

HND in Fashion

Programme Specification

Awarding Body: Edexcel (BTEC)
Teaching Institution: South and City College Birmingham
Final Award: Edexcel BTEC Level 5 Higher National Diploma in Fashion and Textiles
Programme Title: HND Fashion and Textiles
Mode of Study: Full time – normally 2 years
Language of Study: English
UCAS Code: S20 032W

Introduction

This course is for those who wish to pursue a career in the fashion and textiles industry. You will gain high level and specialist training in how to present and exhibit your work to industry standard and how to realise your fashion collection from idea to catwalk. You'll learn new techniques, explore innovative processes and fashion trends and develop an independent mode of working. You'll be able to specialise in the areas you are most interested in. You will have the opportunity to take part in our sell-out annual fashion show as well as the 'Rags to Riches' competition, sponsored by Harvey Nichols and the Birmingham Rag Markets. We also take part in the Clothes Show Live at the NEC as well as live projects. Our students have the opportunity to visit London Fashion Week and other venues.

You will work in our bright and airy workshops, learn about the fashion industry, trend forecasting, you'll design your own collection and buy materials from the local markets.

We have highly skilled tutors who have experience of working in the fashion industry and they'll help develop you and make the most of your talent.

Aims of the Programme

The HND Fashion and Textiles qualification has been developed by Edexcel. Edexcel state the aims of the programme are to focus on:

- providing education and training for a range of careers in fashion and textiles
- providing opportunities for fashion and textiles designers to achieve a nationally recognised level 4/ level 5 vocationally specific qualification
- providing opportunities for full-time learners to gain a nationally recognised vocationally specific qualification to enter employment in fashion and textiles or progress to higher education vocational qualifications such as a full-time degree in fashion and textiles or related area
- developing the knowledge, understanding and skills of learners in the field of fashion and textiles
- providing opportunities for learners to focus on the development of higher-level skills in a fashion and textiles context
- providing opportunities for learners to develop a range of skills and techniques and attributes essential for successful performance in working life
- develop learners' ability to manage themselves
- develop learners' critical awareness and their ability to research and synthesise complex information
- develop learners' skills in communication and presentation
- develop learners' ability to handle information.

This qualification aims to meet the needs of the above rationale by students developing the following higher level skills during the course:

- synthesis of a range of concepts, knowledge and skills relating to fashion and textiles
- application of complex theories to practical realistic work situations in the fashion and textiles sectors
- independence of approach to study and the generation of fashion and textiles evidence
- ability to engage with complex and/or unpredictable situations in fashion and textiles contexts
- ability to take responsibility to manage and direct their own and others' activities
- insight and judgement in relation to the margins and consequences of error

- research and investigative skills
- responsiveness to change and ability to multi-task
- ability to innovate and work in a creative way.

Relationship to Subject Benchmark Statements and other Relevant External Reference points
Edexcel BTEC Higher Nationals in Fashion and Textiles are designed to relate to the National Occupational Standards (NOS) at level 4 and level 5 developed by Skillset Sector Skills Councils in the areas of Textiles and Material Design, which in turn form the basis of National Vocational Qualifications (NVQs).

Programme Structure

To achieve the qualification of HND Fashion and Textiles, learners will study 16 modules. This is subject to module combination rules and requirements as stipulated by Edexcel. Learners must pass all 16 modules (240 credits) to achieve the award.

The programme is provided over two years on a full time basis, typically this is from September until June and will require attendance at College for 2½ days per week.

Modules are designated as Level 4 or Level 5, to achieve the HND learners must achieve at least 125 credits at Level 5.

