



Model Curriculum

QP Name: Fashion Designer

QP Code: AMH/Q1201

QP Version: 4.0

NSQF Level: 5

Model Curriculum Version: 4.0

Apparel, Made-ups & Homefurnishing Sector Skill Council | Flat No. A312 To A323, Third Floor Somdatt Chamber –I Bikhaji Cama Place, Africa Avenue New Delhi-110066.

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Training Parameters

Sector	Apparel
Sub-Sector	Apparel
Occupation	Designing
Country	India
NSQF Level	5
Aligned to NCO/ISCO/ISIC Code	NCO-2015/7532.0101
Minimum Educational Qualification and Experience	<ul style="list-style-type: none"> Completed Diploma or equivalent with 1-year with relevant experience 12th Grade Pass with 3-year relevant experience Completed 3-year Diploma after 10th with 1.5-year with relevant experience Previous relevant Qualification of NSQF Level 4 with 3-year relevant experience
Pre-Requisite License or Training	NA
Minimum Job Entry Age	20 Years
Last Reviewed On	17-12-2024
Next Review Date	17-12-2027
NSQC Approval Date	17-12-2024
QP Version	4.0
Model Curriculum Creation Date	09/09/2024
Model Curriculum Valid Up to Date	17-12-2027
Model Curriculum Version	4.0
Minimum Duration of the Course	570
Maximum Duration of the Course	570

Program Overview

This section summarizes the end objectives of the program along with its duration.

Training Outcomes

At the end of the program, the learner should have acquired the listed knowledge and skills.

- Conduct research to create design collection.
- Creation of design for collection.
- Prepare tech pack.
- Create pattern of the garment.
- Construct the prototype garment for the collection.
- Evaluate design development processes.
- Make correction in the garment

Compulsory Modules

The table lists the modules, their duration and mode of delivery.

NOS and Module Details	Theory Duration	Practical Duration	On-the-Job Training Duration (Mandatory)	On-the-Job Training Duration (Recommended)	Total Duration
AMH/N1201: Prepare to make a design collection NOS Version- 3.0 NSQF Level- 5	45.00	75.00	30.00	0.00	150.00
Module 1: Introduction (Bridge Module)	3.00	0.00	0.00	0.00	3.00
Module 2 Conduct research to create design collection	21.00	30.00	0.00	0.00	51.00
Module 3 Creation of design for collection	21.00	45.00	30.00	0.00	96.00
AMH/N1202: Prepare prototype garments for the collection NOS Version- 3.0 NSQF Level- 5	30.00	90.00	30.00	0.00	150.00
Module 4 Prepare tech pack	10.00	30.00	0.00	0.00	40.00
Module 5 Create pattern of the garment	10.00	30.00	0.00	0.00	40.00
Module 6 Construct the prototype garment for the collection	10.00	30.00	30.00	0.00	70.00
AMH/N1203: Evaluate Design Development Processes NOS Version- 3.0 NSQF Level- 5	51.00	99.00	0.00	0.00	150.00
Module 7 Evaluate design development processes	31.00	59.00	0.00	0.00	90.00
Module 8 Make correction in the garment	20.00	40.00	0.00	0.00	60.00
AMH/N1204: Maintain the work area, tools, machines and computers and greening of job roles NOS Version- 3.0 NSQF Level- 5	15.00	15.00	0.00	0.00	30.00

Module 9: Maintain the work area, tools, machines and computers and greening of job oles	15.00	15.00	0.00	0.00	30.00
AMH/N0620: Promote and sustain safety, health, and security in workplace, while fostering Gender and Persons with Disabilities (PwD) Sensitization NOS Version- 1.0					
NSQF Level- 5	15.00	15.00	0.00	0.00	30.00
Module 10 Promote and sustain safety, health, and security in workplace, while fostering Gender and Persons with Disabilities (PwD) Sensitization	15.00	15.00	0.00	0.00	30.00
DGT/VSQ/N0102:Employability Skills NOS Version- 1.0					
NSQF Level- 4	24.00	36.00	0.00	0.00	60.00
Module 11:Employability Skills	24.00	36.00	0.00	0.00	60.00
Total Duration	180.00	390.00	60.00	0.00	570.00

