

FASHION DESIGN AND TECHNOLOGY (31)

EuroSkills Technical Description

WorldSkills Europe Secretariat
Limaweg 25, 2743 CB Waddinxveen, The Netherlands
www.worldskillseurope.org

ES2018_TD_Fashion_Technology_31_v1



CONTENTS

WorldSkills Europe, by a resolution of the Competition Development Committee (CDC) and in accordance with the Constitution, the Standing Orders and the Competition Rules, has adopted the following minimum requirements for this skill for the EuroSkills Competition.

The Technical Description consists of the following:

1 INTRODUCTION.....	4
1.1 Name And Description Of The Skill Competition	4
1.1.1 <i>The Name Of The Skills Competition Is</i>	4
1.1.2 <i>Description Of The Associated Work Role(s) Or Occupation(s)</i>	4
1.2 The Content, Relevance And Significance Of This Document	4
1.3 Associated Documents.....	5
2 THE STANDARDS SPECIFICATION.....	6
2.1 General Notes Regarding WSSS / WSESS.....	6
2.2 Standards Specification	6
3 THE ASSESSMENT APPROACH & PRINCIPLES	11
3.1 General Guidance	11
4 THE MARKING SCHEME.....	12
4.1 General Guidance	12
4.2 Assessment Criteria	12
4.3 Sub Criteria	13
4.4 Aspects.....	13
4.5 Assessment And Marking By Judgement	14
4.6 Assessment And Marking By Measurement	14
4.7 Assessment Overview	14
4.8 Completion Of Skill Assessment Specification	14
4.9 Skill Assessment Procedures.....	15
5 THE TEST PROJECT	17
5.1 General Notes	17
5.2 Format/ Structure Of The Test Project	17
5.3 Test Project Design Requirements	17
5.4 Test Project Development.....	18
5.4.1 <i>Who Develops The Test Projects Or Modules</i>	18
5.4.2 <i>How And Where Is The Test Projects Or Modules Developed</i>	18
5.4.3 <i>When Is The Test Project Developed</i>	19
5.5 Test Project Validation	19
5.6 Test Project Selection	19
5.7 Test Project Circulation	19
5.8 Test Project Coordination (Preparation For Competition).....	20
5.9 Test Project Change At The Competition.....	20
5.10 Material Or Manufacturer Specifications	20
6 SKILL MANAGEMENT AND COMMUNICATION	21
6.1 Discussion Forum.....	21
6.2 Competitor Information.....	21
6.3 Test Projects And Marking Schemes	21
6.4 Day-To-Day Management.....	21

7 SKILL SPECIFIC SAFETY REQUIREMENTS.....	22
8 MATERIALS AND EQUIPMENT	23
8.1 Infrastrcuture List.....	23
8.2 Materials, Equipment And Tools Supplied By Competitors In Their Toolbox	23
8.3 Materials, Equipment And Tools Supplied By Experts.....	24
8.4 Materials And Equipment Prohibited In The Skill Area	24
8.5 Proposed Workshop And Workstation	24
9 VISITOR AND MEDIA ENGAGEMENT.....	26
10 SUSTAINABILITY.....	27

Effective 12.02.2018



Mr Guillaume Suteau
Chair - CDC



Ms Szofia Csiszar
Vice Chair - CDC

© WorldSkills Europe (WSE) reserves all rights in documents developed for or on behalf of WSE, including translation and electronic distribution. This material may be reproduced for non-commercial vocational and educational purposes provided that the WorldSkills Europe logo and copyright notice are left in place.

1 INTRODUCTION

1.1 NAME AND DESCRIPTION OF THE SKILL COMPETITION

1.1.1 THE NAME OF THE SKILLS COMPETITION IS

Fashion Design and Technology

1.1.2 DESCRIPTION OF THE ASSOCIATED WORK ROLE(S) OR OCCUPATION(S)

The Fashion Technology practitioner creates garments. The technical skills involved include design, pattern construction, cutting and garment manufacture.

The practitioner may work in one of several sectors but often they are self-employed and work on commissioned projects or in the retail manufacturing sector or in sampling garments for production. As such they need to have business acumen and strong interpersonal skills when dealing with clients. Excellent customer care and selling skills are crucial. As some work is often commissioned for important events, the practitioner must understand the needs of the client and be able to offer appropriate expert advice whilst interpreting the vision for the finished project. Customer briefs must be clearly understood and followed accurately.

