Practical: 10hrs</p> <p>Total hrs. 30hrs</p> <p>Cr. 3hrs</p>	<p>Consumable:</p> <p>Notebook</p> <p>Pen</p> <p>Pencil</p> <p>Eraser</p> <p>Papers</p> <p>Magazines</p> <p>U H U</p> <p>Non-consumable:</p> <p>Folder A3 size</p> <p>Computer with internet</p> <p>Scanner</p> <p>Printer</p> <p>Paper cutter</p> <p>scissor</p> <p>Ruler</p>	<p>Industrial set up</p> <p>lab/ Classroom</p>
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	department for Betterment of production process.				
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Model 4: Explore textile through ages

Objective: After this competency standard candidate will be able to research and record the textile techniques and methodologies in western and eastern civilizations. They will also be able to explore the historical design elements to create textile compositions.

Duration:	170 Hours	Theory:	150 hours	Practical:	20 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
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<p>LU1. Undertake research on the use of Textile & its techniques in the Western world</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Conduct research on Prehistoric Developments of textiles like felt, woven fabric, and dyes. • Conduct Research on the use of Textiles in the Medieval Ages • Conduct research on the production techniques and use of textiles in the High Middle Ages • Conduct research on the production techniques and use of textiles in Renaissance time period 	<p>Evaluation of Textiles</p> <p>16th-century Textiles & its techniques in the Western world</p> <p>17th-century Textiles & its techniques in the Western world</p> <p>18th-century Textiles & its techniques in the Western world</p> <p>19th-century Textiles & its techniques in the Western world</p> <p>20th-century Textiles & its techniques in the Western world</p> <p>Activity</p> <p>Develop a folder based on the historical era of textiles starting from the 16th to 19th century & its techniques in the Western world</p>	<p>Theory: 50hr Practical: 0hr Total: 50hrs Cr. 5hrs</p>	<p>Consumable:</p> <p>Fashion based Magazines</p> <p>Notebooks</p> <p>Pen</p> <p>Pencils</p> <p>Erasers</p> <p>U H U</p> <p>Non-consumable:</p> <p>Internet</p> <p>Folder A4 size</p> <p>Computer</p> <p>Scanner</p> <p>Scissor</p> <p>Paper cutter</p> <p>Web-based research printer</p>	<p>Market/ lab/ class room</p>
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	<ul style="list-style-type: none"> • Conduct research on the use of textiles in Early Modern Ages • Conduct research on the production process of Velvet in Italy • Conduct Research on Modern and Contemporary Artists of the Western World 				
<p>LU2. Undertake research on the use of Textile & its techniques in the Eastern Regions</p>	<p>Trainee will be able to:</p> <p>Conduct 19th-century Textiles & its techniques in the Western world</p> <ul style="list-style-type: none"> • Conduct Research on the development and techniques of Textiles in Ancient Egypt • Conduct Research on the development and techniques of Textiles in Ancient Egypt • Conduct research on the production, techniques and use of Silk in ancient China 	<p>History of shawls</p> <p>Research on the development and techniques of Textiles in Ancient Egypt</p> <p>Study fashion of Mughal India</p> <p>Research on the development and techniques of Textiles in Ancient Egypt</p> <p>research on the production, techniques and use of Silk in ancient China</p>	<p>Theory: 50hr Practical: 0hr Total hrs. 50hrs Cr. 5hrs</p>	<p>Consumable:</p> <p>Notebook Pen Pencil Eraser Papers Magazines U H U</p> <p>Non-consumable:</p> <p>Folder A3 size Computer with internet Scanner Printer Paper cutter</p>	<p>Market/ lab/ classroom</p>

				scissor Ruler	
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	<ul style="list-style-type: none"> • Conduct research on the use of Textiles and its techniques in the Islamic Time Period • Conduct research on the use of textiles and their techniques in the Persian Empire • Conduct research on the production techniques and use of Textiles in Ancient Japanese culture. • Identify pre and post-production processes of textiles throughout the history • Identify the use of textiles through the ages. 	<p>research on the use of Textiles and its techniques in the Islamic Time Period</p> <p>research on the use of textiles and their techniques in the Persian Empire</p> <p>research on the production techniques and use of Textiles in Ancient Japanese culture.</p> <p>Research on pre and post-production processes of textiles throughout the history</p>			
<p>LU3. Explore the historic 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 historical contexts. • Extract design elements 	<p>moodboard based on historic designs according to the chosen project</p> <p>Concept of thumbnails using historic design elements</p>	<p>Theory: 20hr</p> <p>Practical: 10hrs</p> <p>Total hrs. 30hrs</p> <p>Cr. 3hrs</p>	<p>Consumable:</p> <p>Notebook</p> <p>Pen</p> <p>Pencil</p> <p>Eraser</p> <p>Papers</p>	<p>classroom</p>