Module Details

Module Name 1: Introduction and Orientation to Fashion Designer

Mapped to Bridge Module

Terminal Outcomes:

- Describe the outline of the Apparel industry in India
- Recognize various employment opportunities for a 'Fashion Designer' in the apparel industry.
- Identify apparel production process and the role that the 'Fashion Designer' plays in the process.
- Understand the production process

Duration: <03:00>	Duration: <00:00>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> Describe the size and scope of the apparel industry. Describe various employment opportunities for a 'Fashion Designer' in the apparel industry. Describe the apparel production process and the role that the 'Fashion Designer' plays in the process. Explain roles and responsibilities of a 'Fashion Designer'. 	
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster	
Tools, Equipment and Other Requirements	
training kit (trainer guide, presentations)	

Module Name 2: Conduct research to create design collection

Mapped to AMH/N1201 (Version 3.0)

Terminal Outcomes:

- Understand the organizations policies, procedures, guidelines and standards for dealing with buyers/clients
- Describe the importance to communication
- Describe to make arrangement for research

<i>Duration: 21:00</i>	<i>Duration: 30:00</i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Describe the various types of fiber, their properties, and textiles processes. • Follow compliance requirements related to usage of various types of dyes such as azo free dyes and garment construction process. • Identify various design elements. • Identify swatches of the fabrics (print, embroidery, dyed etc.), trims and accessories that are required for design development. 	<ul style="list-style-type: none"> • Plan market research using various tools of research such as forecast magazines, fashion shows, market analysis etc. • Identify the business process to be followed while creation of product range. • Conduct market research for trends and forecast from various sources such as forecasting sites like WGSN, forecast catalogues, etc. for garment design. • Develop a mood/theme board based on the market research. • Extract the key elements from the mood board which is intended to be put in the garment design as per the instructions given and the clientele.

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Dexterity Test Kit, Display Board, Garment sample (various types), lab dips, pit loom and strike off samples, Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Trims with Accessories (assortment) swatch file, Packing material (The quantity may vary as per requirement), First Aid Box, Dustbin, Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Fire Safety Equipment, Checking Table, White/Black Board, Basic stationery, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello-tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set (Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices, Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book (e.g. Fashion Forecasting Books/Journals/Magazines, Company Quality Standards, Product Manufacturing related, Color matching light box, Pantone Shade Cards, grey scale.

Module Name 3: Creation of design for collection

Mapped to AMH/N1201 (Version 3.0)

Terminal Outcomes:

- Identify how to conduct market research
- Describe the compliance process

<i>Duration: 21:00</i>	<i>Duration: 45:00</i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> Identify the requirements of the client. Identify the quality standards to be followed while creating the design. Identify various types of garments(shirts, skirts, trousers, etc.) and the types of garment parts such as sleeves, collars, necklines, etc. 	<ul style="list-style-type: none"> Construct a design using the various elements of design using computer and design software/ hand. Develop a file of the swatches collected. Identify various national and international standard sizes. Identify the intellectual property rights related to designing. Identify the garment construction technique as per the design created. Identify the cost components of the garment.

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Dexterity Test Kit, Display Board, Garment sample (various types), lab dips, pit loom and strike off samples, Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Trims with Accessories (assortment) swatch file, Packing material (The quantity may vary as per requirement), First Aid Box, Dustbin, Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Fire Safety Equipment, Checking Table, White/Black Board, Basic stationary, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello-tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set(Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices ,Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book (e.g. Fashion Forecasting Books/Journals/Magazines, Company Quality Standards, Product Manufacturing related, Color matching light box, Pantone Shade Cards, grey scale.