Fabrics are often expensive, delicate and easily damaged or handled incorrectly. Given this, the practitioner must be respectful of the raw materials with which they work and apply extensive knowledge of effective sourcing, purchasing, handling and storage of all materials. Sustainability, ethics and budgets are all serious considerations when sourcing materials and selecting sub-contractors.

The design of a garment requires innovation, creativity and artistic and design talents that incorporate aesthetics and practicalities. The practitioner must apply the rules and theory of composition including design elements and principles as well as technique. He or she is often creative and artistic, with a good eye for design and the ability to create pleasing and functional garments, suitable for their purpose. In addition, a thorough knowledge and understanding of specialist equipment and its use is essential. Another requirement is a high level of technical knowledge in patternmaking and construction techniques. Different fabrics will react in various ways to the manufacturing process and these characteristics must be considered throughout the preparation and production process.

There is a wide range of practice in the fashion sector. Some practitioners produce small ranges for retail outlets or high class fashion houses or prepare bespoke garments ordered by individual clients. At the other end of the professional spectrum, the practitioner may work in an industrial setting, producing prototypes for mass production. Practice also varies across the world. The fashion industry is truly global: for example, a garment may be designed and prototyped in one country and sub-contracted for manufacture in another.

Wherever employed, it is essential that the practitioner is aware of current and emerging fashions and trends in the fashion industry. Equally important is an awareness of new developments in fabrics and textiles as well as machinery and equipment. Significant damage can be done to a business and its reputation if fashion trends are misread.

1.2 THE CONTENT, RELEVANCE AND SIGNIFICANCE OF THIS DOCUMENT

This document incorporates a Role Description and Standards Specification which follow the principles and some or all of the content of the WorldSkills Standards Specifications. In doing so

WSE acknowledges WorldSkills International's (WSI's) copyright. WSE also acknowledges WSI's intellectual property rights regarding the assessment principles, methods and procedures that govern the competition.

Every Expert and Competitor must know and understand this Technical Description.

In the event of any conflict within the different languages of the Technical Descriptions, the English version takes precedence.

1.3 ASSOCIATED DOCUMENTS

- Since this Technical Description contains only skill-specific information it must be used in association with the following:
- WSE – Competition Rules
- WSI – WorldSkills Standard Specification framework
- WSE – WorldSkills Europe Assessment Strategy
- WSE – Online resources as referenced in this document
- Host Country – Health and Safety regulations

2 THE STANDARDS SPECIFICATION

2.1 GENERAL NOTES REGARDING WSSS / WSESS

Where appropriate WSE has utilised some or all of the WorldSkills International Standards Specifications (WSSS) for those skills competitions that naturally align between the two international Competitions. Where the skill is exclusive to the EuroSkills Competition, WorldSkills Europe has developed its own Standards Specification (WSESS) using the same principles and framework to that used for the development of the WSSS. For the purposes of this document the use of the words “Standards Specification” will refer to both WSSS and WSESS.

The Standards Specification specifies the knowledge, understanding and specific skills that underpin international best practice in technical and vocational performance. It should reflect a shared global understanding of what the associated work role(s) or occupation(s) represent for industry and business. (www.worldskills.org/WSSS) (TBA for WorldSkills Europe) Helpfully, for the global consultation on the WSSS in 2014, around 50 per cent of responses came from European industry and business.

Each skill competition is intended to reflect international best practice as described by the Standards Specification, and to the extent that it is able to. The Standards Specification is therefore a guide to the required training and preparation for the skill competition.

In the skill competition the assessment of knowledge and understanding will take place through the assessment of performance. There will not be separate tests of knowledge and understanding.

The Standards Specification is divided into distinct sections with headings and reference numbers added.

Each section is assigned a percentage of the total marks to indicate its relative importance within the Standards Specification. The sum of all the percentage marks is 100.

The Marking Scheme and Test Project will assess only those skills that are set out in the Standards Specification. They will reflect the Standards Specification as comprehensively as possible within the constraints of the skill competition.

The Marking Scheme and Test Project will follow the allocation of marks within the Standards Specification to the extent practically possible. A variation of five percent is allowed, provided that this does not distort the weightings assigned by the Standards Specification.