The programme consists of 5 mandatory core modules (80 credits), plus a minimum of four specialist modules from group A (a minimum of 60 credits), the remaining modules may be selected from specialist options group A or group B (100 credits)

Mandatory core units – all five modules must be taken		Unit level	Unit credit
1	Visual Communication in Art and Design	4	15
2	Ideas Generation and Development in Art and Design	4	15
3	Contextual and Cultural Referencing in Art and Design	4	15
4	Professional Practice in Art and Design	5	15
5	Project Design, Implementation and Evaluation	5	20

Specialist units –Group A - a minimum total credit value of 60

35	Design Exploration in Textiles	4	15
36	Design Application in Textiles	4	15
37	Techniques and Processes in Textiles	4	15
38	Design Research in Textiles	5	15
39	Textile Collection Realisation	5	15
40	Textile Manufacture Production Operations	5	15
41	Specialist Textiles Techniques and Processes	5	15
42	Experimental Constructed Textiles	5	15
43	Experimental Printed Textiles	5	15
44	Experimental Embroidered Textiles	5	15
45	Design Exploration in Fashion	4	15
46	Design Application in Fashion	4	15
47	Techniques and Processes in Fashion	4	15
48	Production Techniques in Fashion	4	15

49	Pattern Drafting in Fashion	4	15
50	Research and Development for Fashion Design	5	15
51	Pattern Construction in Fashion	5	15
52	Garment Manufacture	5	15
53	Clothing Manufacture Production Operations	5	15
54	Fashion Promotion and Marketing	5	15
55	Concepts for Costume Design	4	15
56	Costume Production for Performing Arts	5	15
57	Millinery and Headdresses	4	15
58	Cultural Understanding in Fashion	5	15
59	CAD/CAM for Fashion and Textiles	4	15
60	Fashion and Textiles Materials Understanding	4	15
61	Fashion Collection Realisation	5	15
62	Costume Realisation	4	15
111	Digital Image Creation and Development	5	15
113	Fashion Photography	5	15
130	Drawing Techniques and Processes in Art and Design	4	15

Specialist units –Group B - no minimum total credit value

6	Critical Study in Art and Design	5	15
8	Ideas in Context	5	15
9	Research Project	5	20
12	Personal and Professional Development	5	15
13	Managing a Creative Business	4	15
14	Business Practice in Art and Design	5	15
15	Work-based Experience	5	15
16	Employability Skills	5	15
22	References and Sources in Art and Design	5	15
23	Communication with Images in Art and Design	5	15
34	Management of the Design and Production Process	5	15
86	Digital Media in Art and Design	4	15
91	Design for Performing Arts	5	15
94	Visual and Personal Presentation	4	15
97	Jewellery, Accessories and Body Adornment	5	15
102	Interior Design	5	15
104	Lens-based Recording Techniques in Art and Design	4	15
125	Fine Art Digital Applications	5	15

Specialist modules will be selected by the Programme Team and will take into account the resources available and the views of learners, it is not possible to offer all specialist modules on an individual basis to learners.

Proposed Course Structure

Year 1 - Semester 1

Unit 1 Visual Communication in Art and Design	Unit 2 Ideas Generation and Development in Art and Design	Unit 3 Contextual and Cultural referencing in Art and Design	Unit 37 Techniques and Processes in Textiles
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Year 1 - Semester 2

Unit 130
Drawing
Techniques and
Processes in Art
and Design

Unit 48
Production
Techniques in
Fashion

Unit 49
Pattern Drafting
in Fashion

Unit 59
CAD/CAM for
Fashion and
Textiles

Year 2 - Semester 3

Unit 51
Pattern
Construction in
Fashion

Unit 52
Garment
Manufacture

Unit 53
Clothing
Manufacture
Production
Operations

Unit 54
Fashion
Promotion and
Marketing

Year 2 - Semester 4

Unit 5
Project Design
Implementation
and Evaluation

Unit 61
Fashion
Collection
Realisation

Unit 4
Professional
Practice in Art
and Design

Unit 6
Critical Study in
Art and Design

NB This structure is a sample some modules may be delivered over a longer period of time, for example Unit 61 Fashion Collection Realisation.