	<p>from the thumbnails to</p>	<p>Knowledge of different textile compositions using historic design elements</p>	<p>Magazines U H U</p> <p>Non-consumable:</p> <p>Computer with internet Scanner Printer Paper cutter scissor Ruler</p>	
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	<p>Create different textile compositions.</p> <ul style="list-style-type: none"> Render the compositions using traditional colours of the selected historic context. Create samples using the surface techniques for the product keeping in mind the socio-cultural historic context of Textiles 	<p>Knowledge of different rendering techniques in textile compositions using historic design elements</p> <p>Knowledge of developing different samples textile of using historic design elements through surface techniques</p>			
<p>LU4. Compile a folder of textile through ages</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Create Research boards on textiles through ages Create Mood board for the textile through ages Create a colour board of the textile through age Compile all of the work within the folder. 	<p>Knowledge of developing research boards on textiles through ages</p> <p>Knowledge of developing mood boards on textiles through ages</p> <p>Knowledge of developing colour boards on textiles through ages</p> <p>Evaluation of all previous work</p>	<p>Theory: 30hr</p> <p>Practical: 10hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	<p>Consumable:</p> <p>Notebook</p> <p>Pen</p> <p>Pencil</p> <p>Eraser</p> <p>Papers</p> <p>Magazines</p> <p>U H U</p> <p>Non-consumable:</p> <p>Folder A3 size</p> <p>Computer with internet</p> <p>Scanner</p>	<p>Lab/class room</p>

				Printer Paper cutter scissor Ruler	
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Module 5: Communicate and Sell Textile Design Concepts through Digital Marketing

Objective: After this competency standard candidate will be able to perform a keyword search related to a selected business type. This competency standard allows you to use Google Search Console to monitor social media presence and use social media networks for Digital Marketing

Duration:	170 Hours	Theory:	50 hours	Practical:	120 hours
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Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
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<p>LU1. Perform Keyword search related to selected business type</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Demonstrate Trends Monitoring and Rising Keywords as per your business/services category using Google Trends • Find out the keyword popularity according to the region in Google Trends • Use Google Keyword Planner to extract related keywords 	<p>Concept of search engines</p> <p>Trends and their monitoring</p> <p>Process of keywords Research</p>	<p>Theory: 10hr</p> <p>Practical: 20hrs</p> <p>Total hrs. 30hrs</p> <p>Cr. 3hrs</p>	<p>Non-consumable:</p> <p>Computer system with internet connection</p>	<p>Computer Lab</p> <p>Classroom</p>
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	<ul style="list-style-type: none"> • finalize the list of keywords 				
LU2. Perform On & Off-Page SEO	Trainee will be able to: <ul style="list-style-type: none"> • Write effective Title, Meta Description and Meta Keywords • Demonstrate the use of CTR – Click Through Rate • Place Keywords in Content • Demonstrate the use of Google Panda, Keyword Optimization, and Image Optimization. • Implement Redirect 301 • Create a sitemap • Create website and web pages • Use Link building platforms to build Links 	Define search engine optimization (SEO) Understanding of effective title Concept of Meta description and Meta keywords Uses of CTR Create and publish a website and webpages Create an email account	Theory: 10hr Practical: 20hrs Total hrs. 30hrs Cr. 3hrs	Non-consumable: Computer system with internet connection Printer Scanner	Computer Lab

