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This unit is about developing and combining your technical and creative nail skills in a way that enhances your own professional profile. The ability to research, plan and create a range of nail

images in conjunction with others is required in this unit. Evaluation of the results and how your design image may be adapted for commercial use also forms an important part of this unit.





Design nail art

This unit has three outcomes. As they are linked, you can be observed by your assessor for all three at the same time.

Outcome 1 Plan and design a range of images **Outcome 2** 

Produce a range of creative images

**Outcome 3 Evaluate your results** against the design plan objectives

# Evidence requirements

**Optional** 

To achieve this unit you must practically demonstrate in your everyday work that you have met the standards for designing and creating images incorporating nail art.

Unit N10 (City & Guilds Unit 047)

The standards cover things that you must do (performance criteria), things that you must cover (range) and things that you must know.

# What you must do

Your assessor will observe you on at least one occasion and you must produce evidence of creating three different nail art designs, two of which must combine nail enhancements and nail art.

You must carry out correctly all the things listed under 'What you must do' on the sign-off sheets that follow.

The observation must be with real clients in a salon setting – simulation is **not** allowed for any performance evidence within this unit. You may also need to assemble relevant documentary evidence in your portfolio to meet all the requirements of this unit.

When carrying out your work, all related health, safety and hygiene practices must be followed at all times.

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Competitions are a fabulous way of building confidence, improving dexterity and timing. Bev Braisdell



mage courtesy of Carole Whitehead

# Unit N10 (City & Guilds Unit 047) Develop a range of creative nail images Optional (continued)

Level 3 NVQ/SVQ Nails

# What you must cover

You will see key words in bold on the 'What you must do' list. For each of these, there is a range of things that you must cover. You must show that you have:

# **Produced images for** at least one of the activities \*:

Photo shoot

Catwalk shows

Competition

Client specifications

\* However, you must prove to your assessor that you are able to deal with the other three.

# Considered two of the three images:

Based on a theme

Avant-garde

Commercial

# Involved at least three of the seven relevant persons \*:

Photographer

Make-up artists

Colleagues

Competition judges

Hairstylist

Client

Stylist

\* However, you must prove to your assessor that you are able to deal with the other four.

# Used four of the additional media:

Accessories

Clothes

Make-up

**Props** 

Hair

Body art



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Bear in mind the nail art techniques that you've learnt as you create your designs use and practise all your skills to help you improve your work. Marian Newman



# What you must know

You will be assessed on your knowledge of the following for:

Communication

Design principles and presentation

Health & Safety

**Planning** 

Problem solving

Evaluation

This will be completed through written and oral questioning by your assessor, or by an online GOLA test. For details of what you must know, see pages 12–14.



### Hints and tips

Image courtesy of Carole Whitehead

Practise your designs many, many times before an event, in different environmental conditions. This will highlight any potential problems.



Design nail art

Useful words

Some terms that you will come across in this unit are explained below.

**3D** Three dimensional (3D) means that a structure has depth, width and height.

Additional media These could be clothes, make-up, jewellery, props – in fact, anything you use to support your design.

Airbrushing A nail art technique. A brush is attached to a compressor by a hose and held in the hand. Air is mixed with paint before being forced out to create a coloured spray.

**Avant-garde** People or works that are experimental or innovative, particularly in art and culture.

**Copyright** The legal right that gives the creator of a piece of work control over how it is used by others.

**Cut out** Removing part of a tip, to change the original shape, to elaborate a design plan.

**Design plan** This is a written outline of how you plan to achieve the desired effect. You present this to the person who has set you the task for their approval.

**Embedding** A nail art technique where threedimensional designs are created by embedding decorative items such as stones.

**Free-hand** A nail art technique performed by hand using paints and brushes, which gives a unique and individual design.

Mood board Used by designers, this is a board that displays images and examples to communicate their ideas.

**Portfolio** A presentation of your images, work samples and skills.

Relevant person A person who has set you the task and whose approval you will need to seek before commencing work, or a person who you will need to work together with to be able to complete the job.

