



SYLLABUS

FASHION TECHNOLOGY

TRADE SKILL - II
Under Craft Instructor Training Scheme

2012

Government of India
Ministry of Labour and Employment
Directorate General of Employment and Training
CENTRAL STAFF TRAINING AND RESEARCH INSTITUTE
Salt Lake City, Kolkata

List of the Members attended trade committee meeting for developing Syllabi for Apparel Sector on 16.12.2011

Sl. No.	Name of the member	Address
1.	Ms. Upma Bhatia Chair person	Jt. Director of Training/Principal National Vocational Training Institute for Women, D-1, Sector – 1, Noida – 201301
2.	Mr. Rajender Kumar	Jt. Director of Training Director General of Employment & Training, Sharam Shakti Bhavan, New Delhi
3.	Ms Tulika Kumar	Proprietor, Matt Global, A-33, Sector – 58, Noida 0120-4262350
4.	Ms Ritu Lal	Fashion Designer , Free Launcher
5.	Mr ASEEM KUMAR	M.D., KAURUB EXPORTS LTD.
6.	Ms Krishi Sareen	HOD, Footware Design & Development Institute, Sector 24, Noida
7.	Ms Laxmi Rohella	Merchandiser, Flying Fashions, E-46/3, Okhla Industrial Area, Phase II, New Delhi.
8.	Mr Shiv Kumar	Software consultant, Optitex India Limited, NewDelhi
9.	Ms Neeru	Software Trainer, Optitex India Limited, NewDelhi
10.	Ms Anju Bhatia	Viva Jeans, 39, M S Market, CP, New Delhi
11.	Mr Amar Pundir	Manager HR, M/S Creative Clothes, A – 1, Sector – 59, Noida
12.	Ms Tanushree Mitra	Project Manager, M/S Creative Clothes, A – 1, Sector – 59, Noida
13.	Ms Gloria Mary Rose	Training Officer, NVTI, Noida
14.	Ms Abha Rastogi	Training Officer, NVTI, Noida
15.	Mr S S Meena	Training Officer, NVTI, Noida
16.	Ms Sonu Ghiya	Training Officer, NVTI, Noida
17.	Ms Anju	Training Officer, RVTI, Jaipur
18.	Ms Bhagya Shree	Training Officer, RVTI, Panipat
19.	Ms Pragna Ben	Training Officer, RVTI, Calcutta

General Information

- 1. Name of the Trade** : **Fashion Technology**
2. Name of the Module : Trade Skill – II
3. N. C. O. Code No. :
4. Duration of Training : 3 Months (13 Weeks)
5. No. of Seats(Batch Size) : 20 Trainees
6. Entry Qualification : 10th passed
Passed one year (2 semester of 6 months each of relevant basic course)
And appeared in Trade Skill – I of Relevant course.
7. Power Consumption : 5 kW (For Trade skill I and II)
8. Space required : 25 sq m Color Laboratory
: 50 sq m Sketching Room
9. Qualifications for Trainer : Academic:
○ Graduate
Technical:
○ 3 years Diploma in relevant stream from AICTE
○ Teaching/Industrial Experience – 4 years
- Course Objective : The objective of the course is to Impart training in advance areas of Fashion so that they can seek one of the following mode of employment
 1. Fashion Designer
 2. Dyeing & Printing Assistant
 3. Fashion Coordinator
 4. Fashion Promoter
 5. Instructor
 6. Fashion Merchandiser
 7. Boutique
 - Training Methodology : Training in each module shall consists of
 - Lecture
 - Practical Exercises in the work shops
 - Market surveys of trends
 - Visits to Export houses/Exhibitions/ Fairs.
 - Trainees Exit Level : On completion of training trainees are expected to be able to :
 - Design Dresses
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- Work on Traditional Embroidery
- Analyze Market
- Identify consumer need
- Prepare Portfolio
- Understand Business ethics

NOTE:-

NCVT Certificate in Crafts Instructor Course will be awarded after successful completion of all modules of the trade concerned namely Trade Skill – I, Trade Skill – II and, Trade Skill - III Vocational Science and Calculation ,Trade Skill - IV Training Methodology.