<p>LU3. . Use Google Search Console to Monitor social media presence</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Use Google Webmaster Tools for the selected business • Setup Google Search Console 	<p>Understanding of google webmaster tools for the setting of different search consoles</p>	<p>Theory: 10hr Practical: 20hrs Total hrs. 30hrs Cr. 3hrs</p>	<p>Non-consumable:</p> <p>Computer system with valid internet connection Printer Scanner</p>	
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	<ul style="list-style-type: none"> • Add Property to Search Console • Submit Sitemap to Google • Demonstrate the work on Search Appearance • Obtain Search Traffic Report for your selected project • Use Google Index for index status • Use Fetch as Googlebot to check the errors 				
LU4. Use Social Media Platforms for Digital Marketing	Trainee will be able to: <ul style="list-style-type: none"> • Create Marketing content for digital marketing on social media. • Analyse the marketing content to ensure suitability for different platforms • Create accounts on different digital marketing platforms. 	<p>Knowledge of digital marketing</p> <p>Understanding of different social media platforms i.e.</p> <ul style="list-style-type: none"> • Facebook • Instagram • Twitter • Pinterest • YouTube • LinkedIn 	<p>Theory: 10hr</p> <p>Practical: 30hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	Non-consumable: <p>Computer system with internet connection</p>	<p>Computer Lab</p>

		<p>Create marketing content for social media platforms</p> <p>Understanding of how to create an account on different social media platforms</p>			
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	<ul style="list-style-type: none">• Use Facebook to market your project on social media platforms• Use Twitter to market your project on social media platforms• Use Instagram to market your project on social media platforms• Use LinkedIn to market your project on social media platforms• Use YouTube to market your project on social media platforms• Use Website to market your designs and projects.				
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LU5. Use Google Analytics software to create report	Trainee will be able to: <ul style="list-style-type: none"> • Set up Google Analytics to analyze the details related to the social media presence. • Create custom reports for your social media platforms • Collect reporting data using Google Analytics 	<p>Knowledge of google analytic software</p> <p>Creation of custom reports for social media platforms</p> <p>Collection of reporting data</p>	<p>Theory: 10hr</p> <p>Practical: 30hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	Non-consumable: <p>Computer system with a valid internet Printer Scanner</p>	<p>Computer Lab</p>
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Module 6: Perform advanced dying, printing, & finishing techniques in textile Industry

Objective: After this competency standard candidate will be able to identify the pre-treatment processes in textiles employed in the textile industry. They will also gain competence in advanced dyeing and printing techniques and their finishing processes.

Duration:	170 Hours	Theory:	80 hours	Practical:	90 hours	
Learning Unit	Learning Outcomes	Learning Elements		Duration	Materials Required	Learning Place

<p>LU1. Identify the pre-treatment processes in textiles</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Identify Singeing processes • Identify DE sizing • Identify Scouring • Identify Bleaching • Identify Mercerizing 	<p>Singeing process</p> <p>DE sizing processes</p> <p>Scouring process</p> <p>Bleaching process</p> <p>Mercerizing process</p>	<p>Theory: 30hr</p> <p>Practical: 10hrs</p> <p>Total hrs. 40hrs</p> <p>Cr. 4hrs</p>	<p>Non-consumable:</p> <p>Industrial setup for pre-treatment process</p>	<p>Institute pre-treatment process lab industrial unit</p>
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<p>LU2. Apply advanced Dyeing techniques on fabric</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Identify different kinds of dyes (pigment dyes, reactive dyes, disperse dyes, vat dyes, pad dyeing, Sulphur dyes) Identify different dyeing machines (soft flow, thermos, jigger, winches) Apply machine dyeing techniques i.e., yarn dyeing, piece dyeing, fabric dyeing and garment dyeing 	<p>Knowledge of different types of textile dyes (pigment dyes, reactive dyes, disperse dyes, vat dyes, pad dyeing, Sulphur dyes) and their uses</p> <p>Different textile dyeing machines (soft flow, thermos, jigger, winches etc.)</p> <p>Different textile dyeing processes for yarn, fabric and garments</p>	<p>Theory: 10hr Practical: 30hrs Total hrs. 40hrs Cr. 4hrs</p>	<p>Non-consumable:</p> <p>Industrial setup for advanced dyeing process</p>	
<p>LU3. Perform advanced printing techniques</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Identify various printing machines (rotary machine, flatbed machine, digital printing machine) Identify various printing techniques using various media (pigment dyes, reactive dyes, disperse dyes, Gold 	<p>Knowledge of different textile printing machines (rotary machine, flatbed machine, digital printing machine)</p> <p>Understanding of different printing techniques (pigment dyes, reactive dyes, disperse dyes, Gold Metallic and Silver Metallic)</p>	<p>Theory: 10hr Practical: 30hrs Total hrs. 40hrs Cr. 4hrs</p>	<p>Non-consumable:</p> <p>Industrial setup for advance printing process</p>	<p>Industrial setup</p>