Module Name 4 : Prepare tech pack

Mapped to AMH/N1202 (Version 3.0)

Terminal Outcomes:

- Describe the techpack creation
- Describe the design brief
- Explain the type of garments
- Describe the roles of people in various departments

Duration: 10:00	Duration: 30:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Explain the process of garment construction. • Identify the various key elements covered in a techpack such as specs of the garment, type of fabric, color of fabric, type of trims and accessories, etc. including processes used and materials employed as per the customer's requirement, manufacturing process. 	<ul style="list-style-type: none"> • Analyze the sketches, drawings and samples to illustrate the design requirements. • Prepare the techpack. • Explain the roles of people working in various departments in the industry such as tailor, pattern maker, and merchandiser. • Explain the method of coordinating with various departments. • Explain the method of monitoring the process of creating sample

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Dexterity Test Kit, Display Board, Garment sample (various types), lab dips, pit loom and strike off samples, Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Trims with Accessories (assortment) swatch file, Packing material (The quantity may vary as per requirement), First Aid Box, Dustbin, Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Fire Safety Equipment, Checking Table, White/Black Board, Basic stationary, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello-tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set (Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices, Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book (e.g. Fashion Forecasting Books/Journals/Magazines, Company Quality Standards, Product Manufacturing related, Color matching light box, Pantone Shade Cards, grey scale

Module Name 5: Create pattern of the garment

Mapped to AMH/N1202 (Version 3.0)

Terminal Outcomes:

- Describe the pattern of the garment construction
- Describe the pattern as per the draping
- Describe the Details of the job role and responsibilities
- Identify the correct mannequin for draping as per the design

Duration: 10:00	Duration: 30:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Describe the various tools and equipment required for garment construction like sewing machine, pattern making tools, cutting tools. • Describe the method of creating a pattern. • Develop the pattern as per the draping done or using direct measurement. • Complete the pattern after cutting the notches, marking the grain line and writing the garment component's detail. • Write details on the pattern. • Describe various tools and equipment for pattern making 	<ul style="list-style-type: none"> • Iron the fabric. • Lay the fabric on the cutting table. • Lay the pattern on the fabric. • Cut the garment as per the pattern • Illustrate various techniques of taking body measurement on the live model, sample and mannequin. • Identify the method of draping the mannequin. • Drape the mannequin to construct the pattern in the required design. • Take the measurements from the mannequin to create the pattern • Analyze the finally draped mannequin to create the pattern as per the requirement and the specs. • Identify the method of creating a pattern • Identify the various tools and equipment required for garment construction like sewing machine, pattern making tools, cutting tools.
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster	
Tools, Equipment, and Other Requirements	
<p>Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Dexterity Test Kit, Display Board, Garment sample (various types), lab dips, pit loom and strike off samples, Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Trims with Accessories (assortment) swatch file, Packing material (The quantity may vary as per requirement), First Aid Box, Dustbin, Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Fire Safety Equipment, Checking Table, White/Black Board, Basic stationary, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello-tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set(Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices ,Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book (e.g. Fashion Forecasting Books/Journals/Magazines, Company Quality Standards, Product Manufacturing related, Color matching light box, Pantone Shade Cards, grey scale</p>	

Module Name 6: Construct the prototype garment for the collection

Mapped to AMH/N1202 (Version 3.0)

Terminal Outcomes:

- Identify the construct cut component
- Identify different types of design
- Identify different types of samples
- Describe cost sheet preparation

<i>Duration: 10:00</i>	<i>Duration: 30:00</i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Describe creation of techpack • Trace the embroidery design on the component/garment. • Describe how to construct the proto samples as per techpack as per the sequence of assembling the components. • Describe the important document required for the the garment collection • Prepare the cost sheet of the style in the given format. 	<ul style="list-style-type: none"> • Identify the various types of garment samples such as proto type sample, fit sample. • Identify the types of seams and stitches. • Stitch the samples of types of seams using different stitches. • Sketch the design for the embroidery on the component/garment. • Construct the cut components and assemble them to form a garment. • Embroider the constructed garment using different embroidery techniques. • Demonstrate different dyeing and printing techniques. • Identify the various types of samples constructed like proto sample, fit sample. • Evaluate the proto sample as per the details given in the techpack.