2.2 STANDARDS SPECIFICATION

SECTION	RELATIVE IMPORTANCE %
1	5
The individual needs to know and understand: <ul style="list-style-type: none"> Materials, their characteristics, properties and uses The fashion industry processes across the world Processes for mass produced, small collection, bespoke and couture fashion Industry jargon and terminology Specialist areas and sectors exist within the industry including knitwear, menswear, children and infants' clothing 	

	<ul style="list-style-type: none"> • The need for marketing and the business practice • The importance of continuous professional development • Health and safety regulations and best practice • The importance of maintaining a clean and organised workplace • The importance of effective work-planning and organisation • The importance of accuracy and care when preparing fabrics for production • The range, uses and care of specialist tools and equipment used in the fashion industry • Issues relating to ethics and sustainability relating to the purchase, production and sale of fashion items • How to assess for quality assurance 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Proactively develop own knowledge and skills • Demonstrate an awareness of current trends and fashions in clothing design, accessories, colours, fabrics etc. • Fully comply with and promote health and safety practices in the workplace to maintain a safe and healthy working environment • Use all equipment safely and according to manufacturers' instructions • Use and care for all specialist tools and equipment used in the fashion industry • Select the correct tool or piece of equipment for each task and design • Plan and prioritise work in order to maximise efficiency in the workplace and to meet deadlines • Work cleanly and safely so as to protect materials and finished products throughout • Source support for business development • Purchase materials and fabrics cost effectively and with due consideration of sustainability and ethics 	
2	Communications and Interpersonal Skills	10
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • That client confidentiality is critical • The importance of tact, discretion and diplomacy when meeting with clients • How to communicate effectively with other industry professionals (including ordering materials or sub-contracting work) • How to communicate effectively including presentation and sales skills 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Communicate effectively with clients • Act with complete confidentiality and discretion when working with clients • Provide expert advice and guidance to clients to enable them to make informed decisions about their purchase • Provide expert and tactful guidance on styles, colours and fabrics that will suit the need of the client and be appropriate for specific events 	

	<ul style="list-style-type: none"> • Provide expert advice and guidance to a client on the after care of the garment • Present ideas, designs, vision and production solutions to clients 	
3	Problem Solving, Innovation and Creativity	5
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • The importance of both individuality and conformity to the fashion industry • Creativity and its relevance and importance to the fashion industry 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Demonstrate innovation and creativity in design • Think creatively to devise innovative solutions • Use creative solutions to resolve design and manufacturing challenges • Alter garments to provide a better or custom fit, to update or to make garments more appropriate • Critically judge the quality of the garment and finish and proactively seek resolutions to any imperfections 	
4	Fashion Design	15
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • The design elements and principles • The range of fabrics and materials available to the fashion designer, their characteristics, uses and care • Current fashions, trends and themes relating to materials and fabrics, colour and style • The impact of culture and tradition in fashion design • The range and type of substitute materials that can be used as part of a fashion garment design • The co-ordination of colours, styles, materials/fabrics, accessories and themes • The range of styles and cuts that are common in garment making • The impact of body shape and size on the fit and appearance of a fashion garment • Global influences on fashion design and how traditions and national characteristics impact design • How to communicate design concepts and ideas to potential clients or industry professionals 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Research fashion trends and apply these to appropriately to designs • Direct the design to the target market or individual when designing fashion items • Create theme/trend boards and illustrations to communicate ideas, concepts and visions • Identify different types of fabric and select suitable fabrics for particular uses 	

	<ul style="list-style-type: none"> • Apply knowledge of basic cuts and styles to inform designs but not to restrict creativity and innovation • Select appropriate fabrics to different fashion designs • Select and use different notions such as zips, buttons, shoulder pads as well as trims like lace, beads and ribbons • Apply different embellishments and accessories to the design • Co-ordinate colours, styles, materials/fabrics and accessories to produce high quality design • Use artistic ability, creativity and innovation to design a full variety of garments for all manner of events • Create designs following a theme or design brief • Alter and adapt designs to meet clients' needs and to make the design relevant to the brief • Modify ready-made garments to create new designs 	
5	Technical Drawing	10
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • How to read and create specialist technical drawings • Specialist industry-related terminology and symbols • The use of IT and specialist software to produce images and designs 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • How to read and create specialist technical drawings • Specialist industry-related terminology and symbols • The use of IT and specialist software to produce images and designs 	
6	Pattern Construction and Draping	20
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • The construction of garments using 2D patterns or 3D draping • The process to create 2D patterns for various garments • The use of IT specialist software to produce patterns • Basic grading of patterns to other sizes • The use of dress forms in constructing garments • How various fabrics react to different styles or production techniques • How to mark fabrics and the importance of accuracy 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Create/ develop or alter patterns for various types of garments, such as tailored jackets, dresses, skirts or trousers • Drape on dress forms for various types of garments, such as tailored jackets, dresses, skirts or trousers • Select the best method of construction appropriate to different fabrics and designs • Prepare calico/ muslin or toile garments or parts of garments to prototype/ test patterns • Measure and mark accurately • Fit garments to specified sizes • Label patterns with clear information regarding size, style, 	

