



National Vocational Certificate Level 3 in Textiles (Fashion Designing)

CBT Curriculum



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2 Introduction

Fashion Design is a field in which one has the knowledge and skills to be able to design and construct a garment. The curriculum in hand is designed keeping in mind the needs and strengths which an individual must learn to become competent to work as a fashion designer. It will enable the trainer to understand and implement the process of design development. It will also cover the practical skills and knowledge needed to make a finished garment including pattern making, stitching and finishing. The course is going to be especially helpful for the people who want to be economically empowered and self-sufficient.

2.1 Overall objective of course

The course is developed on the philosophy of competency-based training which enables a trainee to acquire competencies required to perform his/her job efficiently. Course has the following objectives

- Provide qualified skilled workers to fashion industry.
- Interpret latest and upcoming market trends and design outfits accordingly.
- Draft different garment components and stitch them according to industrial standards enabling an individual to be able to become proficient in knowing technical details of a garment and its construction.
- Understand the importance of surface design in modern fashion industry and be able to amalgamate them with structural designs.
- Be able to develop cut lines for the garments and apply surface ornamentation techniques creatively.
- Develop basic entrepreneur skills for setting up a fashion design business.

2.2 Competencies gained after completion of course

On successful completion of this course the trainee will attain following competencies:

- Create Surface Design
- Perform Fashion illustration and Technical Drawings
- Perform Surface Ornamentation Techniques (fabric dyeing, painting, screen printing, embellishment)
- Make Basic Blocks and Pattern
- Perform Pattern Cutting and Stitching
- Perform Garment Finishing

- Design Final Project (Garment)

2.3 Job opportunities available immediately and in the future

After completion of this course trainee can work as:

- NVQF Level 3 in Textile (Fashion designing)
- Fashion Illustrator

2.4 Trainee entry level

- Entry into this course based on this qualification may require skills and knowledge equivalent to matriculation on minimum for trainee from formal education system
- Entry to assessment / training for NVQF 3 Fashion Designer is open for trainee coming from non-formal education system

2.5 Minimum qualification of trainer

- Bachelors in fashion design/ Diploma in fashion design of minimum two years
- Must have the capacity of teaching in a CBT environment
- 2-3 years of relevant industry experience

2.6 Mode of Delivery in a competency-based environment

Training in a competency-based environment differs from the traditional method of training delivery. It is based on defined competency standards, which are industry oriented.

The traditional role of a trainer changes, & shifts towards facilitation of training. A facilitator in Competency Based Training (CBT) encourages and assists trainees to learn for themselves. Trainees are likely to work in groups (pairs) and are engaged in different activities. Few are conducting practical tasks in the workshop, while others are writing, & some are not even in the classroom or workshop but in another part of the building using specialized equipment, working on computers doing research on the Internet or in the library. As trainees learn at different pace, they might well be at different stages in their learning, thus learning must be tailored to suit individual needs.

The following facilitation methods (teaching strategies) are generally employed in CBT programs:

- **Direct Instruction Method:** This might be effective when introducing a new topic to a larger group of trainees in a relative short amount of time. In most cases this method relies on one-way communication, hence there are limited opportunities to get feedback on the trainee's Learn.
- **Discussion Method:** This allows trainees to actively participate in sharing knowledge and ideas. It will help the trainer to determine whether trainees understand the content of the topic. On the other hand, there is a possibility of straying off topic under discussion and some trainees dominating others on their views.
- **Small Group Method:** Pairing trainees to help and learn from each other often results in quick knowledge/skill transfer, than with the whole class. The physical arrangement of the classroom/workshop and individual assessment may be challenging also, hence using analogy method is recommended.
- **Problem Solving Method:** This is a very popular teaching strategy for Competency Based Training (CBT). Trainees are challenged and are usually highly motivated when they gain new knowledge and skills by solving problems (Contingency skills). Trainees develop critical thinking skills and the ability to adapt to new learning situations (Transfer skills). It might be time consuming and because trainees sometimes work individually, they may not learn all the things that they are expected to learn.
- **Research Method:** This is used for workshops and laboratory tasks, field experiments, and case studies. It encourages trainees to investigate and find answers for themselves and to critically evaluate information. It however requires a lot of time and careful planning of research projects for the trainee.

2.7 Medium of instruction

English, Urdu.

2.8 Qualification Level

Level III Qualification

2.9 Duration of Qualification

One year

2.10 Sequence of the modules

The curriculum consists of seven (7) modules and should be delivered in the following sequence, however the individual learning units within the same module may be delivered interchangeably as stand-alone modules (if need be) or in a holistic approach.

Module 1: Create Surface Design
Module 2: Perform Fashion Illustrations and Technical Drawings
Module 3: Perform Surface Ornamentation Techniques
Module 4: Make Basic Blocks and Patterns
Module 5: Perform Pattern Cutting & Garment Stitching
Module 6: Perform Garment Finishing
Module 7: Design a final Project(Garment)

2.11 Timeframe of assessment (recommendation)

- Assessments should be scheduled during modules and at the completion of modules, depending on the exercises assigned
- Informal critiques which do not entail grading should be conducted frequently so that students can learn from each other's mistakes.