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

Computer with Computer Table And Chairs and peripherals, Projector/LCD, Printer, Dexterity Test Kit, Display Board, Garment sample (various types), lab dips, pit loom and strike off samples, Tags, Tag pins, Tagging Gun, Dress Form (size medium, male or female), Fabric Cutting Shears, Paper Cutting Scissors, Pinking Shears (The quantity may vary as per requirement), Trims with Accessories (assortment) swatch file, Packing material (The quantity may vary as per requirement), First Aid Box, Dustbin, Student's Chair With Table Arm, Teacher's Table & Chair, Student Notes, Fire Safety Equipment, Checking Table, White/Black Board, Basic stationary, Labels And Stickers (The quantity may vary as per requirement), Highlighter, Paper (printable sheets), Stapler (small and big size), Staple Pins (Small and big size. The quantity may vary), Punching Machine, Files and folders (The quantity may vary as per requirement), Push Pins, Glue Stick/Fevicol/Adhesive (The quantity may vary as per requirement), Cello-tape/ Double Sided Tape (The quantity may vary as per requirement), White Board with Marker, White Board Eraser, Documents set (Tech Pack, Specification Sheet, Buyer Requirement /comment Sheet, Production Order Sheet, purchase order, invoices, Cost Quotations etc.), fabric swatch file, Theme/mood boards, Types of book (e.g. Fashion Forecasting Books/Journals/Magazines, Company Quality Standards, Product Manufacturing related, Color matching light box, Pantone Shade Cards, grey scale

Module Name 7: Evaluate design development processes

Mapped to AMH/N1203 (Version 3.0)

Terminal Outcomes:

- Describe the how to prioritize your workload according to urgency.
- Describe the importance and the benefits of all process of checking
- Identify proto sample
- Describe the Details of the job role and responsibilities

Duration: 31:00	Duration: 59:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Describe how to Check the proto sample as per the instructions given in the techpack or by the client. • Describe how to Check proto sample for design (woven/print), and attributes like washability, utility, etc. • Describe the process of checking of proto sample for fitting. • Describe the coordination with the other departments in the manufacturing unit like merchandising, production department. • Describe the document design brief, development processes and outcomes 	<ul style="list-style-type: none"> • Check proto sample for design (woven/print), and attributes like washability, utility, etc • Identify check the proto sample as per the instructions given in the techpack or by the client. • Identify Check proto sample for fitting. • Identify the prototype for the feasibility of the garment in terms of sourcing fabric and trims available for the span of production. • Identify the important points to be considered for production of garments. • Identify the appropriate timescales for completing the work.
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster	
Tools, Equipment, and Other Requirements	
sewing machines and tools, sewing kit, mannequin	

Module Name 8: Make correction in the garment

Mapped to AMH/N1203 (Version 3.0)

Terminal Outcomes:

- Describe the Measurement issue
- Identify the defect in garment
- Identify the process of correction in garment as per sample
- Identify measurement issue

Duration: 20:00	Duration: 40:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Analyze all the corrections to be made with respect to fitting, measurement issues. • Describe how to make corrections in the proto/fit sample as per review inputs. • Describe the evaluation process the prototype for the feasibility of the garment in terms of sourcing of the fabric and the trims available for the span of production 	<ul style="list-style-type: none"> • Explain the method for getting approval of the final sample from the Client • Identify how to make corrections in the proto/fit sample as per review inputs. • Identify the defects in the garment like stitching defects, fitting and • Evaluate the various test results of the garment testing to check its feasibility and acceptance by the customer. • Identify the various tests to be conducted to check the quality standard of the garment. • Prepare the file of the approved sample containing approved fabric swatches, accessories, techpack, cost sheet etc.
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster	
Tools, Equipment, and Other Requirements	
sewing machines and tools, sewing kit, mannequin	

Module Name 9: Maintain the work area, tools, machines and computers and greening of job roles

Mapped to AMH/N1204 (Version3.0)

Terminal Outcomes:

- Importance of Green jobs in orgination
- Optimize usage of material and resources at workplace.
- Describe how to accommodate employees with disabilities; etiquette to adhere to and proper language and terminology
- Describe how to communicate, offer help, respecting space, parking etc. for people with disabilities or special needs.

