

# Level 3 Certificate in Design and Craft

**7716-71 Theatre costume**  
Qualification handbook



**Candidate name**

**City & Guilds registration number**

**Centre name**

**Centre number**

**Date candidate enrolled with centre for this qualification**

**Date candidate registered with City & Guilds for this qualification**

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# Introduction: City & Guilds Level 3 Certificate in Design and Craft

Welcome to the Design and Craft suite of qualifications.

This handbook is designed to provide you with the information you require for this course.

You will find a copy of the syllabus you are undertaking, presented as two units.

**Unit 1 – Design for craft** is a common unit for all qualifications at this level. It provides the means to develop a design reference for craft, through a series of outcomes demonstrated by a body of practical work.

**Unit 2 – Craft** is a specific craft unit for the subject you have chosen to study. The syllabus gives details of what you have to produce as evidence that you have achieved the outcomes listed. You will explore the craft at some depth, gain skills in the practice of the craft and a thorough knowledge of materials, techniques and processes applicable to this level of work.

At the end of each unit, there is an assessment record sheet to be completed by your tutor/assessor, in discussion with you, as you achieve each of the outcomes.

In addition to this, your tutor/assessor will keep other records of your progress which you can see, as required.

Your tutor/assessor is the person who makes ongoing decisions about your achievement.

Each City & Guilds centre is also required to have an Internal Verifier who checks a sample of the work of each candidate to ensure that it has been correctly assessed and that records show a clear route to progression.

A City & Guilds External Verifier is allocated to your centre to monitor that all these activities are carried out in accordance with the regulations, laid down nationally, for these qualifications.

As a student of your centre and a candidate of City & Guilds, you too have responsibilities. They include regular and timely attendance, following the syllabus guidelines and presenting your work, as required, for assessment, internal and external verification.

The Design and Craft suite of qualifications is a series through which a candidate can progress as a craftsman or take the level best suited to their skills and requirements.

All skills and supporting knowledge gained, at this level, can be used in their own right or can form a foundation for the next level of qualification.



# Unit 1                      Design for craft

## Key words

Candidates will prepare a portfolio of design work based on each of the following design elements. Each body of work will consist of exploratory studies and one resolved piece.

Candidates are advised to use the **keyword** in the boxes below as a focus. Some suggestions for exploration are given but these are not intended to be exclusive or prescriptive.

Throughout this work, candidates will use the design principles – balance, rhythm, contrast and dominance, harmony, scale and proportion.

### **Colour**

- develop colour mixing techniques
- explore the properties of colour – hot, cold,...
- investigate colour association and colour symbolism, the cultural use of colour, use of colour in the work of an artist, craftsman or historical period
- experiment with effects of colour application – transparency, translucency, opacity, washes, impasto
- match colours and produce colour schemes.

### **Texture**

- consider texture in the context of the natural and manmade environments
- use a range of methods and techniques to create surface texture – visual and actual.

### **Line**

- develop mark-making exercises exploring the quality of line – thick, thin, broken... and the varieties of line – straight, curved, angular...
- develop lines into linear patterns – spirals, contours, stripes...

### **Shape**

- explore shape – positive and negative, repeated pattern, interlocking and overlapping, random and organised, geometric, symmetrical and asymmetrical.

### **Form**

explore hard edged, soft edged, solid, hollow, pierced, low relief and 3D structures using a variety of methods – assemblages of paper, card constructions, collage, montage, paper manipulation...