3 Overview about the program – Curriculum for Fashion Designer

Module Title and Aim	Learning Units	Theory Hrs.	Workplace Hrs.	Timeframe of modules
Module 1: Create Surface Design	LU1 -Conduct research to select a theme LU2 - Develop Surface Designs according to elements and principles of design LU3 -Perform Surface pattern Repeats	42	172	214
Module 2: Perform Fashion Illustrations and Technical Drawings	LU1 -Draw basic fashion sketch LU2 -Draw Fashion Illustrations with different garment components	9	146	155
Module 3: Perform Surface Ornamentation Techniques	LU1 -Perform fabric dyeing LU2 -Perform Fabric Painting LU3 -Perform Block Printing LU4 -Perform Screen Printing LU5 -Apply Basic Embellishment techniques	12	228	240
Module 4: Make Basic Blocks and Patterns	LU1 -Take full body measurement LU2 -Make basic block LU3 -Make basic pattern	24	291	315

Module 5: Perform Pattern Cutting and Stitching	LU1- Select appropriate tools and use machinery properly LU2- Perform fabric cutting as per pattern LU3- Stitch garment as per pattern	16	280	296
Module 6: Perform Finishing	LU1- Verify measurements according to pattern LU2- Check Stitching quality LU3- Perform Packaging of finished garment	4	43	47
Module 7: Design a final Project	LU1- Plan the project LU2- Execute the Designs LU3- Evaluate the Design	23	210	233

3. Teaching and Learning Guide- Fashion Designer

3.1 Module 1: Create Surface design

Overview of the Module: This Module provide the trainee the necessary skills and knowledge to be able to create surface design following the process of design development. Trainee will be expected to conduct research to select theme, develop surface designs according to elements and principles of design and perform surface pattern repeats. After completing this module trainee will gain the necessary knowledge to create surface design required for his/her level of training (level III)

Duration: 214 hours **Theory:** 42 hours **Practice:** 172 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Conduct research to select theme	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Perform brainstorming through mind mapping • Carry out research using different research sources • Conduct theme research: • Primary research • Secondary research • Create research board on the selected theme • Create mood board with reference to 	<ul style="list-style-type: none"> • Cultural and market trends • Modes of research using: <ul style="list-style-type: none"> ✓ Primary research (live research, sketches) ✓ Secondary research (magazines, internet, photographs) • Concept of brainstorming and mind mapping 	<p>Theory hrs: 8</p> <p>Practical hrs: 66 hrs</p> <p>Total: 74 hrs.</p>	<p>Non-Consumables: Internet, computer, multimedia</p> <p>Consumables: Sketch book, pencil, eraser, magazines, sharpener, colour media, glue.</p>	Drawing studio, computer lab

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	<p>research board</p> <ul style="list-style-type: none"> • Create color board on the basis of selected theme 	<ul style="list-style-type: none"> • Process of brainstorming for the selection of theme (booklets, trend board) • Scope of research <ul style="list-style-type: none"> ✓ Historical context ✓ Visual sources ✓ Other artists'/ designers' work • The concept of research board • Concept of mood board • Concept of colour board 			
LU2- Develop Surface Designs according to elements and principles of design	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Create motif design with reference to research following elements and principles of design • Develop designs with reference to theme research • Apply the color theory 	<ul style="list-style-type: none"> • Elements of design i.e. line, shape, form, space, pattern, texture, colour. • Principles of design i.e. balance, rhythm, harmony, emphasis. • Concept of colour theory i.e. primary colours, secondary 	<p>Theory hrs: 30 hrs.</p> <p>Practical hrs: 60 hrs</p> <p>Total : 90 hrs.</p>	<p>Non-Consumables: color palette, paint brushes, water container , scale, compass,</p> <p>Consumables: Sketch book, poster paints, water colour pencils, pencil eraser, sharpener, note book.</p>	Design studio, class room.

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<p>colours, tertiary colours, colour wheel, value, intensity, colour schemes (complementary, split complementary, double complementary, analogous, monochromatic, triad, tetrad)</p> <ul style="list-style-type: none"> • Process of design development from motif to surface pattern creation using elements and principles of design ✓ Design extraction ✓ Motif creation extracted elements ✓ Creation of final surface pattern designs • Rendering of final repeatable surface pattern designs using colour 			

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		theory.			
LU3- Perform Surface pattern Repeats	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Demonstrate different types of surface pattern repeats • Render surface repeat using different media 	<ul style="list-style-type: none"> • Different types of surface pattern repeats <ul style="list-style-type: none"> ✓ block repeat ✓ mirror repeat ✓ diamond repeat ✓ drop repeat. • Use of media and techniques for rendering the repeat in reference to the finalized repeatable pattern. 	<p>Theory hrs: 4 hrs.</p> <p>Practical hrs: 46 hrs</p> <p>Total : 50 hrs.</p>	<p>Non-Consumables: paint brushes, water container, sharpener, scale, colour palette</p> <p>Consumables: Sketch book, butter paper, poster paints, water color pencils, pencil, eraser.</p>	Design studio, class room

Module 2: Perform Fashion Illustrations and Technical Drawings

Overview of the Module:: This module will enable the trainee to get the knowledge and skills for drawing fashion illustrations. They will be able to know basic figure types and human body proportion. This information will enable them to draw basic figure and illustrate it with garment. After completing this module trainee will gain the necessary knowledge to Perform fashion illustrations and technical drawings for his/her level of training (level III)