	cutting etc.	
7	Garment Construction	35
	<p>The individual needs to know and understand:</p> <ul style="list-style-type: none"> • The importance of accuracy when cutting fabrics in order to minimise wastage and to optimise the finished garment • Pattern preparation and correct layout of patterns on fabric • The use of cutting tools both manual and electric • The machinery and tools used for sewing • The maintenance and use of industrial machines • Garment construction processes/techniques • Different types of stitching and finishing and their appropriate applications • Various notions/trims and their uses such as threads, zips, piping, fastenings etc. • The properties of different fabrics and how to handle them 	
	<p>The individual shall be able to:</p> <ul style="list-style-type: none"> • Accurately measure fabrics according to the pattern • Prepare a layout to optimise fabric utilisation • Cut fabrics accurately using the most appropriate tool or piece of equipment • Cut accurately following cutting instructions • Use various types of industrial equipment used in the fashion industry, such as sewing machines, overlocking machines, irons and fusing press • Select the appropriate tool or equipment for the task • Use all machinery safely and in accordance with the manufacturer's instructions • Conduct trials to ensure that the machine settings are appropriate for fabrics being used • Apply fusing appropriately and effectively to different parts of the designed style • Apply interfacing, interlining and lining appropriately • Handle and care for fabrics to ensure that they are not damaged and remain in good condition • Construct linings and facings appropriately according to the style of the designed garment • Sew accurately by machine various types of garments or parts of garments • Finish fashion garments professionally • Finish parts of garments with hand sewing • Proficiently execute specialist sewing skills and techniques • Press garments effectively 	
	Total	100%

3 THE ASSESSMENT APPROACH & PRINCIPLES

3.1 GENERAL GUIDANCE

Note: this Section and Section 4 summarize a great deal of new information and guidance regarding assessment. Please refer to the Competition Rules for greater detail.

The Competition Development Committee (CDC) establishes the principles and techniques to which assessment at the EuroSkills Competition must conform.

Expert assessment practice lies at the heart of the EuroSkills Competition. For this reason it is the subject of continuing professional development and scrutiny. The growth of expertise in assessment will inform the future use and direction of the main assessment instruments used by the EuroSkills Competition: the Marking Scheme, Test Project, and Competition Information System (CIS).

Assessment at the EuroSkills Competition falls into two broad types: measurement and judgement. Where the earlier terms “objective” and “subjective” still occur, these must be understood to mean measurement and judgement for all procedural and practical purposes. All assessment will be governed by explicit benchmarks, referenced to best practice in industry and business.

The Marking Scheme must include these benchmarks and follow the weightings within the Standards Specification. The Test Project is the assessment vehicle for the skill competition, and also follows the Standards Specification. The CIS enables the timely and accurate recording of marks, and has expanding supportive capacity.

The Marking Scheme, in outline, will lead the process of Test Project design. After this, the Marking Scheme and Test Project will be designed and developed through an iterative process, to ensure that both together optimize their relationship with the Technical Description and the principles for assessment as set out in the WSE Assessment Strategy. They will be agreed by the Experts and submitted to WSE for approval together, in order to demonstrate their quality and conformity with the Standard Specification.

Prior to submission for approval to WSE, the Marking Scheme and Test Project will be reviewed by the WSE Skill Advisors in order to benefit from the capabilities of the CIS.

4 THE MARKING SCHEME

4.1 GENERAL GUIDANCE

This Section describes the role and place of the Marking Scheme, how the Experts will assess Competitors' work as demonstrated through the Test Project, and the procedures and requirements for marking.

The Marking Scheme is the pivotal instrument of the EuroSkills Competition, in that it ties assessment to the standards that represent the skills to be tested. It is designed to allocate marks for each assessed aspect of performance in accordance with the weightings in the Standards Specification.

By reflecting the weightings in the Standards Specification, the Marking Scheme establishes the parameters for the design of the Test Project. Depending on the nature of the skill and its assessment needs, it may initially be appropriate to develop the Marking Scheme in more detail as a guide for Test Project design. Alternatively, initial Test Project design can be based on the outline Marking Scheme. From this point onwards the Marking Scheme and Test Project should be developed together.