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	<p>Metallic and Silver Metallic)</p> <ul style="list-style-type: none"> • Engraving screen of selected design • Apply desired Colours on the screen • Apply advanced printing techniques on Variousfabrics • For digital printing • Load /fix the fabric on digital printer, Select the design and print 	<p>Engraving process of the screenof selected design</p> <p>Understanding of digital printing method</p>			
LU4. Perform finishing	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Identify various kinds of hand feels (hard, soft) • Identify calendaring • Identify polishing • Identify optical brightening • Identify sulfurizing • Identify stenter process that stretches the fabric to recover uniform width • Identify chemical 	<p>Concept of fabric feel</p> <p>Calendaring process</p> <p>Understanding of sulfurizing process</p> <p>Concept of stenter</p> <p>Knowledge and application of different textile finishes</p>	<p>Theory: 30hr</p> <p>Practical: 20hrs</p> <p>Total hrs. 50hrs</p> <p>Cr. 5hrs</p>	<p>Consumable:</p> <p>Different types of fabric swatches</p> <p>Non-consumable:</p> <p>Industrial setup for finishing process</p>	Industrial setup

	finishes (Softeners,				
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	wrinkle resistant/cross linking agents, low flammability) <ul style="list-style-type: none"> • Apply special finishes (anti-microbial, anti-fungus, anti-bugs, Alvera, Vitamin A etc.) 				
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Module 7: Create technical documentation

Objective: After learning this competency standard the candidate will be able to create technical documentation that is clear to the target audience and easy to navigate. That includes drafting, analyzing, evaluating and finalizing the document.

	Duration:	10 Hours	Theory:	6 hours	Practical:	4 hours	
Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place		

<p>LU1. Identify and analyse documentation requirements and client needs</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Consult with client to identify documentation requirements • Interpret and evaluate documentation requirements and confirm details with the client • Investigate industry and documentation standards for requirements • Define and document the scope of work to be produced • Consult with client to validate and confirm the scope of work 	<p>Identify and document client requirements</p> <p>Requirement gathering methods</p> <p>Standards of documentation</p>	<p>Theory: 1hr Practical: 0hr Total : 1hr Cr. 0.1hr</p>	<p>Non-Consumable:</p> <p>Different types of fabric swatches</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>Whiteboard</p> <p>Multimedia</p> <p>Internet</p> <p>Computersystem</p>	<p>Classroom</p>
<p>LU2. Design documentation</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Identify information requirements with reference to layout and document structure • Create document templates and style guides consistent with information requirements 	<p>Identify the layout of document paragraphs, sentences, bulleted lists, and figures etc.)</p> <p>Knowledge of writing in technical communication style</p>	<p>Theory: 1hr Practical: 2hr Total : 3hr Cr. 0.3hr</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p>	<p>Class room/ lab</p>

				Computer system	
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	<ul style="list-style-type: none"> • Conduct a review of the system in order to understand its functionality • Extract content that meets information requirements according to copyright restrictions • Develop the structure of the technical documentation giving focus to the flow of information, style, tone and content format Validate the technical documentation structure with the client 				
LU3. Develop documentation	Trainee will be able to: <ul style="list-style-type: none"> • Write technical documentation based on the template and scope of work using the information gathered • Translate technical terminology into plain 	<p>Knowledge of technical documentand its types Describe technical translation.</p> <p>Knowledge of formatting and styling in document</p>	<p>Theory: 1hr Practical: 2hr Total : 3hr Cr. 0.3hr</p>	<p>Consumable: Notebooks Pen</p> <p>Non-Consumable: White board Multimedia Internet Computersystem</p>	<p>Classroom lab</p>