Duration: 155 hours **Theory:** 9 hours **Practice:** 146 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Draw basic fashion sketch	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Interpret basic figure types • Draw body structure according to proportion • Draw basic croqui 	<ul style="list-style-type: none"> • Basic figure types i.e. tall & thin, tall & heavy, short & thin, short & heavy, top heavy, hip heavy, average • Basic human body proportions; nine head figure (basic & with musculature) • Drawing of different body part i.e. hair styles, hands, feet. • Concept of croqui in fashion design 	<p>Theory hrs: 5 hrs</p> <p>Practical hrs: 66 hrs</p> <p>Total : 71 hrs.</p>	<p>Non-Consumables: Sharpener, colour palette, set square.</p> <p>Consumables: Sketch book, pencil, eraser, poster paints, water pencils</p>	Drawing studio
LU2- Draw Fashion Illustrations with different	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Illustrate different types of garment 	<ul style="list-style-type: none"> • Different types of necklines, collars, 	<p>Theory hrs:4 hrs.</p>	<p>Non-Consumables: Drawing boards Thumb pins</p>	Drawing studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
garment components	<p>components e.g. necklines, collars, sleeves, skirts etc. and their variations.</p> <ul style="list-style-type: none"> • Draw croquis in different poses • Illustrate croquis with different garment designs • Make technical drawings of designed garments 	<p>sleeves, skirts and their variations.</p> <ul style="list-style-type: none"> • Technical details of croqui drawing in different poses • Illustration of garment design • material board of design • technical drawing of the garment 	<p>Practical hrs: 80 hrs</p> <p>Total : 84 hrs.</p>	<p>Paint Brushes Computer with internet Print media</p> <p>Consumables: Drawing sheets Drawing pencils Eraser, poster paints, Water colour pencils</p>	

Module 3: Perform Surface Ornamentation Techniques

Overview of the Module: This Module provide the trainee with the necessary skills and knowledge to perform surface ornamentation techniques. Trainee will be expected to perform fabric dyeing, perform fabric painting, perform block printing, perform screen printing and apply basic embellishment techniques. After completing this module trainee will gain the necessary knowledge to Perform Surface Ornamentation Techniques for his/her level of training (level III)

Duration: 240 hours **Theory:** 12 hours **Practice:** 228 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Perform fabric dyeing	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> Identify different types of fabrics for dyeing Prepare dye solution with proper ratio of color Prepare fabric for dying Demonstrate different types of fabric dyeing techniques 	<ul style="list-style-type: none"> Research different types of fabrics commonly used for dyeing e.g. <ul style="list-style-type: none"> ✓ Cotton ✓ Chiffon ✓ Linen ✓ Silk Different type of dyes used for fabric dyeing in relevance with fabric dyeing Process of preparing the dye Fabric preparation for dyeing according to the type of fabric 	<p>Theory hrs: 2 hrs</p> <p>Practical hrs: 50 hrs</p> <p>Total : 52 hrs.</p>	<p>Non-Consumables: wooden stick, stove, containers, fabric scissor, iron</p> <p>Consumables: Fabric, fabric dyes, tying thread, salt, phenyl.</p>	Textile studio, class room

		<ul style="list-style-type: none"> • Techniques of fabric dyeing <ul style="list-style-type: none"> ✓ Plain dyeing ✓ Folding ✓ Tying ✓ Gradient dying ✓ Knotting • Procedure of dyeing the fabric according to specific technique using: <ul style="list-style-type: none"> ✓ Cold dyes ✓ Hot dyes 			
LU2- Perform Fabric Painting	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Demonstrate different techniques used for fabric painting • Use different types of paints for fabric painting 	<ul style="list-style-type: none"> • Different types of fabrics that can be used for fabric painting. • Types of paints and other material used for fabric painting • Method of tracing the design on fabric (light table, punching method) • Process of fabric painting 	<p>Theory hrs: 2 hrs</p> <p>Practical hrs: 42 hrs</p> <p>Total : 44 hrs.</p>	<p>Non-Consumables: brushes, palette, water container, sharpener, common pin/ punching tool, piece of sponge, light</p> <p>Consumables: Fabric, fabric paints, salt, gutta, tracing paper, pencil, eraser, kerosene oil, chalk/ black polish/ neel</p>	Textile studio, class room

LU3- Perform Block Printing	<i>Trainee will be able to:</i> <ul style="list-style-type: none"> • Prepare the pigment for block printing. • Demonstrate block printing technique. 	<ul style="list-style-type: none"> • Process of preparing pigment for block printing. • Procedure of block printing. ✓ Preparing/ treating the fabric (de starching, shrinking,) ✓ Stretching the fabric on printing table ✓ Printing ✓ Color fixing 	Theory hrs: 2 hrs. Practical hrs: 30 hrs Total: 32 hrs.	Non-Consumables: Wooden blocks, colour containers, printing table Consumables: pigments, fabric, jute, common pins, news paper, plastic sheets	Textile studio, class room
LU4- Perform Screen Printing	<i>Trainee will be able to:</i> <ul style="list-style-type: none"> • Select tools and materials for screen printing • Prepare the fabric for screen printing • Perform screen printing • Fix the color on fabric after printing 	<ul style="list-style-type: none"> • Tools and equipment used for screen printing • Types of dyes and pigments used for screen printing • Process of pigment preparation • Preparation of fabric • Procedure of screen printing • Process of color fixing after printing 	Theory hrs: 4 hrs. Practical hrs: 36 hrs Total: 40 hrs.	Non-Consumables: Screen, squeegee, iron, screen printing table Consumables: Screen printing pigment, fabric	Textile studio, class room
LU5- Apply Basic Embellishment	<i>Trainee will be able to:</i> <ul style="list-style-type: none"> • Perform basic hand embroidery 	<ul style="list-style-type: none"> • Basic hand embroidery stitches 	Theory hrs: 2 hrs	Non-Consumables: Embroidery frames,	Textile Studio, Class room

techniques	<p>techniques</p> <ul style="list-style-type: none"> • Demonstrate the use of different materials for embellishment 	<p>e.g.</p> <ul style="list-style-type: none"> ✓ running stitch ✓ back stitch ✓ stem stitch ✓ satin stitch ✓ chain stitch ✓ French knot ✓ cross stitch ✓ 3D embroidery • Use different types of materials for surface embellishment <ul style="list-style-type: none"> ✓ Thread ✓ Tilla ✓ Gota ✓ Beads ✓ Sequences ✓ buttons • surfaces used for embellishment techniques 	<p>Practical hrs: 70 hrs hrs</p> <p>Total : 72 hrs.</p>	<p>embroidery needles.</p> <p>Consumables: Fabric, embroidery thread, tracing sheets, embellishment materials</p>	
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Module 4: Make Basic Blocks and Patterns