Section 2.1 above indicates the extent to which the Marking Scheme and Test Project may diverge from the weightings given in the Standards Specification, if there is no practicable alternative.

The Marking Scheme and Test Project may be developed by one person, or several, or by all Experts. The detailed and final Marking Scheme and Test Project must be approved by the whole Expert Jury prior to submission for independent quality assurance. The exception to this process is for those skill competitions which use an external designer for the development of the Marking Scheme and Test Project.

In addition, Experts are encouraged to submit their Marking Schemes and Test Projects for comment and provisional approval well in advance of completion, in order to avoid disappointment or setbacks at a late stage. They are also advised to work with the CIS Team at this intermediate stage, in order to take full advantage of the possibilities of the CIS.

In all cases the complete and approved Marking Scheme must be entered into the CIS at least eight weeks prior to the Competition using the CIS standard spreadsheet or other agreed methods.

4.2 ASSESSMENT CRITERIA

The main headings of the Marking Scheme are the Assessment Criteria. These headings are derived in conjunction with the Test Project. In some skill competitions the Assessment Criteria may be similar to the section headings in the Standards Specification; in others they may be totally different. There will normally be between five and nine Assessment Criteria. Whether or not the headings match, the Marking Scheme must reflect the weightings in the Standard Specification.

Assessment Criteria are created by the person(s) developing the Marking Scheme, who are free to define criteria that they consider most suited to the assessment and marking of the Test Project. Each Assessment Criterion is defined by a letter (A-I).

The Mark Summary Form generated by the CIS will comprise a list of the Assessment Criteria.

The marks allocated to each criterion will be calculated by the CIS. These will be the cumulative sum of marks given to each aspect of assessment within that Assessment Criterion.

4.3 SUB CRITERIA

Each Assessment Criterion is divided into one or more Sub Criteria. Each Sub Criterion becomes the heading for a EuroSkills marking form.

Each marking form (Sub Criterion) has a specified day on which it will be marked.

Each marking form (Sub Criterion) contains Aspects to be assessed and marked by measurement or judgement. Some Sub Criteria have assessment by both measurement and judgement, in which case there is a separate marking form for each method

4.4 ASPECTS

Each Aspect defines, in detail, a single item to be assessed and marked together with the marks, or instructions for how the marks are to be awarded. Aspects are assessed either by measurement or judgement and appear on the appropriate marking form.

The marking form lists, in detail, every Aspect to be marked together with the mark allocated to it, the benchmarks, and a reference to the section of the Standards Specification.

The sum of the marks allocated to each Aspect must fall within the range of marks specified for that section of the Standards Specification. This will be displayed in the Mark Allocation Table of the CIS, in the following format, when the Marking Scheme is reviewed from C-8 weeks. (Section 2.1).

CRITERIA										TOTAL MARKS PER SECTION
	A	B	C	D	E	F	G	H	I	
STANDARD SPECIFICATION SECTIONS	1									
	2									
	3									
	4									
	5									
	6									
	7									
	8									
	9									
TOTAL MARKS PER CRITERION										100

4.5 ASSESSMENT AND MARKING BY JUDGEMENT

In addition to measurement, Experts are expected to make professional judgements. These are normally judgements about quality. Benchmarks will be designed, agreed and recorded during the design and finalization of the Marking Scheme and Test Project in order to steer and support these judgements.

Marking through judgement uses the following scale:

- 0: performance below industry standard to any extent, including a non-attempt
- 1: performance that meets industry standard
- 2: performance that both meets industry standard and surpasses that standard to some extent
- 3: excellent or outstanding performance relative to industry standards and expectations.

4.6 ASSESSMENT AND MARKING BY MEASUREMENT

Unless otherwise stated, only the maximum mark or zero will be awarded. Where they are used, partial marks will be clearly defined within the Aspect.

4.7 ASSESSMENT OVERVIEW

For both measurement and judgement there will be three Experts in the assessment team.

Good practice in assessment comprises measurement and judgement applied both specifically and broadly. The final proportions of measurement and judgment, whether specific or broad, will be determined by the standards, their weightings and the nature of the Test Project.

4.8 COMPLETION OF SKILL ASSESSMENT SPECIFICATION

This section defines the assessment criteria and the number of marks (judgement and measurement) awarded. The total number of marks for all assessment criteria must be 100. The content of this Table is only advisory since the allocation of marks will depend upon the WSESS and the appropriate assessment methodology.