Intended Learning Outcomes

The programme intended learning outcomes are identified in each module in detail, however generally the programmes learning outcomes include fundamental concepts, principles and theories appropriate to Fashion and Textiles

The Intended Learning for the proposed curriculum is:

Visual Communication in Art and Design will develop an understanding of the role and responsibilities of the artist, designer and craft worker in a commercial context and to aims for students to acquire the ability to communicate ideas through drawing and other visual techniques and skills. Students will be expected to engage in integrated research to include analysis of the brief, preparation of initial ideas, market research, investigation and practical exploration into materials, processes and techniques. Ideas generation and Development in Art and Design introduces a number of idea-generating techniques to demonstrate that creative thinking is a skill that can be continually developed. Students will be encouraged to originate ideas which fulfil visual communication objectives and also be required to use mark-making techniques to express ideas on paper and they identify the cultural contexts in which their ideas work. Selection, review and development of ideas will be evidenced in sketchbooks, design sheets, thumbnails or concept sheets and the creation of graphic imagery and digital portfolio is encouraged.

Contextual and Cultural Referencing in Art and Design develops learners' knowledge of the cultural history and social theory which informs current thought and debate across the visual arts. Emphasis is on

research and study skills and on learners acquiring source material and knowledge. For this unit learners will need to be familiar with a broad sweep of the historical and cultural developments which inform current thought and debate about art and design in general and their chosen specialism in particular.

Professional Practice in Art and Design aims to evaluate and assimilate learners' skills to provide a coherent, creative and professional portfolio of work which can be used for subsequent interviews and presentations. Portfolios will be focused on individual career paths and will include different formats, eg paper based, CD, website, blog, integrated media. Learners will also prepare for their future, through participation in self-analysis and reflection, recognition of strengths and weaknesses, goal setting, practising interview techniques and making applications for jobs. Learners will be expected to research their intended career path and specific job role in order to be well informed of the strategies and knowledge needed to conduct successful interviews.

Project Design Implementation and Evaluation gives learners opportunities to develop skills in decision making, problem solving and communication, integrated with the skills and knowledge developed in many of the other units within the programme to complete a realistic project. Learners are required to select, plan, implement and evaluate a project and present the outcomes, in terms of the process and the product of the project. It also allows learners to develop the ability to work individually and/or with others, within a defined timescale and given constraints to produce an acceptable and viable solution to an agreed brief.

Critical Study in Art and Design gives learners an opportunity to investigate selected references within the context of their own work, through encouraging independent selection and analysis of historical, contextual and contemporary sources. Learners will be encouraged to investigate factors which determine cultural and creative influences in art and design. These will not only include the influences of artists and designers, but also the social, aesthetic, technological, ecological and economic global forces which can shape modern thinking and direction. Learners will investigate textual analysis and historical understanding in the context of contemporary art and design practice and will be encouraged to use this analysis to develop an understanding of themselves and their work within their selected areas of interest.

Techniques and Processes in Textiles is designed to introduce and develop technical skills and practical application of the techniques used to produce sample fabrics in printed, knitted, woven, embroidered and combined media textiles. The unit will provide opportunities for learners to develop practical skills and understanding and to produce personal design solutions.

Through experimentation with ideas and technology, learners will be able to apply acquired knowledge to achieve the desired outcomes in their future work and will enable learners to evaluate the technical and creative potential of different technologies and processes and apply these to their own interpretations

Production Techniques in Fashion will give learners the essential skills for and understanding of the basic principles required to produce sample garments to industry standards, using specialist production methods and equipment. Learners will develop skills and build confidence in using a full range of industrial machinery and workroom equipment effectively and safely. They will also be able to use correct manufacturing terminology to identify the equipment, machinery, tools and processes used in clothing production.

This unit will give learners the opportunity to gain machine skills through practice and sample production. Samples will be professionally presented and developed into a visual reference resource for future projects. Learners will be encouraged to experiment creatively with their design ideas and develop these as toiles for a range of design areas, eg women, men, designer, experimental, sportswear, high street, high fashion.