Overview of the Module: This Module provide the trainee with the necessary skills and knowledge to make basic block and patterns of different garment components. Trainee will learn to take full body measurement. They will also learn to make basic bodice block, sleeve block, trouser block and skirt block and use these blocks to construct patterns of necklines, sleeves, top, trouser and skirt. After completing this module trainee will gain the necessary knowledge to Make Basic Blocks and Patterns for his/her level of training (level III)

Duration: 315 hours **Theory:** 24 hours **Practice:** 291 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Take full body measurement	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Take full body measurement horizontally and vertically • Make measurement chart according to the measurements taken. 	<ul style="list-style-type: none"> • Full body measurement i.e. shoulder, bust, waist, hip, arm length, neck, calves, thigh. • Measurement chart 	<p>Theory hrs: 2 hrs.</p> <p>Practical hrs: 6 hrs</p> <p>Total : 8 hrs</p>	<p>Non-consumables Measuring tape, note book, scale.</p> <p>Consumables Pencil, eraser</p>	Pattern studio
LU2- Construct basic blocks	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Create basic block according to garment type using supplied measurement • Trace accurately the basic block on pattern sheet 	<p><i>Trainee must know and understand:</i></p> <ul style="list-style-type: none"> • Usage of tools and equipment for measurement and drafting • Drafting and labelling of basic bodice blocks according to 	<p>Theory hrs: 10 hrs.</p> <p>Practical hrs: 65 hrs</p> <p>Total : 75 hrs</p>	<p>Non-consumables Measuring tape, japenese scale, French curve, set square, tracing wheel, clutch pencil, paper scissors, paper cutter</p>	Pattern studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	<ul style="list-style-type: none"> Label all the basic information on the block according to international standards 	<p>international standards:</p> <ul style="list-style-type: none"> ✓ Waist ✓ Bust ✓ Shoulder line ✓ Center front ✓ Center back ✓ Size <p>K3. drafting and labelling of sleeve block according to international standard:</p> <ul style="list-style-type: none"> ✓ Grain line ✓ Shoulder line ✓ Bicep line ✓ Elbow line ✓ Wrist line ✓ Front ✓ Back <ul style="list-style-type: none"> Drafting and labelling of basic trouser 		<p>Consumables Pattern sheets, pencil/pen, bleach board, clutch pencil leads, paper cutter blades, tracing paper, masking tape, felt tip pen</p>	

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<p>block according to international standard:</p> <ul style="list-style-type: none"> ✓ Waist ✓ Hip line ✓ Knee line ✓ Center front/grain line ✓ Center back/grain line ✓ Waist dart ✓ Ankle line ✓ Crotch line ✓ Inseam <p>• Drafting and labelling of basic skirt block according to international standard:</p> <ul style="list-style-type: none"> ✓ Waist ✓ Hip line ✓ Knee line ✓ Center front/grain line ✓ Center back/grain line ✓ Waist dart 			
LU3- Create patterns using basic block	<i>Trainee will be able to:</i> <ul style="list-style-type: none"> • Trace block on 	<ul style="list-style-type: none"> • Tracing of the blocks 	Theory: 12hrs	Non-consumables Measuring tape,	Pattern studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	<p>pattern sheet</p> <ul style="list-style-type: none"> • Draw pattern according to garment design requirements and specified measurements • Complete final pattern which include ease, seams and allowance for fabric behaviour including shrinkage, consistency, capacity and elasticity 	<p>accurately</p> <ul style="list-style-type: none"> • Drafting basic top using basic bodice block. • Concept of ease and seam allowances • Labelling and cutting details of top pattern • Drafting and labelling different types of necklines i.e. round (with placket & without placket), V neckline, square neckline, sweetheart neckline <ul style="list-style-type: none"> ✓ Grain line ✓ Center back line ✓ Shoulder notch ✓ Placket • Drafting and labelling different types of sleeves i.e. set-in sleeve, raglan, French cuff <ul style="list-style-type: none"> ✓ Grain line ✓ Bicep line ✓ Elbow line 	<p>Practical: 220 hrs</p> <p>Total : 232 hrs</p>	<p>japanese scale, French curve, set square, tracing wheel, clutch pencil, paper scissors, paper cutter, cutting mat</p> <p>Consumables Pattern sheets, pencil/pen, bleach board, clutch pencil leads, paper cutter blades, tracing paper, stationary items, masking tape, felt tip pen</p>	

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<ul style="list-style-type: none"> ✓ Wrist ✓ Front ✓ Back ✓ Seam allowances • Drafting and labelling of trouser pattern <ul style="list-style-type: none"> ✓ Waist line ✓ Hip line ✓ Knee line ✓ Center front/grain line ✓ Center back/grain line ✓ Waist dart ✓ Ankle line ✓ Crotch line ✓ Inseam ✓ Seam allowances • Drafting and labelling of skirt pattern (circular, box pleated) <ul style="list-style-type: none"> ✓ Waist ✓ Hip line ✓ Knee line ✓ Center front/grain line ✓ Center back/ grain line ✓ Waist dart 			