	<p>English where appropriate</p> <ul style="list-style-type: none"> Apply content format and style according to documentation standards and templates 				
<p>LU4. Evaluate and edit documentation</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Submit technical documentation to appropriate person for review Gather and analyze feedback Incorporate alterations into the technical documentation Edit the technical documentation for technical and grammatical accuracy 	<p>Knowledge of editing document</p> <p>Knowledge of review the document</p> <p>Knowledge of gathering and analyzing the feedback</p>	<p>Theory: 2hrs Practical: 0hr Total : 2hrs Cr. 0.2hr</p>	<p>Consumable:</p> <p>Notebooks Pen</p> <p>Non-Consumable:</p> <p>White board Multimedia Internet Computersystem</p>	<p>Class room</p>
<p>LU5. Prepare documentation for publication</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Check that the completed technical documentation meets client requirements and scope of work 	<p>Knowledge of plagiarism</p>	<p>Theory: 1hr Practical: 0hr Total : 1hr Cr. 0.1hr</p>	<p>Consumable:</p> <p>Notebooks Pen</p> <p>Non-Consumable:</p>	<p>Classroom IT lab</p>

				White board Multimedia	
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	<ul style="list-style-type: none"> • Submit the technical documentation to appropriate person for approval • Prepare the technical documentation for publication and distribution using appropriate channels 			Internet Computersystem	
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Module 8: Identify and communicate trends in career development

Objective: After this competency standard candidate will be able to interact professionally with others in assessing career needs, to effectively assist clients identify competencies they require for a career and employability in a given context. It also examines how to maintain quality of career development services and professional practice

	Duration:	10 Hours	Theory:	10 hours	Practical:	0 hours	
Learning Unit	Learning Outcomes		Learning Elements		Duration	Materials Required	Learning Place

<p>LU1. Research and confirm career trends</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Apply knowledge of changing organizational structures, lifespan of careers and methods of conducting work search, recruitment and selection processes • Analyse changing worker and employer issues, 	<p>Identify organizational structure</p> <p>Identify conducting work search</p> <p>Enlist the recruitment and selection processes</p> <p>Knowledge of rights and duties of worker</p> <p>Identify Responsibilities of employer</p> <p>Knowledge of organizational policy</p>	<p>Theory: 4hrs</p> <p>Practical: 0hr</p> <p>Total : 4hrs</p> <p>Cr. 0.4hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computer system</p>	<p>Classroom</p>
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	<p>rights and responsibilities in context of changing work practices</p> <ul style="list-style-type: none"> • Examine importance of quality careers development services • Maintain all research, documentation, sources and references (electronic or physical) to a high degree of currency and relevance • Analyse implications of relevant policy, legislation, professional codes of practice and national standards relating to worker and employer issues • Research changes and trends in theory of career development counselling and practice • Confirm clusters, levels and combinations of transferable employability skills and 	<p>Identify legislation, professional codes of practice</p> <p>National labor law standards</p> <p>Knowledge of Career pathway</p>			
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	<p>preferences that may open employment options spanning more than one occupation or career pathway</p>				
<p>LU2. Assess and confirm c</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Analyse history and records in assessing needs of target group Assess success of previous career development services and techniques used for individual or target group Deploy other means to investigate appropriate care and counselling approaches as required Maintain privacy and security of all data, research and personal records according to relevant policy, legislation, professional codes of practice and national standards 	<p>Identify quantities demographic data (geographic location, age, level of education, income level and employment. It can also include qualitative data such as attitudes, preferences, likes and dislikes) for target groups</p> <p>Knowledge of cyber security rules</p> <p>Knowledge of approaches to counselling</p>	<p>Theory: 3hrs Practical: 0hr Total : 3hrs Cr. 0.3hrs</p>	<p>Consumable:</p> <p>Notebooks Pen</p> <p>Non-Consumable:</p> <p>White board Multimedia Internet Computer system</p>	<p>Classroom</p>

	<ul style="list-style-type: none"> Establish existing work-life balance requirements, issues and needs 				
<p>LU3. Maintain quality of career development services and professional practice</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Analyse and review relevance of career theories, models, frameworks and research for target group Incorporate into career development services and professional practice, major changes and trends influencing workplace and career-related options and choices Comply with all relevant policy, legislation, professional codes of practice and national standards that influence delivery of career development services 	<p>Identify trends in career development Knowledge of professional development</p>	<p>Theory: 3hrs Practical: 0hr Total : 3hrs Cr. 0.3hr</p>	<p>Consumable: Notebooks Pen</p> <p>Non-Consumable: White board Multimedia Internet Computersystem</p>	<p>Classroom</p>

Module 9: Develop teams and individuals

Objective: After this competency standard candidate will be able to determine individual and team development needs and facilitate the development of the workgroup.