Pattern Drafting in Fashion delivers the skills and processes required to progress towards creating patterns from original designs and working drawings. Learners will be encouraged to explore ideas as well as understanding the technical principles and to engage in producing accurate and professional cutting solutions. This unit will enable learners to develop the basic principles of pattern drafting and create a set of basic blocks. Each block will be produced by working from written instructions and diagrams with technical support.

Pattern Construction in Fashion will explore the two- and three-dimensional parameters of pattern cutting and garment production, using creative designs and working drawings as a starting point. The unit will include flat pattern cutting, drafting, modelling on the stand and grading. Learners will undertake more complex cutting and construction, including advanced creative detailing and manufacturing techniques.

Garment Manufacture provides the opportunity to extend skills in clothing production learned in previous units. Learners will be introduced to an advanced range of techniques and methods, using industrial machinery to produce designer samples to a professional standard. This process will be undertaken through the creation of a capsule collection of unique garments. Problem solving, lateral thinking and applying solutions to different contexts will be encouraged. It is envisaged that original designs and garment patterns produced in other units will be taken through to completion for this unit. Learners will work individually, with group critiques included to encourage enquiry, debate and evaluation.

Clothing Manufacture Production Operations is investigative in nature and will focus on learners' engagement with primary and secondary research relating to the clothing production industries. Learners will be encouraged to visit manufacturers and suppliers and to investigate, through extended study, the structures and operations currently in place in the clothing industry. These systems include not only the cutting, sampling and manufacturing processes, but also quality control, logistics, distribution, costing and purchasing. The purpose of this unit is to give learners an in-depth understanding of the clothing and manufacturing industry. It is not a practical, hands-on unit, but learners will be encouraged to instigate links with a variety of companies and to gain first-hand knowledge of working practices. Combined with visits, learners will be expected to engage in extended research practices in order to investigate fully a range of contemporary global manufacturing methods and processes.

Fashion Promotion and Marketing will introduce learners to the broad contexts relating to fashion promotion. Beginning with a critical engagement with the subject 'Fashion' in all its forms, including retail, press, advertising, public relations, branding, film, music, broadcasting and lifestyle and introducing key concepts of fashion as a vehicle of cultural communication. A successful practitioner in fashion promotion will always comprehend the complexities of the system of the contemporary fashion industry. The fast-changing nature of fashion in all its forms will be examined in the wider context of the creative industries and the way they integrate, as well as the outside influences which affect the discipline. Key to individual learners' development is an understanding of the professional organisations that make up the fashion promotion industry. As well as an introduction to areas of marketing, advertising, media, press, editorial, broadcast, branding, illustration and journalism, learners will be introduced to more advanced digital methods of realising and manipulating imagery and text in order to communicate ideas. Through this unit learners will come to understand the processes in fashion promotion as well as the role that personnel such as photographers, stylists, models, consultants, editors, art directors and others play in the promotion industry.

CAD/CAM for Fashion and Textiles explores the application of Computer Aided Design (CAD) and Computer Aided Manufacturing (CAM) technology specific to fashion and textiles and gives learners the skills to exploit the technology within their own creative work. The computer model is a flexible,

responsive and multi-functional part of the design process in all areas of design including fashion and textiles. The ability to analyse and alter a 'virtual' object/image is invaluable to designers. This unit focuses on developing learners' knowledge, skills and understanding of the principles and processes of computer modelling and image making for design development and visualisation.

Fashion Collection Realisation will extend learners' appreciation of the role of the designer and understanding of market sectors, production methods and related constraints. Learners will have the opportunity to demonstrate their creativity, personal vision, style and technical ingenuity through the design and realisation of a final collection. The unit integrates a variety of complex skills and knowledge to realise innovation through original designs.

The theme of the final collection will be identified by individual learners within centre-devised guidelines, and each will develop and instigate their own schedule and programme, demonstrating a mature application of project management skills.