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<ul style="list-style-type: none"> • Drafting and labelling pattern for kurta • Drafting and labelling pattern for shalwar 			

Module 5: Perform Pattern Cutting and Garment Stitching

Overview of the Module: This Module provide the trainee with the necessary skills and knowledge to perform pattern cutting and garment stitching. They will learn the basic usage of machinery and equipment so that they can carry out the task(s) of stitching smoothly. They will learn the process of stitching necklines, sleeves, top, trouser and skirt. After

completing this module trainee will gain the necessary knowledge to Perform Stitching for his/her level of training (level III)

Duration: 296 hours **Theory:** 16 hours **Practice:** 280 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Use equipment and machinery properly	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Explain different parts of sewing machine and their uses • Explain parts and use over lock machine • Use steam iron properly • Maintain equipment and machinery in use • Practice seams on straight and curved lines 	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Basic parts of sewing machine and their use. • Basic parts of over lock machine and its use • Method of using steam iron • Maintenance of equipment and machinery • Exercise of different types of seams e.g. on straight line, curved line, zig zag etc. 	<p>Theory hrs: 10 hrs.</p> <p>Practical hrs: 30 hrs</p> <p>Total: 40 hrs</p>	<p>Non-Consumables: Industrial lock stitch machine, over lock machine, steam iron, bobbin, bobbin case.</p> <p>Consumables: Thread, fabric, note book, pen/pencil, sewing machine oil</p>	Stitching lab

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU2- Perform fabric cutting as per pattern	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Mark pattern lines and allowances on fabric, placing the pattern over it • Cut the fabric according to the marked lines • Use the cutting tools safely 	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Usage of tools and equipment for fabric cutting • Concept of grain line • Process of marking and cutting the pattern on fabric, considering wastage • Health and safety rules to use cutting tools safely. 	<p>Theory 3 hrs.</p> <p>Practical hrs: 40 hrs</p> <p>Total : 43 hrs</p>	<p>Non-Consumables: fabric cutting scissors, common pins, measuring tape, measuring scale, steam iron, tracing wheel</p> <p>Consumables: Tailoring chinks, fabric</p>	Stitching lab
LU3- Stitch garment components as per pattern	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Assemble all the cut pieces of fabric as per labelling by over locking them • Stitch all assembled pieces following the marked lines • Handle tools and equipment safely 	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Usage of different tools and equipment for stitching i.e. sewing machine, over lock machine, steam iron • Setting of stitching equipment • Procedure of stitching the necklines (round, 	<p>Theory hrs: 3 hrs.</p> <p>Practical hrs: 210 hrs</p> <p>Total : 203 hrs</p>	<p>Non-Consumables: Clipper, steam iron, Industrial flat lock machine, over lock machine, bobbin, bobbin case</p> <p>Consumables: Fabric, sewing thread, tailoring chalk</p>	Stitching lab

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<p>V, square, sweetheart) according to the assembled fabric pieces</p> <ul style="list-style-type: none"> • Procedure of stitching sleeves according to the assembled fabric pieces • Procedure of stitching a basic top according to the assembled fabric pieces • Procedure of stitching a trouser according to the assembled fabric pieces • Procedure of stitching skirt (circular, box pleated) according to the assembled fabric pieces • Procedure of stitching a shalwar according to the 			

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<p data-bbox="891 225 1144 296">fabric assembled pieces</p> <ul data-bbox="846 301 1144 625" style="list-style-type: none"> <li data-bbox="846 301 1144 480">• Procedure of stitching a kurta according to the fabric assembled pieces <li data-bbox="846 485 1144 625">• Health and safety rules to use tools and equipment safely. 			

Module 6: Perform Garment Finishing

Overview of the Module: This Module provide the trainee with the necessary skills and knowledge to perform garment finishing. Trainee will learn the process of verifying the measurement according to pattern, check stitching quality and perform packaging of final product. After completing this module trainee will gain the necessary knowledge to Perform Garment Finishing for his/her level of training (level III)