# Level 3 Certificate in Design and Craft

Unit 1

Design for craft



Candidate name \_\_\_\_\_

Assessment record year \_\_\_\_\_

Qualification \_\_\_\_\_

Qualification number \_\_\_\_\_

<b>Outcome 1 Research and select sources of inspiration and develop design ideas</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Explore how design ideas can be developed from a source or starting point.		
	2 Explore and understand the use of primary sources – direct observation of the actual object(s).		
	3 Explore and understand the uses of secondary sources – books, photograph, websites...		
Underpinning Knowledge	1 List a range of primary design sources.		
	2 List a range of secondary design sources.		
<b>Outcome 2 Research and use contextual studies – contemporary, historical and cultural</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Investigate contemporary, historical and cultural influences.		
	2 Investigate the work of designer makers, craftsmen, and artists, as appropriate.		
Underpinning Knowledge	1 List major designer makers, craftsman and artists, as appropriate.		
	2 List museum collections, exhibitions and websites, as appropriate.		
	3 Record research at museums, exhibitions and websites.		

<b>Outcome 3 Use a range of materials, mediums and techniques</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Use a range of materials – drawing mediums, colouring agents, collage materials, fabrics, found objects, paper, card.		
	2 Use a range of techniques – drawings, colour studies, samples, computer generated images, collage, montage, low relief, 3D structures.		
Underpinning Knowledge	1 List a range of materials, mediums and techniques.		
	2 List the characteristics of a variety of materials, mediums and techniques.		
	3 List Health & Safety considerations for a range of materials, mediums and techniques used in design exercises.		
<b>Outcome 4 Use a range of styles and sizes of presentation methods</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Use a range of presentation methods – sketchbooks, mounted and un-mounted work, 3D, computer generated presentation...		
Underpinning Knowledge	1 List a range of presentation methods.		
<b>Outcome 5 Produce and present exploratory and finished design projects</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Handle materials correctly during the designing process.		
	2 Produce exploratory design projects.		
	3 Produce finished design projects.		
Underpinning Knowledge	1 Produce a brief order of work and a cost sheet for finished design projects.		
	2 State the essential features of an evaluation of the design work.		
	3 Evaluate the design projects.		
	4 List Health & Safety factors applicable to the design process.		
<b>Outcome 6 Operate tools and equipment safely and effectively</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Use tools carefully, safely and effectively.		
	2 Use equipment safely, carefully and effectively.		
Underpinning Knowledge	1 List a range of tools and describe their use and care.		
	2 List a range of equipment and describe its use and care.		

<b>Outcome 7 Appreciate the application of general design development studies to the craft</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1	Recognise the use of a range of design skills for a variety of crafts	
	2	Recognise the application of a range of design skills for a variety of crafts.	
Underpinning Knowledge	1	List a range of examples of design for craft.	
	2	Describe how to develop a working design for a specific craft.	

## Unit 2                      Theatre costume

### Overview

#### Unit rationale

**Note: All items presented for assessment must be original work, designed and produced by the candidate and involve no commercially produced pattern, template or maquette.**

#### Aims

The aim of this unit is to provide the opportunity for candidates to explore, at some depth, a specific craft in which they will use inspirational source material to design items. They will develop innovative ideas or practice traditional techniques and acquire complex practical skills, supported by a thorough knowledge of range of materials, processes and techniques involved.

Workbooks will record supporting knowledge – visual and written notes, diagrams and technical specifications on the development of design briefs, sources of inspiration, materials, and processes and techniques.

The unit utilises the principles of Unit 1 throughout the outcomes – planning, preparing, making, completing and presenting the items.

Candidates will evaluate the completed work, processes and techniques used, to inform future work.

#### Outcomes

There are **six** outcomes for this unit. The candidate will be able to:

- 1 apply innovative and complex design ideas to planning and making for the craft
- 2 plan, prepare and manage the making of complex craft items to a design brief
- 3 operate tools and equipment carefully, safely and effectively for complex techniques applicable to this craft
- 4 make complex craft items to a high standard of craftsmanship, to a design brief
- 5 appreciate the contextual influences relating to the craft at this level
- 6 use effective presentation skills to display completed items.

#### Assessment

Candidates will design, prepare and make the items detailed below and produce supporting notes and evidence.

These items will provide the evidence required for the six outcomes in this unit.

- **An historical costume:-**a complete costume for a known or created historical character with any structural undergarments/underpinnings required.
- **A costume created from found materials:-**a complete costume created using recycled, found materials.