An end of year final presentation or fashion show will be the main focus for the unit.

Learners will be expected to realise an innovative final collection supported by thorough market and contextual research.

Drawing Techniques in Art and Design learners will be encouraged to develop visual thinking and creativity as fundamental to all fashion design work. It will enable learners to experiment with drawing approaches and techniques in order to broaden their understanding of visual language. Learners will need to use traditional and contemporary art and design materials and media, as well as understanding their visual language and creativity through experimenting with different materials and media. Learners will demonstrate an informed understanding of their visual thinking and creativity in their drawing techniques and approaches.

Criteria for Admission to the Programme

Learners must be aged 18 years on or before 31st August of the academic year that the programme commences.

A minimum of 120 UCAS points which may be gained from the following qualifications:

2 x GCE 'A' Level passes

1 x GCE 'A' Level pass plus AS level passes in appropriate subjects

BTEC National Diploma or Extended Diploma

BTEC National Certificate

A Level 3 Diploma or equivalent such as NVQ, GNVQ, International Baccalaureate, Scottish Certificate of Education

A recognised (Kite marked) Access Course

Other relevant international qualifications

It is recognised that some learners may have significant relevant work experience or other professional qualifications and therefore may be admitted to the programme following a successful interview.

Teaching and Learning

A range of teaching and learning methods will be used during the programme which may include:

- Lectures
- Tutorial support groups
- Practical classroom based activities
- Group and individual presentations
- Group projects
- Independent learning/self directed study
- Work place investigations
- Online learning materials
- Work placements

It is recognised that learners learn in a variety of ways and the teaching and learning on the programme will take account of these different needs.

Support for Learning

Students are encouraged to identify and, with guidance, to reflect on their own learning needs and are offered support as appropriate to those needs.

Personal Development Planning (PDP) is a process undertaken by students to reflect upon their own learning, performance and achievement and to plan for their personal, educational and career development. It will enable you to articulate the skills you are developing in order to open up opportunities for the future.

Where specific learning needs are identified (e.g. Where a disability is declared,) the course team will liaise with Student Services to ensure that the requirements of the statement are met.

Students are encouraged to identify and, with guidance, to reflect on their own learning needs and are offered the following support as appropriate to meet those needs:

- A course induction programme
- Induction to learning resources
- Group project briefing sessions for students embarking upon project work, followed by regular meetings with supervisors at which progress is monitored.
- Individual tutorials
- Learning agreements
- Online resources (Moodle)
- Study skills support
- Student Handbook with information relating to the course, modules, assessment and support
- Access to college resources such as IT facilities and the Library.
- Access to Student Services, including those offered by the careers service, financial; advisers and counselling service

Assessment

A variety of assessment methods will be used on the programme. These are designed to enable learners to meet the learning outcomes for the module and experience a range of methods in preparation for further study or employment. A sample are provided below, (this is not an exhaustive list)

- Written examinations
- Coursework assignments such as reports or essays
- Individual and group-based project work
- Practical investigations
- Group and individual presentations
- Work experience log books
- Reflective accounts
- Portfolios
- Product production and realisation

Modules generally have a maximum of two assessments, for example a presentation and a written piece of course work.

Grading

Grades are awarded at module and qualification level.

Each module will be graded as a pass, merit or distinction.

A pass is awarded for the achievement of all learning outcomes against the specified assessment criteria. Merit and distinction grades are awarded for higher-level achievement

The qualification grade of a merit or distinction is awarded through the aggregation of points gained through the successful achievement of individual units. Grading of the HND is based on learner's best performance in units at the level or above of the qualification to the value of 75 credits.

The number of points available is dependent on the unit grade achieved and the credit size of the unit (as shown in the 'Points available per credit at specified unit grades' table below).

Points available per credit at specified unit grades

Points per credit		
Pass	Merit	Distinction
0	1	2

Qualification grades are:

Points Range	Grade	
0-74	Pass	P
75-149	Merit	M
150	Distinction	D