Duration: 47 hours **Theory:** 4 hours **Practice:** 43 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Verify measurements according to pattern	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Compare the stitched garment with pattern measurements • Make amendments, if required • Recheck the garment after amendments, as per pattern 	<ul style="list-style-type: none"> • Tools and equipment for measurement • Process of comparing garment measurements with pattern • Process of making amendments 	<p>Theory hrs:2 hr.</p> <p>Practical hrs: 10 hrs</p> <p>Total: 12 hrs.</p>	<p>Non-Consumables: Measuring tape, industrial lock stitch machine, clipper, seam ripper, fabric scissors, machine needles, bobbin and bobbin case</p> <p>Consumables Tailoring chalks, thread, machine oil</p>	Stitching studio
LU2- Check Stitching quality	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Remove unwanted threads from final garment • Verify the following areas: <ul style="list-style-type: none"> ✓ Stitch count ✓ Thread breakage ✓ Thread over 	<ul style="list-style-type: none"> • Stitching quality standards on the basis of: <ul style="list-style-type: none"> ✓Stitch count ✓Thread breakage ✓Thread over lapping ✓Stains and fabric tempering ✓Puckering 	<p>Theory hrs: 1hr.</p> <p>Practical hrs: 25 hrs</p> <p>Total: hrs. 26</p>	<p>Non Consumables: clipper, ruler, measuring tape</p> <p>Consumables: Marking chalk, marking stickers, paper tape, marker, percolon oil.</p>	Stitching studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	<ul style="list-style-type: none"> lapping ✓ Stains and fabric tempering ✓ Puckering ✓ Stitching alignment ✓ Over locking ✓ Button attachments ✓ Label attachments ✓ Button holes etc. <ul style="list-style-type: none"> • Mark the defects according to findings and make corrections 	<ul style="list-style-type: none"> ✓Stitching alignment ✓Over locking ✓Button attachments ✓Label attachments ✓Button holes <ul style="list-style-type: none"> • Process of marking defects and making corrections 			
LU3- Perform Packaging of finished garment	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Use different types of packaging material • Place hang/ price tags on the garment individually • Iron the final garment according to the industrial 	<ul style="list-style-type: none"> • The material used for packaging the garment • Types of tags for garments e.g: <ul style="list-style-type: none"> ✓ Brand tag ✓ Size tag ✓ Care tag ✓ Fit tag • Standard placement of tags on the garment 	<p>Theory hrs: 1hr.</p> <p>Practical hrs: 8 hrs</p> <p>Total: hrs. 9</p>	<p>Non-consumables Tag gun, packing table</p> <p>Consumables Tags, stickers, tape, tag bullets, packing bags, common pins, collar pins, collar strip, butter papers, card sheets, clips,</p>	Stitching Studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	standards <ul style="list-style-type: none"> • Perform the folding of garment as per style requirement • Perform packaging of final garment as per requirement 	<ul style="list-style-type: none"> • Folding and packaging of garment 		cartons, masking tape, barcodes	

Module 7: Design a Final Project (Garment)

Overview of the Module: This Module provide the trainee with the necessary skills and knowledge to design the final garment. They will be able to plan the whole project, implement and design it. After completing this module trainee will gain the necessary knowledge to Design a Final Project for his/her level of training (level III)

Duration: 233 hours **Theory:** 23 hours **Practice:** 210 hours

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
LU1- Plan the Design	<i>Trainee will be able to:</i> <ul style="list-style-type: none"> • Research latest fashion trends • Carry out Fashion forecast • Carry out research on selected theme • Create mood board • Write client brief • Make basic business plan 	<ul style="list-style-type: none"> • Latest fashion trends • Fashion forecast e.g. colour, fabric, cut line, • Mood board • Concept of client brief: • Design requirements • Fabric requirement • Sizes requirements • Target group • Embellishment • Basic budgeting ✓ Direct cost ✓ Indirect cost • Employee management ✓ Talent management ✓ Orientation of new employees • Basic marketing Plan ✓ Email marketing ✓ Social media 	Theory hrs: 20 hrs. Practical hrs: 60 hrs Total: 80 hrs.	Non-Consumables: Internet, magazines, scissors Consumables: Glue, note book, pen	Class room, computer lab, design studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
		<ul style="list-style-type: none"> marketing ✓ Social media ✓ Brochures, leaflets 			
LU2- Execute the Designs	<p><i>Trainee will be able to:</i></p> <ul style="list-style-type: none"> • Develop garment designs with the reference of research • Develop surface designs • Make pattern of the designed garment • Apply surface ornamentation techniques • Cut and stitch the garment 	<ul style="list-style-type: none"> • The development of cut lines and silhouettes • Development of surface design • Pattern making for designed garment • Application of ornamentation techniques • Cutting and stitching the garment 	<p>Theory hrs: 2 hr.</p> <p>Practical hrs: 115 hrs</p> <p>Total : 117 hrs.</p>	<p>Non-Consumables: Paint Brushes, colour palette, Computer with internet, bobbin & bobbin case, industrial flat lock machine, scissors, Japanese scale,</p> <p>Consumables: Sketch book Drawing pencils Poster paints, water colour pencils, embellishment material, printing material, pattern sheets, threads</p>	Drawing studio, computer lab, design studio
LU3- Evaluate the Design	<p><i>Trainee be able to:</i></p> <ul style="list-style-type: none"> • Finish the garment according to industrial 	<ul style="list-style-type: none"> • Finishing of the garment ✓ Sewing quality ✓ checking sizes ✓ making 	<p>Theory hrs: 1 hr.</p> <p>Practical</p>	<p>Non-Consumables: Measuring tape, iron, stitching machine,</p>	Stitching studio

Learning Unit	Learning Outcomes	Learning Elements	Duration	Materials Required	Learning Place
	standards. <ul style="list-style-type: none"> • Present the project in front of specified audience 	<ul style="list-style-type: none"> ✓ corrections ironing • Presentation of the project ✓ Mannequin Display ✓ Ramp walk ✓ Rack display ✓ Packing 	hrs: 35 hrs Total : 36 hrs.	mannequins Consumables: Thread	

4. Assessment Guidelines

Competency-based assessment is the process of gathering evidence to confirm the candidate's ability to perform according to specified outcomes articulated in the competency standard(s).

4.1 Types of assessment

a) Sessional assessment

The goal of sessional assessment is to monitor student progress in order to provide constant feedback. This feedback can be used by the trainers to improve their teaching and by learners to improve their learning.

More specifically, sessional assessments Help learners to identify their strengths and weaknesses and Help trainers to recognize where learners are struggling and address problems immediately

Examples of sessional assessments include:

- Observations
- Presentations
- Activity sheets
- Project work
- Oral questions

b) Summative (final) assessment

The goal of summative (final) assessment is to evaluate learning progress at the end of a training programme by comparing it against, e.g. set of competency standards.