SECTION	CRITERION	MARKS		
		Judgement	Measurement	Total
A	Research	10	0	10
B	Design	10	5	15
C	Pattern Cutting	0	15	15
D	Garment Construction	10	20	30
E	Team Working & Time Management	5	5	10
F	Garment Specification Pack	0	10	10
G	Buyer Presentation	10	0	10
Total =		45	55	100

4.9 SKILL ASSESSMENT PROCEDURES

Prior the competition, the Chief Expert will explain the assessment method to all Experts. All the Experts should assess the same aspects for all the Competitors. All Experts assess a broadly similar percentage of the marks.

The Competition will be assessed by both measurement and judgment.

Criterion A – Research (pre-competition)-10

Experts will assess the following aspects by judgment

- Moodboard communicating the information about the consumers lifestyle
- Trend research: shapes; colours and fabrics for a specific fashion season
- Inspirational theme suitable for consumer target

Criterion B – Design (pre-competition)-15

Experts will assess the following aspects Design Development: 2 x A3 pages of initial design ideas and 2 x A3 of developed ideas

- Fashion brief requirements: 1 x A3 page of design details and 2 final design proposals presented individually on 2 x A3.
- Level of creativity and originality shown in the submitted final design

Criterion C – Pattern Cutting-15

Experts will assess the following aspects

- Complete Garment Pattern
- Pattern Information: labelled with all appropriate production information
- Pattern Accuracy: all the pieces fit together with corresponding pieces

Criterion D- Garment Construction-30

Experts will assess the following aspects

- Overall garment presentation
- Pressing
- Sewing External is carried out to production standard
- Sewing Internal is carried out to production standard
- Production Ready: all labels are sewn correctly

Criterion E- Team Working and Time Management-10

Experts will assess the following aspects

- Team Work: team work together using individual skills in a collaborative manner
- Time Management: All tasks are completed within the set competition deadline
- Decision Making Process: Team have recorded decisions about tasks throughout the Competition

Criterion F- Garment Specification-10

Experts will assess the following aspects

- Garment Specification Complete: all information required to manufacture the garment have been recorded
- Style Sheet: Complete technical information
- Technical Drawing: Accurate technical drawings using CAD

Criterion G- Buyer Presentation-10

Experts will assess the following aspects Buyer Presentation: Garment and associated documents plus design work are presented to buyer. Minimum 5 minutes of PowerPoint presentation.

- Ultimate Garment Fit: Fits the mannequin according to styling/design style
- Appropriate for Customer: Garment is according the target consumer and brand

5 THE TEST PROJECT

5.1 GENERAL NOTES

Sections 3 and 4 govern the development of the Test Project. These notes are supplementary.

Whether it is a single entity, or a series of stand-alone or connected modules, the Test Project will enable the assessment of the skills in each section of the Standards Specification.

The purpose of the Test Project is to provide full and balanced opportunities for assessment and marking across the Standards Specification, in conjunction with the Marking Scheme. The relationship between the Test Project, Marking Scheme and Standards Specification will be a key indicator of quality.

The Test Project will not cover areas outside the Standards Specification, or affect the balance of marks within the Standards Specification other than in the circumstances indicated by Section **Fout! Verwijzingsbron niet gevonden..1**.

The Test Project will enable knowledge and understanding to be assessed solely through their applications within practical work.

The Test Project will not assess knowledge of the EuroSkills Competition's rules and regulations.

This Technical Description will note any issues that affect the Test Project's capacity to support the full range of assessment relative to the Standard Specification. Section 2.1 refers.

5.2 FORMAT/ STRUCTURE OF THE TEST PROJECT

Test Project assessed at end of Competition

Test Project with separately assessed modules

Test Project assessed in stages

Series of standalone modules

Other

If other, please specify here:

5.3 TEST PROJECT DESIGN REQUIREMENTS

Please design the Test Project in a way that attracts and engages spectators.

The modules of the Test Project are designed in a way that they can be worked out in the time given by the team. The competitors will have to carry out the following modules:

- Module 1: Research & Design
- Module 2: Pattern Cutting, Garment Construction, Garment Specification Pack

It must be demonstrated that the Test Project/modules can be completed within the material, equipment, knowledge and time constraints.

The Organizer must provide measurements of the dummy (Bust: Waist: Hip: Back Length:). This must be provided by the Workshop Supervisor 1 month after the selection of the test project has taken place.

All materials and fabrics must be suitable for the Test Project and commercially available. The Organizer will provide contacts of supplier or agent for fabric.

The Organizer has to send swatches of the chosen fabrics and trims (a swatch 30 cm x 30 cm should be provided of each fabric and at least 50 cm length in full width if the fabric has large pattern) at least 3 months prior to the competition.