<i>Duration: 15:00</i>	<i>Duration:15:00</i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Discuss the significance of specified usage of resources at work area • Evaluate the different ways to conserve energy in Apparel sector • State the importance of having an ethical and value based approach to governance. • State benefits to self and the organisation due to the practice of values and ethics. • Describe how to create the backup of the design created. • Describe how to store the soft copies as per the instructions provided. • Identify and report any possible deviation to regulatory requirements. • Seek and obtain clarifications on policies and procedures, from the supervisor or other authorized personnel. • Dispose the waste material in the dustbin. 	<ul style="list-style-type: none"> • Identify different ways of minimizing wastage. • Discussed the importance of energy • Discussed how to save energy • Switch of the machine when not in use. • Carrying out work functions in accordance with organizational standards, greening solutions, procedures, policies, legislation and regulations. • Demonstrate the method of handling and storage of waste materials such as paper, sketches, colouring tools, electronic waste, etc • Identify procedures to follow if legal, regulatory and ethical requirements of theorganisation are not met. • Maintain tools and equipment. • Demonstrate cleaning of sewing machine and other tools. • Demonstrate the method of working in a correct posture. • Carry out work functions in accordance with legislation and regulations, organizational guidelines and procedures. •
Classroom Aids:	
Charts, Flip Chart, White-Board/SmartBoard, Marker, Duster	
Tools, Equipment, and Other Requirements	
<ul style="list-style-type: none"> • First Aid kit, Fire Extinguisher , machinery and equipment 	

Module Name 10 : Promote and sustain safety, health, and security in workplace, while fostering Gender and Persons with Disabilities (PwD) Sensitization

Mapped to AMH/N0620 (Version 1.0)

Terminal Outcomes:

- Demonstrate the process involved to keep up the Safety and secure working environment
- Discussed the important of PWD & Gender Sensitivity

Duration: 15:00	Duration: 15:00
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
<ul style="list-style-type: none"> • Explain health and safety related practices applicable at the workplace. • Explain importance of complying with health, safety, gender and PwD related instructions applicable to workplace • Explain gender equality in apparel industry and methods. • Describe hazards like physical injuries, electric shock, etc. associated with operation and handling of sewing machines. • Describe how to perform emergency procedures such as first-aid and Cardio Pulmonary Resuscitation (CPR). 	<ul style="list-style-type: none"> • Discuss importance of training sensitization programs for gender, and PwD awareness organized at workplace. • Identify signage related to health and safety measures. • Identify the best use of materials to minimize waste. • Carryout running maintenance within agreed schedules. • Carry out maintenance and cleaning of tools and equipment within ones responsibility. • Make sure that the correct machine guards are in place. • Choose the correct posture of working in a comfortable position. • Select cleaning equipment and methods appropriate for the work. • Dispose waste safely in the designated location. • Store cleaning equipment safely after use. • Identify how to use different tools and equipment related to stitching like scissors, thread cutters, etc. safely and securely.
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster	
Tools, Equipment, and Other Requirements	
Sewing Machines and related equipment	

Module Name 11: Employability Skills

Mapped to DGT/VSQ/N0102:NOS (Version- 1.0)

Terminal Outcomes:

- Introduction to Employability Skills
- Constitutional values - Citizenship
- Becoming a Professional in the 21st Century
- Basic English Skills
- Career Development & Goal Setting
- Communication Skills
- Diversity & Inclusion
- Financial and Legal Literacy
- Essential Digital Skills
- Entrepreneurship
- Customer Service
- Getting ready for Apprenticeship & Jobs

Duration: 60:00(Theory 24 Hrs + Practical 36 Hrs)

Key Learning Outcomes

Introduction to Employability Skills Duration: 1.5 Hours

After completing this programme, participants will be able to:

1. Discuss the Employability Skills required for jobs in various industries
2. List different learning and employability related GOI and private portals and their usage

Constitutional values - Citizenship Duration: 1.5 Hours

3. Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen
4. Show how to practice different environmentally sustainable practices.