Resource Any item you need to help create and present the image you have designed.



# Observation sign-off sheet Unit N10 Develop a range of creative nail images

# What you must do

Level 3 NVQ/SVQ Nails

Within your work, you must show your assessor that you can do the following. Your assessor will observe your performance on at least one occasion. Your assessor will want to see you create three different nail designs, two of which must combine nail enhancements and nail art.

Each time you achieve all the points listed below within a single client service, your assessor will tick the circle and enter the date.

# Outcome 1

# Plan and design a range of images by:

- a Agreeing contractual arrangements with the **relevant person(s)** prior to commencing the design plan
- b Clearly identifying the intended **activity(ies)** for which the **images** are required
- c Using suitable sources of information to research ideas on themes for design
- d Accurately identifying sufficient suitable information to create your design plan
- e Creating a design plan which:
  - · meets the client's brief
  - is suitable for your chosen range of **images**
  - clearly defines the roles and responsibilities of others involved
  - takes account of budgetary constraints
  - defines all resources required
  - states how risks to health & safety can be reduced
  - takes account of foreseeable problems and ways of resolving them
  - lists any venue requirements, if applicable
- f agreeing your design plan with the relevant
   person(s)

| Observation                  | 1 |   |   |
|------------------------------|---|---|---|
| Achieved                     | 0 | 0 | 0 |
| Date                         |   |   |   |
| Candidate signature          |   |   |   |
| Assessor signature           |   |   |   |
| IV signature<br>(if sampled) |   |   |   |

# Outcome 2

# Produce a range of creative images by:

- a Preparing the work environment to meet legal and hygiene requirements
- Making sure that environmental conditions are suitable for the products
- c Preparing suitable resources to meet the design plan
- d Finding a position that permits access and minimises the risk of injury to yourself and the client
- e Preparing nails in a way which is suitable for the application of the image(s)
- f Managing resources within the limits of your own authority
- g Accurately communicating the roles and responsibilities of relevant person(s) involved in the implementation of the design
- h Ensuring that the **image(s)** demonstrates the creative and innovative application of nail service techniques to meet the design plan
- Adapting the agreed design plan to meet any changed circumstances
- Ensuring the information given to **relevant** person(s) is accurate, clear and delivered at a pace suitable for the activity(ies)
- k Ensuring the use of resources conforms to the design plan
- Using suitable additional media to complement the final image(s)
- m Ensuring the finished **image(s)** and its presentation meets the design plan



Design nail ar

# Hints and tips

There are no standard time limits set for planning, designing and providing nail art services to the client. However. the time factor will need to be built into the cost of the service.

| Observation                  | 1 |   |   |  |
|------------------------------|---|---|---|--|
| Achieved                     | 0 | 0 | 0 |  |
| Date                         |   |   |   |  |
| Candidate signature          |   |   |   |  |
| Assessor signature           |   |   |   |  |
| IV signature<br>(if sampled) |   |   |   |  |

Covered by observation  $\bigcirc$ Date Covered by oral questioning Date



# Observation sign-off sheet Unit N10 Develop a range of creative

nail images

What you must do (continued)

Level 3 NVQ/SVQ Nails

# Outcome 3

# Evaluate your results against the design plan objectives by:

- a Actively seeking feedback from **relevant person(s)** on the impact of your **image(s)** and its effectiveness in meeting your design plan
- b Evaluating your own performance against your objectives to identify how and where it could be improved
- c Evaluating how the design **image(s)** may be adapted for commercial use

| Observation                  | 1 |   |  |
|------------------------------|---|---|--|
| Achieved                     | 0 | 0 |  |
| Date                         |   |   |  |
| Candidate signature          |   |   |  |
| Assessor signature           |   |   |  |
| IV signature<br>(if sampled) |   |   |  |