All materials (such as fabric, CD, digital and paper pattern) relating to the chosen Test Project to be sent via registered mail by the Organizer.

*The host member must develop the “first pattern” based on measurements of the wooden bust (dummy) to be used at the competition.

This “first pattern” should be sent before the Competition to the participating countries.

The patterns must be made by hand or by computer.

5.4 TEST PROJECT DEVELOPMENT

The Test Project MUST be submitted using the templates provided by WSE. Use the Word template for text documents and DWG template for drawings. Please contact jordy.degroot@worldskillseurope.org for guidance.

5.4.1 WHO DEVELOPS THE TEST PROJECTS OR MODULES

The Test Project / modules are developed under the supervision of the Jury President and Chief Expert by:

All Experts

Some Experts

Nominated Experts

Equipment supplier

Skill Management Team

5.4.2 HOW AND WHERE IS THE TEST PROJECTS OR MODULES DEVELOPED

The Test Project or modules are developed:

Jointly on the Discussion Forum

By an external enterprise

Independently

Skill Management Team defines the structure of the test project and selects the target market.

- First step – Skill Management Team defines the structure of the test project and selects the target market.
- Second step – The structure of the test project and the selected target market, will be sent to the Competing teams.
- Third step – The Competing teams according to the “Fashion brief” presented in the Test Project will be asked to undertake preliminary research and present a “small collection” of THREE garments that will be submitted to the jury on day C-1.

- Fourth step – On day C-1 (familiarisation), one design of each team may be chosen by the Jury for the team to develop.

5.4.3 WHEN IS THE TEST PROJECT DEVELOPED

The Test Project is developed according to the following timeline:

TIME	ACTIVITY
At the previous Competition	not applicable
XX months prior to the Competition	Until 6 months before the current Competition
At the Competition	not applicable

5.5 TEST PROJECT VALIDATION

Not applicable.

5.6 TEST PROJECT SELECTION

- By vote of Experts at the previous Competition
- By vote of Experts on the Discussion Forum
- By vote of Experts at the current Competition
- By random draw by Technical Director 3 months before the current Competition
- Other

If other, please specify here

5.7 TEST PROJECT CIRCULATION

The Test Project is circulated via the website as follows:

- Submitted to Secretariat for circulation 3 months before the current Competition
- Not circulated
- Other

If other, please specify here

5.8 TEST PROJECT COORDINATION (PREPARATION FOR COMPETITION)

Coordination of the Test Project will be undertaken by:

Skill Management Team

Chief Expert

Chief Expert and Deputy Chief Expert

Chief Expert and Workshop Manager

Chief Expert with selected Experts

Chief Expert with Competition Organizer

Experts

Other

If other, please specify here:

5.9 TEST PROJECT CHANGE AT THE COMPETITION

Not applicable

5.10 MATERIAL OR MANUFACTURER SPECIFICATIONS

All the materials (such as fabric, CD, digital and paper pattern) relating to the test project to be sent via registered mail by the host members at least 3 months prior to the competition.

6 SKILL MANAGEMENT AND COMMUNICATION

6.1 DISCUSSION FORUM

Prior to the EuroSkills Competition, all discussion, communication, collaboration, and decision making regarding the skill competition must take place on the skill specific Discussion Forum, which can be reached via www.worldskillseurope.org. Skill related decisions and communication are only valid if they take place on the forum. The Chief Expert (or an Expert nominated by the Chief Expert) will be the moderator for this Forum. Refer to Competition Rules for the timeline of communication and competition development requirements.

6.2 COMPETITOR INFORMATION

All information for registered Competitors is available from the WorldSkills Europe website www.worldskillseurope.org. Please contact jordy.degroot@worldskillseurope.org for guidance.

The information includes:

- Competition Rules
- Technical Descriptions
- Marking Schemes
- Test Projects
- Infrastructure List
- Health and Safety documentation
- Other Competition-related information

6.3 TEST PROJECTS AND MARKING SCHEMES

Circulated Test Projects will be available at the WorldSkills Europe website from www.worldskillseurope.org. Please contact jordy.degroot@worldskillseurope.org for guidance.

6.4 DAY-TO-DAY MANAGEMENT

The day-to-day management of the skill competition during the EuroSkills Competition is defined in the Skill Management Plan that is created by the Skill Management Team led by the Chief Expert. The Skill Management Team comprises the Jury President, Chief Expert and Deputy Chief Expert. The Skill Management Plan is progressively developed in the six months prior to the Competition and finalized at the Competition by agreement of the Experts. The Skill Management Plan can be viewed at www.worldskillseurope.org. Please contact jordy.degroot@worldskillseurope.org for guidance.

