



MAURITIUS QUALIFICATIONS AUTHORITY

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**NATIONAL CERTIFICATE**

**LEVEL 5**

**IN**

**FASHION DESIGN AND APPAREL MAKING**

## **National Certificate Level 5 in Fashion Design and Apparel Making**

1. **Level of qualification:** 5
2. **Total Credits:** 108
3. **Review date:** July 2029
4. **Access to qualification**

### **4.1 Entry information**

National Certificate Level 4 in Textile Product Design and Manufacture

or

Any alternative qualification in the field at Level 4 of the NQF

### **4.2 Recognition of Prior Learning [RPL]**

Potential candidates holding a qualification at NQF Level 4 and at least 3 years of working experience in the relevant field may access this qualification through Recognition of Prior Learning (RPL) process.

### **4.3 Award of Qualification Requirements**

#### **Compulsory**

<b>Unit No.</b>	<b>Unit Standard Title</b>	<b>Level</b>	<b>Credit</b>
<b>Fashion Design</b>			
1.	Demonstrate knowledge of terminologies used in the Textile Industry	5	1
2.	Demonstrate knowledge of the history of fashion, fashion cultures and the fashion industry	5	1
3.	Demonstrate knowledge of the elements and the principles of design	5	1
4.	Demonstrate and apply knowledge of colour schemes and colour psychology	5	1
<b>Textile Science</b>			
5.	Identify fibres and fabric processes	5	1

6.	Demonstrate understanding of the types of natural and commercial synthetic fibres, yarn and woven/knitted fabrics	5	1
7.	Demonstrate understanding of the process of dyeing and printing	5	1
<b>Pattern development 1: Skirt</b>			
8.	Familiarize with pattern terminologies, tools and equipment	5	1
9.	Familiarize with body proportions and measurements	5	1
10.	Draft basic skirt block	5	2
11.	Adapt basic skirt block to different styles	5	3
<b>Garment Construction: 1</b>			
12.	Demonstrate understanding of a layout and work out its different methods	5	1
13.	Perform basic sewing operations	5	1
14.	Apply techniques in the making of skirts	5	3
15.	Make a Skirt Toile and adjust patterns	5	1
<b>Drawings and Illustration Techniques</b>			
16.	Demonstrate understanding of the basic drawing & painting techniques	5	1
17.	Draw fashion figures and trace different fashion silhouettes (Heads, figures, tones, movement, rhythm & dimension)	5	3
18.	Perform basic fashion technical drawing	5	2
<b>Design Development</b>			
19.	Demonstrate understanding of design processes	5	1
20.	Develop Mood board	5	2
21.	Apply idea generation in developing a collection of garments	5	3

<b>Pattern Development 2: Blouse, Shirt and Dress</b>			
22.	Draft basic dartless bodice and sleeve blocks	5	1
23.	Draft darted bodice and sleeve blocks	5	3
24.	Develop patterns for shirts and tops	5	3
25.	Develop pattern for blouse and dress	5	3
<b>Introduction to CAD</b>			
26.	Demonstrate knowledge of the Fundamentals of CAD- Introduction to Photoshop/Illustrator in design	5	2
27.	Draft patterns and making of marker using 2-D and 3-D CAD System	5	3
28.	Carry out various steps for manufacture of garments in the clothing industry	5	4
<b>Garment Construction 2</b>			
29.	Produce shirt, blouse and dress	5	4
30.	Make toile for shirts, blouses and dresses and adjust patterns	5	2
<b>Surface Design Techniques</b>			
31.	Apply surface ornamentation (beads, sequins, mirrors), embroidery and applique	5	2
32.	Apply different techniques of Fabric manipulation -Basic Tie and Dye/Printing/Pleating	5	1
<b>Fashion Illustration and Trend Research</b>			
33.	Familiarise with Catwalk Analysis -Trend research mood, colour, textile, sustainable fashion and fabrication	5	1
34.	Create Fashion illustration-Figures	5	2
35.	Drawing of, garment parts and garment details (ruffles, tucks, pleats)	5	2
36.	Depict fabric types	5	2
37.	Create Fashion Illustration -Men's wear	5	1

38.	Create Fashion Illustration -Kid's wear	5	1
39.	Draw accessories	5	1
<b>Pattern Development 3 : Trousers</b>			
40.	Draft trousers blocks	5	3
41.	Develop pattern for trousers	5	4
<b>Garment Construction 3</b>			
42.	Work out Basics of Trousers	5	1
43.	Make trousers toile and adjust patterns	5	3
<b>Drawing/ Computer Aided Fashion Design</b>			
44.	Sketch Basic croquis-Features/hairstyle and poses	5	3
45.	Create Flat design casual /formal wear	5	2
46.	Create Flat design sports, beach and nightwear	5	2
47.	Create Flat design of party and evening wear	5	2
48.	Depict prints, patterns and fabrics on garments	5	3
<b>Fashion Merchandising</b>			
49.	Demonstrate knowledge of Fashion Merchandising	5	1
<b>Circular Economy and Entrepreneurship Development</b>			
50.	Demonstrate understanding of Entrepreneurship	5	2
51.	Demonstrate understanding of Circular Economy	5	2
52.	Work out a final Project	5	10
<b>Total Credits</b>			<b>108</b>

### 5. Purpose:

This qualification aims to prepare learners who intend to enter the field of Fashion and Textile for employment in the Clothing and Textile Industry and to equip them with skills and competencies to work as Pattern Makers, Fashion designers, Product developers and/or to pursue further studies in the field.

## **6. Qualification pathways:**

Upon successful completion of the National Certificate Level 5 in Fashion Design and Apparel Making, learners can choose to enrol for qualifications at Level 6 of the NQF in the field of Textile and Apparel.