Examples of summative assessments include:

- Direct observation of work activities
- Final project
- Written questions

4.2 Principles of assessment

When conducting assessment or developing assessment tools, trainers/assessors need to ensure that the following principles of assessment are met:

Validity

- Indicates if the assessment outcome is supported by evidence. The assessment outcome is valid if the assessment methods and materials reflect the critical aspects of evidence required by the competency standards (Competency units, performance criteria, knowledge and Learn).

Reliability

- Indicates the level of consistency and accuracy of the assessment outcomes. The assessment is reliable if the assessment outcome will produce the same result for learners with equal competence at different times or places, regardless of the trainer or assessor conducting the assessment.

Flexibility

- Indicates the opportunity for learners to discuss certain aspects of their assessment with their trainer or assessor, such as scheduling the assessment. All learners should be made aware of the purpose of assessment, the assessment criteria, the methods and tools used, and the context and proposed timing of the assessment well in advance. This can be achieved by drawing up a plan for assessment.

Fair assessment

- Fair assessment does not advantage or disadvantage particular learners because of status, race, beliefs, culture and/or gender. This also means that assessment methods may need to be adjusted for learners with disabilities or cultural differences. An assessment should not place unnecessary demands on learners that may prevent them from demonstrating competence.

4.1 Assessment Template

Module 1- Create Surface Design

Learning Units	Theory Days/hours	Workplace Days/hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
LU1- Conduct research to select a theme	01	04	<ul style="list-style-type: none"> ▫ Describe cultural and market trends for the selection of theme ▫ Describe the process of brainstorming ▫ Conduct brainstorming for the selection of theme ▫ Differentiate between primary and secondary research ▫ Describe a mood board ▫ Describe a colour board ▫ Explain the importance of colour board ▫ Make a mood board 	Oral test, practical task, short question & answers	
LU2- Develop Surface pattern Designs according to elements and principles of design	02	04	<ul style="list-style-type: none"> ▫ Explain elements of design ▫ Explain principles of design ▫ Describe the process of design development ▫ Explain color theory ▫ Apply elements and principles of design 	Oral test, short question & answers, practical test	
LU3- Perform Surface pattern Repeats		04	<ul style="list-style-type: none"> ▫ Describe types of surface pattern repeats 	Oral test, practical test	

			<ul style="list-style-type: none"> ▫ Use different media for rendering surface pattern designs 		
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Module 2- Perform Fashion Illustrations and Technical Drawings

Learning Units	Theory hours	Workplace hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
LU1- Draw basic fashion sketch	01	02	<ul style="list-style-type: none"> ▫ Explain basic figure types ▫ Explain basic human body proportions ▫ Demonstrate basic fashion sketch 	Oral test, practical test	
LU2- Draw Fashion Illustrations with different garment components		04	<ul style="list-style-type: none"> ▫ Describe different types of necklines, collars, sleeves, skirts. ▫ Demonstrate variations of necklines, collars, sleeves, skirts. ▫ Demonstrate drawing of fashion illustration 	Oral test, practical test	

Module 3- Perform surface ornamentation Techniques

Learning Units	Theory hours	Workplace hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
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LU1- Perform fabric dyeing	-	04	<ul style="list-style-type: none"> ▫ Explain different types of fabrics that can be used for dyeing ▫ Describe different types of fabric dyes ▫ Describe the method of preparation of fabric for dyeing ▫ Demonstrate the process of fabric dyeing 	Oral test, short question & answers, practical test	
LU2- Perform Fabric Painting	-	02	<ul style="list-style-type: none"> ▫ Describe different types of paints used for fabric painting ▫ Identify different types of fabrics for fabric painting ▫ Explain different types of tracing methods ▫ Demonstrate the process of fabric painting 	Oral test, short question & answers, practical test	
LU3- Perform Block Printing	-	02	<ul style="list-style-type: none"> ▫ Explain the process of block printing ▫ Demonstrate block printing 	Oral test, practical test	
LU4- Perform Screen Printing	-	02	<ul style="list-style-type: none"> ▫ Describe different tools and equipment used for screen printing ▫ Describe different types of dyes and pigments used for screen printing ▫ Demonstrate the process of screen 	Oral test, short question & answers, practical test	

			printing		
LU5- Apply Basic Embellishment techniques		04	<ul style="list-style-type: none"> ▫ Enlist basic hand embroidery stitches ▫ Explain different types of materials used for surface embellishment ▫ Describe surfaces used for embellishment techniques ▫ Demonstrate different surface embellishment techniques 	Oral test, short question & answers, practical test	

Module 4- Make Basic Blocks and Patterns

Learning Units	Theory hours	Workplace hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
LU1- Take full body measurement	-	1	<ul style="list-style-type: none"> • Demonstrate full body measurement • Prepare the measurement chart 	Oral test, short question & answer, practical test	
LU2- Construct basic blocks	-	6	<ul style="list-style-type: none"> • Create basic block according to garment type using standard measurement • Trace accurately the basic block on pattern sheet • Label all the basic information on the block 	Oral test, short question & answer, practical test	

			according to international standards		
LU3- Create patterns using basic block	-	10	<ul style="list-style-type: none"> • Trace block on pattern sheet • Draw pattern according to garment design requirements and specified measurements • Complete final pattern which include ease, seams and allowance for fabric behaviour including shrinkage, consistency, capacity and elasticity 	Oral test, short question & answer, practical test	