Becoming a Professional in the 21st Century Duration: 2.5 Hours

5. Discuss importance of relevant 21st century skills.
6. Exhibit 21st century skills like Self-Awareness, Behavior Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life.
7. Describe the benefits of continuous learning.

Basic English Skills Duration: 10 Hours

8. Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone
9. Read and interpret text written in basic English
10. Write a short note/paragraph / letter/e -mail using basic English

Career Development & Goal Setting Duration: 2 Hours

11. Create a career development plan with well-defined short- and long-term goals

Communication Skills Duration: 5 Hours

12. Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette.
13. Explain the importance of active listening for effective communication
14. Discuss the significance of working collaboratively with others in a team
- Diversity & Inclusion Duration: 2.5 Hours
15. Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD
16. Discuss the significance of escalating sexual harassment issues as per POSH act.
- Financial and Legal Literacy Duration: 5 Hours
17. Outline the importance of selecting the right financial institution, product, and service
18. Demonstrate how to carry out offline and online financial transactions, safely and securely
19. List the common components of salary and compute income, expenditure, taxes, investments etc.
20. Discuss the legal rights, laws, and aids
- Essential Digital Skills Duration: 10 Hours
21. Describe the role of digital technology in today's life
22. Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
23. Discuss the significance of displaying responsible online behavior while browsing, using various social media platforms, e-mails, etc., safely and securely
24. Create sample word documents, excel sheets and presentations using basic features
25. utilize virtual collaboration tools to work effectively
- Entrepreneurship Duration: 7 Hours
26. Explain the types of entrepreneurship and enterprises
27. Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
28. Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
29. Create a sample business plan, for the selected business opportunity
- Customer Service Duration: 5 Hours
30. Describe the significance of analyzing different types and needs of customers
31. Explain the significance of identifying customer needs and responding to them in a professional manner.
32. Discuss the significance of maintaining hygiene and dressing appropriately
- Getting Ready for apprenticeship & Jobs Duration: 8 Hours
33. Create a professional Curriculum Vitae (CV)
34. Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
35. Discuss the significance of maintaining hygiene and confidence during an interview
36. Perform a mock interview
37. List the steps for searching and registering for apprenticeship opportunities

Classroom Aids:

Charts, Models, Flip Chart, White-Board/SmartBoard, Marker, Duster

Tools, Equipment, and Other Requirements

1. Computer (PC) with latest configurations – and Internet connection with standard operating system and standard word processor and worksheet software (Licensed)
(all software should either be latest version or one/two version below)
As required
2. UPS As required
3. Scanner cum Printer As required
4. Computer Tables As required
5. Computer Chairs As required
6. LCD Projector As required
7. White Board 1200mm x 900mm As required

Module Name 7: On-the-Job Training

Mapped to Fashion Designer (Version 4.0)

Duration: 60:00

Location: Onsite

- Recall the basic principles of fashion design, including color theory, fabric types, and garment construction techniques.
- Explain the relationship between fashion trends, consumer preferences, and the design process in the apparel industry.
- Apply design principles to create mood boards, sketches, and digital illustrations for a specific fashion collection or garment line.
- Analyze fashion trends and market demands to identify key design elements that will appeal to the target audience.
- Evaluate fabric choices, garment construction, and design elements based on factors such as functionality, comfort, and aesthetic appeal.
- Develop and present a complete fashion collection, from concept to final design, considering current trends, customer needs, and sustainability.
- Interpret and apply technical drawings and patterns to ensure that designs are accurately translated into finished garments.
- Use pattern-making and draping techniques to transform design sketches into three-dimensional prototypes for apparel production.
- Assess the suitability of garment prototypes in terms of fit, comfort, and marketability, and suggest design adjustments based on feedback.
- Design a sustainable fashion collection that incorporates eco-friendly materials, innovative techniques, and ethical production practices.