7 SKILL SPECIFIC SAFETY REQUIREMENTS

Refer to Host Country/Region Health and Safety documentation for Host Country/Region regulations.

Not applicable.

8 MATERIALS AND EQUIPMENT

8.1 INFRASTRUCTURE LIST

The Infrastructure List details all equipment, materials and facilities provided by the Competition Organizer.

The Infrastructure Lists will be available at the WorldSkills Europe website from www.worldskillseurope.org. Please contact jordy.degroot@worldskillseurope.org for guidance.

The Infrastructure List specifies the items and quantities requested by the Experts for the next Competition. The Competition Organizer will progressively update the Infrastructure List specifying the actual quantity, type, brand, and model of the items. Items supplied by the Competition Organizer are shown in a separate column.

At each Competition, the Experts must review and update the Infrastructure List in preparation for the next Competition. Experts must advise the Technical Director of any increases in space and/or equipment.

At each Competition, the Technical Observer must audit the Infrastructure List that was used at that Competition.

The Infrastructure List does not include items that Competitors and/or Experts are required to bring and items that Competitors are not allowed to bring – they are specified below.

8.2 MATERIALS, EQUIPMENT AND TOOLS SUPPLIED BY COMPETITORS IN THEIR TOOLBOX

- Drawing equipment
- Tailor's chalk
- Tape measure
- Pencils
- Tracing wheel
- Pattern cutting curves
- Thimble
- Scissors (paper and fabric)
- Rulers
- Pins
- Stitch ripper
- Pattern notcher
- Pattern drill
- Hand sewing needles
- Pressing equipment (hams etc)
- Weights
- Clock/Timer
- Glue stick
- Memory stick containing images of submitted designs research

The use of equipment used to create specialized fabrications according to a competitors design. If a Competitor needs special materials for technical tools that are unique to their own country then the tools must be made available (brought by the Expert/Competitor) for every Competitor at preparation day

8.3 MATERIALS, EQUIPMENT AND TOOLS SUPPLIED BY EXPERTS

Not applicable.

8.4 MATERIALS AND EQUIPMENT PROHIBITED IN THE SKILL AREA

All materials not supplied by the organization are forbidden. Only materials supplied by the organization may be used.

8.5 PROPOSED WORKSHOP AND WORKSTATION

Workshop layouts from previous competitions are available by contacting the Technical Coordinator at: jordy.degroot@worldskillseurope.org

Workshop layout:

Total floor area of competition space (for 5 teams):














- Competition work space 10 m x 16 m 160 m²
- Demonstration and selling area trimmings 10 m²
- Demonstration of CAD/CAM within competition area 22 m²

(The competition area requested is the minimum size to accommodate 5 competing teams. The calculations allow for 1,2 m distance between competitors. If a greater distance between competitors is required, then sizes will need to be increased accordingly.)

General layout and specifications

- For each team of competitors 20 m² (5 m x 4 m) workshop space will be available.
- The workshop must be separated from the other workshops by a display board; it is open at the front-side and the centre-side.
- Light must be optimal on working tables and machinery.
- Background colour for display and work area should be neutral.
- 1 water outlet in central machine area.

1 corner area for CAD demonstration and also used by all teams as necessary to print patterns.

- LEGEND**
-  Height adjustable cutting table
 -  Lock-stitch Machine
 -  Over-lock Machine
 -  Electric Steam Iron with Boiler Vacuum & Blowing Press Board (with swirl arm and different shape bucks)
 -  High Stool with Wheels
 -  Chair with back, no wheels
 -  Tailors Dummy Size UK 12 (Bust: 88cm, Waist: 68cm, Hip: 93cm, Back Length: 41cm)
 -  Baby Lock (Fine Overlock)
 -  Button hole Machine
 -  Waste Paper Bin
 -  Computer with A3 colour inkjet printer
 -  Rack for pattern paper and fabric
 -  CAD Plotter



9 VISITOR AND MEDIA ENGAGEMENT

- Try a trade
- Display screens
- Test Project descriptions
- Enhanced understanding of Competitor activity
- Competitor profiles
- Electronic portfolio page
- Career opportunities

10 SUSTAINABILITY

- Use of natural and ecological fibers
- Public sale of the garments after the competition reversing for a green association