Duration: 10 Hours **Theory:** 10 hours **Practical:** 0 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1. Monitor and evaluate workplace learning	Trainee will be able to: <ul style="list-style-type: none"> Utilize feedback from individuals or teams to identify and implement improvements in future learning arrangements. Assess and record outcomes and performance of individuals/teams to determine the effectiveness of development programs and the extent of additional support. Negotiate modifications to learning plans to improve the efficiency 	Identify training and employee needs Evaluation feedback (Questionnaire for feedback) Differentiate between project efficiency and project effectiveness Identify assessment of team performance and Progress reports	Theory: 2hrs Practical: 0hr Total : 2hrs Cr. 0.2hrs	Consumable: Notebooks Pen Non-Consumable: White board Multimedia	Class room

	<p>and effectiveness of learning.</p> <ul style="list-style-type: none"> Maintain records and reports of competency within organizational Requirement. 				
<p>LU2. Develop team commitment and cooperation</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Use open communication processes to obtain and share information are used by team. Reach onto decisions by the team in accordance with its agreed roles and responsibilities. Develop mutual concern and camaraderie in the team. 	<p>What is open communication?</p> <p>Define team and team work</p> <p>Knowledge of team decision making</p>	<p>Theory: 2hrs</p> <p>Practical: 0hr</p> <p>Total : 2hrs</p> <p>Cr. 0.2hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computersystem</p>	<p>Classroom</p>
<p>LU3. Plan learning and development in the team</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Identify learning and development needs systematically in line with organizational requirements based on feedback on 	<p>Identify learning plans and training of employees</p> <p>Ways to improve personal development skills</p>	<p>Theory: 2hrs</p> <p>Practical: 0hr</p> <p>Total : 2hrs</p> <p>Cr. 0.2hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p>	<p>Classroom</p>

	<p>Performance and self-evaluation.</p> <ul style="list-style-type: none"> • Develop and implement learning plan to meet individual and group training and developmental needs • Encourage individuals to self -valuate performance and identify Areas for improvement. 			Computer system	
<p>LU4. Select suitable learning method</p>	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> • Identify learning and development program goals and objectives to match the specific knowledge and skills requirements of competency standards. • List down appropriately the learning delivery methods to the learning goals, the learning style of participants and availability of equipment and resources. 	<p>Design of learning environment of organization Competency standards of organization</p>	<p>Theory: 2hrs Practical: 0hr Total : 2hrs Cr. 0.2hrs</p>	<p>Consumable: Notebooks Pen</p> <p>Non-Consumable: White board Multimedia Internet Computersystem</p>	Classroom

	<ul style="list-style-type: none"> Identify resources and timelines required for learning activities are identified and approved in accordance with organizational Requirements. 				
LU5. Facilitate accomplishment of organizational goals	Trainee will be able to: <ul style="list-style-type: none"> Participate in team activities and communication processes. Develop individual and joint responsibility for their actions. Sustain collaborative efforts are sustained to attain organizational goals. 	What is team work communication? What are self-management skills Define organizational collaboration	Theory: 1hr Practical: 1hr Total : 2hrs Cr. 0.2hrs	Consumable: Notebooks Pen Non-Consumable: White board Multimedia Internet Computersystem	Classroom

Module 10: Undertake project work

Objective: After this competency standard candidate will be able to undertake a straightforward project or a section of a larger project. It covers developing a project plan, administering and monitoring the project, finalizing the project and reviewing the project to identify lessons learned for application to future projects. This unit applies to individuals who play a significant role in ensuring a project meets timelines, quality standards, budgetary limits and other requirements set for the project

Duration:	10 Hours	Theory:	10 hours	Practical:	0 hours	
Learning Unit	Learning Outcomes	Learning Elements		Duration	Materials Required	Learning Place