Image courtesy of iStockphoto.com/Zamanyahre

# Observation sign-off sheet Unit N10 Develop a range of creative nail images

# What you must cover



Before ticking the circles below, you must make sure that you have achieved 'What you must cover' in all the outcomes in which it occurs.

|                       | achieved what you must cover in all the outcomes in which it occurs  |   |   |  |  |
|-----------------------|--|---|---|--|--|
| Activities            | Tick the type of activity if you produced images for it.<br>You must produce images for at least <b>one</b> of the activities.   |   |   |  |  |
|                       | 1  |   |   |  |  |
| Photo shoot           | 0  | 0   | 0 |  |  |
| Catwalk shows         | 0  | 0   | 0 |  |  |
| Competition           | 0  | 0   | 0 |  |  |
| Client specifications | 0  | 0   | 0 |  |  |
| Images                | Tick the images consider<br>You must cover <b>two</b> of th  |   |   |  |  |
|                       | 1  |   |   |  |  |
| Based on a theme      | 0  | 0   | 0 |  |  |
| Avant-garde           | 0  | 0   | 0 |  |  |
| Commercial            | 0  | 0   | 0 |  |  |
| Relevant person(s)    | the state of the s | s) involved for each obser<br>three of the relevant per |   |  |  |
|                       | 1  |   |   |  |  |
| Photographer          | 0  | 0   | 0 |  |  |
| Make-up artists       | 0  | 0   | 0 |  |  |
| Colleagues            | 0  | 0   | 0 |  |  |
| Competition judges    | 0  | 0   | 0 |  |  |
| Hairstylist           | 0  | 0   | 0 |  |  |
| Client                | 0  | 0   | 0 |  |  |
| Stylist               | 0  | 0   | 0 |  |  |
|                       |  |   |   |  |  |



# Observation sign-off sheet

Unit N10 Develop a range of creative nail images

# What you must cover (continued)

### Level 3 NVQ/3VQ Nall3

# **Additional media**

Tick the additional media used for each observation.

You must use **four** additional media.

|                  | 1 |   |   |
|------------------|---|---|---|
| Accessories      | 0 | 0 | 0 |
| Clothes          | 0 | 0 | 0 |
| Make-up<br>Props | 0 | 0 | 0 |
| Props            | 0 | 0 | 0 |
| Hair             | 0 | 0 | 0 |
| Body art         | 0 | 0 | 0 |
|                  |   |   |   |

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Date

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# Hints and tips

After an event, evaluate how it went and what you would do differently next time – that way you will always improve.



# Comment form Unit N10



Design nail art

This form can be used to record oral questioning, or for assessor/candidate comments, if required.

# **Comments Date** 2 3



# Hints and tips

Prepare a checklist before an event to ensure you don't forget anything.

### Level 3 NVQ/SVQ Nails

You will be assessed on your knowledge and understanding of all the following points. This will be completed by your assessor through oral or written questions (evidence type E3). This could be an online GOLA test.

Once you have been assessed on each point, you can fill in the date and reference any written evidence that you've put in your portfolio.

# Knowledge sign-off sheet Unit N10 Develop a range of creative nail images

# What you must know

| Yo | u need to understand:   | Evidence type | Date | Portfolio ref |
|----|---|---------------|------|---------------|
| Co | mmunication   |               |      |               |
| 1  | the importance of effective communication   | E3            |      |               |
| 2  | the importance of confidentiality and<br>what might happen if this is not<br>maintained                                   | E3            |      |               |
| 3  | how to adapt your contributions to suit<br>different situations (eg the amount you<br>say, your manner and tone of voice) | E3            |      |               |
| 4  | how and when to participate in discussions and move them forward  | E3            |      |               |
| 5  | how to make openings in conversations to encourage people to speak  | E3            |      |               |
| 6  | the importance of confirming your understanding of what has been said to you  | E3            |      |               |
| De | esign principles and presentation   |               |      |               |
| 7  | basic principles of design, scale and proportion when creating an image   | E3            |      |               |
| 8  | how to identify and develop a theme as a basis for a nail design image  | E3            |      |               |
| 9  | ways of visually presenting your design image effectively to others   | E3            |      |               |
| 10 | ways in which additional media can be used to complement the overall design image   | E3            |      |               |
| 11 | the importance of presenting your final results in a professional way   | E3            |      |               |
| 12 | how accessories can be used to enhance and support a design image   | E3            |      |               |
| 13 | the types of non-conventional items that may be used as part of design  | E3            |      |               |
| 14 | ways of adapting the design and application techniques to suit changing circumstances                                     | E3            |      |               |