MARKING SCHEME

TRADE SKILL – II

Sl. No	PAPER	MARKS		SESSIONAL		GRAND TOTAL		DURATION OF EXAMINATION
		Max. Marks	Min. marks for Pass	Max Marks	Min. marks for Pass	Max Marks	Min. marks for Pass	
1	PRACTICAL	175	105	35	21	210	126	8 Hrs.
2	THEORY	75	45	15	09	90	54	3 Hrs.
3	TOTAL	250	150	50	30	300	180	

Note: Minimum passing marks in sessional and final examination is 60% each for both Theory and Practical

Trade Skill - II

Fashion Technology

Week No.	Theory (2 hours per day)	Practical
1.	Introduction to the trade Role of computer in Garment Industry <ul style="list-style-type: none"> • In Garment Manufacture • In Garment Designing • In Garment Manufacturing Role of computer in marketing	Designing through Software (Coral Draw/ Photo shop)
2.	History of Traditional Embroidery <ul style="list-style-type: none"> • Phulkari of Punjab • Kasuti of Karnataka • Chicken of lucknow • Zardozi 	Sample development of all the embroideries and brief about the project
3.	History of Traditional Embroidery <ul style="list-style-type: none"> • Kutch • Sindh • Chamba rumal of Himachal Pradesh 	Sample development of all the embroideries and brief about the project
4.	Introduction to the working of the Buying house and Export House <ul style="list-style-type: none"> • What is a spec sheet • Introduction & Importance • Information in the sheet 	Making of Spec Sheet and costing of a garment
5.	Portfolio <ul style="list-style-type: none"> • Introduction & Importance • Importance of theme 	Mood Board / Theme Board
6.	Market research & Consumer Study - <ul style="list-style-type: none"> • What is marketing • What is market research • Advantages of market research 	Colour Board Swatch Board
7.	Consumer Study <ul style="list-style-type: none"> • Primary Source • Secondary source • Survey Technique 	Design Display Spec Sheet for 5 different upper body garments Spec Sheet for 5 different Lower Body Garments
8.	Fashion Promotion	Drafting Pattern making, cutting &

	<ul style="list-style-type: none"> • Introduction • Importance of Fashion Promotion • Techniques of Sale Promotion • Advantages of Promotions 	stitching of Gents kurta/payjama
9.	Digital Printing Fashion Merchandising <ul style="list-style-type: none"> • Meaning of Merchandising • Types of Merchandising • Store Retailer • Non Store Retailing Planning a Fashion Merchandising	Drafting & Pattern making of Gents Shirt & Trousers
10.	Business Skills and Costing Of Garments <ul style="list-style-type: none"> • Introduction • Business Skills • Factors affecting Costing • Business Ethics 	Develop Design & Pattern making of Designer shirt for gents/ Trousers
11.	Project – Make any one garment designed from the portfolio	
12.	Project-Develop a product using embroideries (innovation)	
13.	Revision & Examination	

- ✓ All the students should be briefed about the project in the introductory week so that they can complete the assignment on time
- ✓ Trainees will practice at least one hour a day for designing on Computer
- ✓ **Computer Laboratory/Theory Room will be shared with Trade Skill_I**

List of Tools & Equipment

Sketching Room

Sl. No.	Name of the Tools/Equipment	Quantity
01	Drawing Table with adjustable top. Desk having facility of keeping tools.	20
02	Revolving Chair with adjustable height & back support	20
03	Faculty Table & Chair set	01
04	Storage Almirah	01
05	Adjustable Set square	20
06	White Magnetic Board with Felt board & accessories	01
07	Air Conditioner unit split 2 Ton capacity with Stabilizer	01
08	Display board	02
09	Colored Photocopier	01
10	Tracing Table	01
11	Pigeon hole Almirah with 4 lockers & separate locking arrangements for trainees	06
12	Laptop with Internet connection	01 for each faculty
13	Designing Software (Coral draw, Photoshop)	10

Textile/Coloring Laboratory

Sl. No.	Name of the Tools/Equipment	Quantity
01	Gas Stove with Cylinder	01
02	Utensils for Coloring (Assorted Size)	03
03	Plastic Tub big	04
04	Wooden Spatula	06
05	Table Spoons	12
06	Work Station for Working	01
07	Sink with Water inlet & Outlet	01
08	Fire Extinguisher	01
09	Trainer's Table & Chair	01

Note:

- 1. Due to the rapid changes in the technologies frequent Modernization of equipments and technologies is necessary.*
- 2. Training Programmes for Staff should be organized in the new fields added in the curriculum for the proper implementation of the same.*
- 3. Experts from the Industry may be called for special lectures and demo's as and when required.*