LU1. Define project	Trainee will be able to: <ul style="list-style-type: none"> • Access project scope and other relevant documentation • Define project stakeholders • Seek clarification from delegating authority of issues related to project and project parameters • Identify limits of own responsibility and reporting requirements • Clarify relationship of project to other projects and to the organization's objectives • Determine and access available resources to undertake project 	<p>identify project stakeholders</p> <p>identify project parameters</p> <p>reporting hierarchy</p> <p>organization objectives</p> <p>relationship of project with organization objectives</p> <p>resources allocation</p>	<p>Theory: 2hrs</p> <p>Practical: 0hr</p> <p>Total : 2hrs</p> <p>Cr. 0.2hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computersystem</p>	<p>Classroom</p>
LU2. Develop project plan	Trainee will be able to: <ul style="list-style-type: none"> • Develop project plan in line with the project parameters 	<p>Project management</p> <p>Project budgeting</p> <p>Leadership</p> <p>Project completion report</p> <p>Risk management</p>	<p>Theory: 1hr</p> <p>Practical: 3hrs</p> <p>Total : 4hrs</p> <p>Cr. 0.4hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p>	<p>Classroom</p>

Durati n: 10 Hours

Th ory: 7 hours

Practical: 3 hours

	<ul style="list-style-type: none"> Identify and access appropriate project management tools Formulate risk management plan for project, including Work Health and Safety (WHS) Develop and approve project budget Consult team members and take their views into account in planning the project Finalize project plan and gain necessary approvals to commence project according to documented Plan 	Occupational health safety rules		Internet Computer system	
LU3. Administer and monitor project	<p>Trainee will be able to:</p> <ul style="list-style-type: none"> Take action to ensure project team members are clear about their responsibilities and the project requirements Provide support for project team members, 	<p>Importance of workplace meetings, inspections or other consultative activities</p> <p>Identify ways of record keeping</p> <p>Describe the budgeting</p> <p>Define raw material procurement and quality</p>	<p>Theory: 0hr</p> <p>Practical: 3hrs</p> <p>Total : 3hrs</p> <p>Cr. 0.3hrs</p>	<p>Consumable:</p> <p>Notebooks</p> <p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p>	Classroom

	<p>especially with regard to specific needs, to ensure that the quality of the expected outcomes of the project and documented time lines are met</p> <ul style="list-style-type: none"> • Establish and maintain required recordkeeping systems throughout the project • Implement and monitor plans for managing project finances, resources and quality • Complete and forward project reports as required to stakeholders • Undertake risk management as required to ensure project outcomes are met • Achieve project deliverables 	<p>How dispatch of goods is arranged</p> <p>Risk management</p> <p>Concept of project deliverables</p>		Computersystem	
LU4. Finalize project	Trainee will be able to:	Project management	Theory: 0hr Practical: 1hr	Consumable: Notebooks	Classroom

			Total : 1hr Cr. 0.1hr		
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	<ul style="list-style-type: none"> • Complete financial recordkeeping associated with project and check for accuracy • Ensure transition of staff involved in project to new roles or reassignment to previous roles • Complete project documentation and obtain necessary sign-offs for concluding project 			<p>Pen</p> <p>Non-Consumable:</p> <p>White board</p> <p>Multimedia</p> <p>Internet</p> <p>Computersystem</p>	
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General assessment guidance for “*Textile Design Manager*”

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 is—or 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:

- Work performances, for example, create a simple app using app inventor that connects with Arduino board over Bluetooth and receive the sensor data to be displayed.
- Work Performances, for example, Develop a regulated power supply that will power up your digital circuit
- Demonstrations, for example, Design a Fan dimmer circuit.
- 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 include:

- Portfolio
- Assignment submission

- Reports
- Letters

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, if different assessors are assessing the same assignment of a student the result should remain the same.