| Υοι | uneed to understand:   | Evidence type | Date | Portfolio ref |
|-----|--|---------------|------|---------------|
| Не  | alth & Safety  |               |      |               |
|     | the potential hazards you must<br>consider when working at any venue   | E3            |      |               |
|     | the steps that should be taken to<br>minimise risks when working at any<br>venue   | E3            |      |               |
|     | how and if local bye-laws and legislation<br>may limit your use of tools and<br>equipment  | E3            |      |               |
|     | health & safety procedures applicable to any venue you use   | E3            |      |               |
|     | the potential hazards that may be present as a result of using additional media in your design image and the precautions you should take to reduce risks to health & safety                        | E3            |      |               |
| Pla | nning  |               |      |               |
|     | the steps that should be taken to ensure you are adequately insured  | E3            |      |               |
|     | the importance of agreeing contractual matters prior to commencing any work  | E3            |      |               |
|     | the importance of detailed and accurate planning   | E3            |      |               |
|     | the importance of communicating and agreeing design plans  | E3            |      |               |
|     | the importance of setting and working to a budget  | E3            |      |               |
|     | suitable sources of information and<br>design ideas and how to access them<br>(eg historical, cultural)  | E3            |      |               |
|     | ways of presenting design plans and images   | E3            |      |               |
| 27  | the range and availability of resources  | E3            |      |               |
| 28  | where to obtain resources  | E3            |      |               |
|     | any venue requirements likely to affect your plans   | E3            |      |               |
| Pro | oblem solving  |               |      |               |
|     | the common problems associated with<br>photographic shoots, fashion shows<br>and competitions (eg staffing, tools<br>and equipment breakdowns, and time<br>over-runs etc.) and how to resolve them | E3            |      |               |



Design nail art

# Hints and tips

Always carry
your business card.
You never know
when you will
stumble upon
an opportunity
to advertise
your services.



Level 3 NVO/SVO Nails

# Knowledge sign-off sheet Livit Nac Degralet anguse of

Unit N10 Develop a range of creative nail images

# What you must know (continued)

| You need to understand:   | Evidence type | Date | Portfolio ref |
|---|---------------|------|---------------|
| Evaluation  |               |      |               |
| 31 the purpose of evaluation activities                                   | E3            |      |               |
| 32 the areas on which you should collect feedback                         | E3            |      |               |
| 33 methods of gaining feedback from others                                | E3            |      |               |
| 34 the potential commercial benefits that can arise from nail design work | E3            |      |               |
| Tick if E3 was a GOLA test O Date   |               |      |               |

# Hints and tips

When using an image, check it is not subject to copyright. If it is, seek approval to use it beforehand – remember it is a legal requirement.

















Image courtesy of Sam Biddle, www.sambiddle.co.uk

Supplementary notes Unit N10



Design nail art

| Your | assessor  | may use  | this s | pace for | any | additional |
|------|-----------|----------|--------|----------|-----|------------|
| com  | ments the | y may ha | ave ab | out you  | wor | k.         |

| Comment | Date |
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# Unit sign-off

# This section must be signed when the unit is complete.

We confirm that this evidence is authentic and the assessments were conducted under specified conditions and that all the performance criteria, range and essential knowledge requirements have been met for this unit.

| Candidate signature       | Date |
|---------------------------|------|
| Assessor signature        | Date |
| IV signature (if sampled) | Date |
| EV signature (if sampled) | Date |

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