Module 5- Perform Pattern Cutting & Garment Stitching

Learning Units	Theory	Workplace	Recommended form of	Recommended	Scheduled
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	hours	hours	assessment	Methodology	dates
LU1- Use equipment and machinery properly	1	2	<ul style="list-style-type: none"> • Explain different parts of sewing machine and their uses • Explain parts and use over lock machine • Use steam iron properly • Maintain equipment and machinery in use • Practice seams on straight and curved lines 	Oral test, short question & answer, practical test	
LU2- Perform fabric cutting as per pattern	-	4	<ul style="list-style-type: none"> • Mark pattern lines and allowances on fabric, placing the pattern over it • Cut the fabric according to the marked lines • Use the cutting tools safely 	Oral test, short question & answer, practical test	
LU3- Stitch garment components as per pattern	-	20	<ul style="list-style-type: none"> • Assemble all the cut pieces of fabric as per labelling by over locking them • Stitch all assembled pieces following the marked lines • Handle tools and equipment safely 	Oral test, short question & answer, practical test	

Module 6- Perform Garment Finishing

Learning Units	Theory hours	Workplace hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
LU1- Verify	-	04	<ul style="list-style-type: none"> • Demonstrate process of 	Oral test, short question &	

measurements according to pattern			comparing garment measurements with pattern <ul style="list-style-type: none"> • Demonstrate process of making amendments 	answer, practical test	
LU2- Check Stitching quality	-	04	<ul style="list-style-type: none"> ✓ Explain the process of quality check of a garment • Demonstrate procedure of ironing the garment 	Oral test, short question & answer, practical test	
LU3- Perform Packaging of finished garment	-	02	<ul style="list-style-type: none"> • Describe the materials used for packaging • Explain different types of tags used for garments • Demonstrate placement of tags on the garment • Demonstrate folding and packaging of garment 	Oral test, short question & answer, practical test	

Module 7- Design a Final Project

Learning Units	Theory hours	Workplace hours	Recommended form of assessment	Recommended Methodology	Scheduled dates
LU1- Plan the Design	-	10	<ul style="list-style-type: none"> • Research latest 	Oral test, short question & answer, practical test	

			fashion trends <ul style="list-style-type: none"> • Carry out Fashion forecast • Carry out research on selected theme • Create mood board • Create client brief • Make basic business plan • Manage cost • Manage human resources 		
LU2- Implement the Designs	-	10	<ul style="list-style-type: none"> • Develop garment designs with the reference of research • Develop surface designs • Make pattern of the designed garment • Apply surface ornamentation techniques • Cut and stitch the garment 	Oral test, short question & answer, practical test	
LU3- Evaluate the Design	-	03	<ul style="list-style-type: none"> • Finish the garment according to industrial standards. • Present the project in front of specified audience 	Oral test, short question & answer, practical test	

Assessment context:

This unit has to be assessed on the job, off the job, or a combination of on and off the job demonstrated by an individual work.

Critical aspects:-

- Ability to conduct research using primary and secondary source
- Ability to develop surface designs
- Ability to develop garment designs
- Ability to illustrate garment designs on fashion croqui
- Ability to draft patterns
- Ability to stitch a garment
- Ability to use different surface decoration techniques
- Ability to design a theme based garment and stitch it
- Ability to demonstrate entrepreneur skills

Assessment condition:-

- Each unit should be assessed separately.
- The candidate will have to access all the related tools, equipment, material and demonstrations required.
- The candidate will be required orally or by other methods of communication to answer questions asked by the assessor.
- Present evidence related to the skills
- Assessors must be satisfied that the candidate can competently and consistently perform all elements of the unit as specified by criteria and that he possesses the required knowledge and skill.

4. Resources required for assessment:-

It includes all tools, equipment and related material, listed in the curriculum

List of Tools, Machinery & Equipment

Total number of students: 20

Name of Trade	Fashion Design	
Duration	1 year	
Sr.	Name of Item/ Equipment / Tools	Quantity

No.		
1.	Computer	10
2.	Colour palette	20
3.	Paint brushes	20
4.	Scale	20
5.	Compass	5
6.	Stove	5
7.	Wooden blocks	20
8.	Screen	20
9.	Squeegee	10
10.	Embroidery frames	20
11.	Thumb pins	5 boxes
12.	Measuring tape	5
13.	Pattern sheets	100
14.	Over lock machine	1
15.	Steam iron	2
16.	Fabric cutting scissors	20
17.	Common pins	5 boxes
18.	Tailoring chalk	10
19.	Clipper	20
20.	Seam ripper	20
21.	Machine needles	20
22.	Bobbin & bobbin case	20
23.	Tag gun	1
24.	Packing bags	50
25.	Japenese scale	20
26.	French curve	20
27.	Set square	5
28.	Tracing wheel	20
29.	Industrial lock stitch sewing machine	20
30.	Over lock machine 3 head	1
31.	Drafting table	20

32.	Cutting table	20
33.	Tracing table	
34.	Iron table	
35.	Printing table	
36.	Stain removal gun	1
37.	Multimedia & screen	1
38.	Printer	1
39.	Scanner	1
40.	Pinking scissor	5
41.	Mannequins	20
42.	Hangers	

List of Consumable Supplies(for a class of 20 students)

Name of Trade		Fashion Design
Duration		1 year
Sr. No.	Name of Consumable Supplies	Quantity
1.	Pencils	20
2.	Erasers	20
3.	Sketch books	20
4.	Printing dyes	5 jars each colour
5.	Poster paints (red, yellow, blue, black, white)	20 each colour
6.	Water colour pencils	5 packs
7.	Carbon paper	20
8.	Tracing paper	40
9.	Pattern sheets	100
10.	Bleach sheet	100
11.	Embroidery threads	100 different colours
12.	Embellishment material	Various
13.	Note books	20
14.	Sewing Threads	40
15.	Tailoring chalk	20
16.	Packing bags	100



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