Reliability means that the assessment is consistent and reproducible. The results for the particular ~~application~~ 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' need

Assessment strategy for “Textile Design” Level 5

This level consists of 10 modules:

1. Extend expertise on CAD platforms to create a textile design project
2. Develop a collection of textile
3. Manage the textile production
4. Explore textile through ages
5. Communicate and sell textile design concepts through digital marketing
6. Perform advance dyeing, printing and finishing technique in textile industry
7. Create technical documentation
8. Identify and communicate trends in Career development
9. Develop team and individuals
10. Undertake project work

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

The final assessment shall be in two parts: theoretical assessment and practical assessment. The final assessment marks shall contribute to the final result at the end of the qualification. The final theoretical assessment shall consist of short-answer questions. This part shall cover the technical, functional and generic co

For Level -5

1. Extend expertise on CAD platforms to create a textile design project

2. Develop a collection of textile
3. Manage the textile production
4. Explore textile through ages
5. Communicate and sell textile design concepts through digital marketing
6. Perform advance dyeing, printing and finishing technique in textile industry
7. Create technical documentation
8. Identify and communicate trends in Career development
9. Develop team and individuals
10. Undertake project work

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

- Practical Approach
- Completion of required competencies ~~Tasks~~
- Appropriate use of available resources

List of Tools and Equipment's

Sr. #	Description	Quantity
1.	Thumb pins	25
2.	Needles	25
3.	Dip brushes	Each 25
4.	File folder	25
5.	Scales	25
6.	Sharpener	25
7.	Water container	25
8.	Compass	25
9.	Punching needles	25
10.	Paper Puncher	5
11.	Computer system with internet connection, adobe Photoshop version, Wilcom Embroidery software	25
12.	Pen Tablet	25
13.	Printer	1
14.	Paper Cutter	25

15.	History books	25
16.	Mannequins	25
17.	Textile fabric inspection table	25
18.	Various knitting fabric machines	2
19.	Internet	
20.	Different Natural Fibers	25
21.	Different types of yarns	25
22.	Knitting Needles of different size	25
23.	Embroidery Frames of different size	25 each
24.	Different size of embroidery needles	25 each
25.	Ada	5
26.	Hand loom	1
27.	Wooden frame for weaving	25

List of consumable supplies

1. Sketch book

2. Pencil
3. Eraser
4. Poster colors (black, white, blue, yellow, red)
5. Water color set (transparent)
6. Pencil colors
7. Charcoal sticks
8. Graphite
9. Ball points
10. Pointers
11. Sponges
12. Color Palette
13. Crayons
14. Soft pastels
15. Rags
16. Scholar sheet
17. Drawing book
18. Masking tape
19. Note book
20. Carbon paper
21. Pencils (HB, 2B, 3B) Black pointers

22. Water Tracing sheets

23. Different Fabrics

24. Threads

25. Sample book

26. Muqesh

27. beads

28. Knitting yarn

29. Crochet yarn
30. Different Fabrics (knitted and woven)
31. Warp yarn
32. Weft/filling yarn
33. Sewing thread
34. Adhesive glue
35. Gotta
36. Sequences
37. Note Book
38. Ball Points
39. A4 size papers
40. Colors
41. Glue
42. Pocket files
43. Notebooks
44. Print papers
45. Printer ink
46. Pocket files
47. Chart paper
48. Wooden board

List of non-consumable supplies

1. Thumb pins
2. Sharpener
3. File folder
4. Dip brushes
5. Scales
6. Water container
7. Needles

8. File folders
9. Magazines
10. Computer system with internet connectivity
11. Printer
12. Mannequins
13. History books
14. Shuttle loom
15. Dobby loom
16. Jacquard loom
17. Shuttle-less loom
18. projectile loom
19. Rapier looms,
20. Water-Jet loom
21. Air-Jet loom
22. Textile Fabric inspection Table
23. Fabric Faults Ripper
24. Various Knitting fabric machines
25. Circular knitting machine
26. Flat-bed knitting machine
27. White board
28. Multimedia

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
Explore drawing techniques & colors for textile	110	11
Develop textile design in commercial aspect	130	13
Perform advance surface techniques for textile	130	13
Develop accessories in textiles	130	13
Develop products for home textiles	110	11
Explore CAD for advance Textiles	130	13
Develop experimental constructed textiles	130	13

Explore socio cultural studies in textiles	110	11
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Competency Standard	Estimate of hours	Credit
Identify fabrics and their use in textile production	90	09
Perform advanced communication	30	03
Develop Advance Computer Application Skills	40	04
Manage Human Resource Services	20	02
Develop Entrepreneurial Skills	30	03