Annexure

Trainer Requirements

Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training Experience		Remarks
		Years	Specialization	Years	Specialization	
Diploma		4 Year	Designing	0	Designing	Education qualification is required in relevant trade. Textiles qualification and experience will not be considered.
Graduation		3 Year	Designing	0	Designing	

Post graduate diploma		2 Year	Designing	0	Designing	
Post Graduate Degree in relevant trade or sector		1 Year	Designing	0	Designing	
Trainer Certification						
Domain Certification			Platform Certification			
Certified to T O T for Job Role: “Fashion Designer” mapped to QP: “AMH/Q1201 V 4.0” Minimum accepted score is 80%			Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “Master Trainer (VET and Skills) MEP/Q2601 v2.0”. Minimum accepted score is 80%.			

Assessor Requirements

Assessor Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training Experience		Remarks
		Years	Specialization	Years	Specialization	
ITI		4 Year	Designing	0	Designing	Education qualification is required in relevant trade. Textiles qualification and experience will not be considered.
Diploma		4 Year	Designing	0	Designing	
Graduation		3 Year	Designing	0	Designing	
Post graduate diploma		2 Year	Designing	0	Designing	
Post Graduate Degree in relevant trade or sector		1 Year	Designing	0	Designing	
Assessor Certification						
Domain Certification		Platform Certification				
Certified to T O A f o r Job Role: “Fashion Designer” mapped to QP: “AMH/Q1201 V 4.0” Minimum accepted score is 80%		Recommended that the Assessor is certified for the Job Role: “Assessor”, mapped to the Qualification Pack: “Assessor (VET and Skills) MEP/Q2701 v2.0”. Minimum accepted % as per respective SSC guidelines is 80%.				

Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training/Assessment Experience		Remarks
		Years	Specialization	Years	Specialization	
Graduate/CITS	Any discipline			2	Teaching experience	Prospective ES trainer should: <ul style="list-style-type: none"> • have good communication skills • be well versed in English • have digital skills • have attention to detail • be adaptable • have willingness to learn
Current ITI trainers	Employability Skills Training (3 days full-time course done between 2019-2022)					
Certified current EEE (155 hours) trainers	from Management SSC (MEPSC)					
Certified Trainer	Qualification Pack: Trainer (MEP/Q0102)					

Trainer Certification	
Domain Certification	Platform Certification
Certified in 90-hour Employability NOS (2022), with a minimum score of 80% OR Certified in 120-hour Employability NOS (2022), with a minimum score of 80%	NA

Master Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training/Assessment Experience		Remarks
		Years	Specialization	Years	Specialization	
Graduate/CITS	Any discipline			3	Employability Skills curriculum training experience with an interest to train as well as orient other	Prospective ES Master trainer should: <ul style="list-style-type: none"> • have good communication skills • be well versed in English • have basic digital skills
Certified Master Trainer	Qualification Pack: Master Trainer (MEP/Q2602)			3	EEE training of Management SSC (MEPSC) (155 hours)	<ul style="list-style-type: none"> • have attention to detail • be adaptable • have willingness to learn • be able to grasp concepts fast and is creative with teaching practices and likes sharing back their learning with others

Master Trainer Certification	
Domain Certification	Platform Certification
<p>Certified in 60-hour Employability NOS (2022), with a minimum score of 90%. OR Certified in 120-, 90-hour Employability NOS (2022), with a minimum score of 90%</p>	NA

Assessment Strategy

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC
2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC
3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS. examination/training center (as per assessment criteria below)
4. Individual assessment agencies will create unique question papers for theory part for each candidate at each.
5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on these criteria.
6. To pass the Qualification Pack, every trainee should score a minimum of 70% aggregate in QP.
7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Acronyms and Abbreviations

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.

National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.
Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
Organisational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.