- **A costume or garment using supports:**-a costume or individual garment which requires boning, wiring, **or** similar supports, to create the shape and hold the structure.
- **A stretch costume or garment:**-a costume or garment where the use of stretch fabric is required to create the effect.
- **An item of headwear:**-a constructed item to be worn on the head – a hat, head-dress, wig, mask or similar item.
- **A portfolio of samples:**-a portfolio of samples of body extensions – padding, extensions to the hands, feet or other parts of the body, as detailed in the syllabus

Costumes may be for male, female or androgynous characters of any age.

**One** costume may be for a child character.

**One** costume must include the use of transparent/translucent fabrics.

A short, written and illustrated character sketch, detailing the part in relation to the production as a whole, must accompany all the items created.

## Unit 2 Theatre costume

### The course

During the course you will:

- produce a written character sketch to accompany the design
- create a pattern by drafting, by the adaptation of a commercial, pattern or by direct cutting, marking up and labelling correctly, as appropriate to the item under construction
- select, agree and prepare the materials to be used and calculate the quantities required, avoiding waste
- sample any decorative techniques or special effects to be applied to the materials and apply them correctly during the creation of the costume, as appropriate
- fit and adjust the costume during production, to ensure the required effect
- use making up techniques suitable for the anticipated life of the costume, length of the production run and the materials used
- make the item based on the character development, to the design specifications
- note safety rules which apply to tools and equipment, in particular, electrical items, dyestuffs, paints, boning, wires and other supports
- observe various character types and uses of line, proportion, style, texture and colour to enhance the character
- understand the creation of patterns by drafting and by adaptation of commercial patterns
- make notes on the preparation of materials by direct cutting of materials and cutting to a pattern with a pattern lay/cutting diagram
- make notes and samples of a range of materials, with suggested uses for costume, to include man-made and natural fabrics – woven, knitted and felted, yarns, plastics, wood, metal, foil, feathers, faux skins, cardboard and paper
- make notes and samples of a range of decorative techniques and special effects which can be applied to materials, to include dyeing, bleaching, stencilling, stitching, painting, spraying, distressing, melting, embellishing and manipulating
- make notes and samples of a range of processes suitable for joining materials, to include gluing, heat bonding/sealing, stitching, linking, punching, piercing, lacing/thonging
- make notes and samples on boning, wiring and the insertion/addition of similar supporting materials to fabrics, yarns, plastics, wood, metal, foil, feathers, faux skins, cardboard and paper.

### Sample portfolio/folder

The portfolio will contain notes, diagrams, and patterns where appropriate and samples of a variety of items and techniques to transform, extend and alter the shape of the body

#### **Pads**

pads to transform and extend individual areas of the body

#### **Padding**

padding suits for large areas of the body

#### **extensions**

hand:-to transform the shape by adding width

hand:-to alter the proportion by the addition of length to fingers  
feet:-to transform the shape by adding width and/or depth  
feet:-to alter the proportion by the addition of length  
legs:-to create a tail-like structure enclosing the legs  
body:-to create wing-like, fin-like and tail structures.

Each item in the portfolio **must** show the method by which it will be fastened and attached to the body.

Candidates are encouraged to be innovative in the development of these structures.

Candidates are reminded that these structures must not impede the movement of the body unnecessarily and that the well being of the wearer must be a prime consideration.

Candidate name \_\_\_\_\_

Assessment record year \_\_\_\_\_

Qualification \_\_\_\_\_

Qualification number \_\_\_\_\_

<b>Outcome 1 Apply innovative and complex design ideas to planning and making for the craft</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Use experimental ideas, as explored in Unit 1, with the materials of the craft.		
Underpinning Knowledge	1 List Health & Safety factors caused by the use of materials and mediums applicable to the craft.		
	2 List Health & Safety factors caused by use of innovative techniques.		
<b>Outcome 2 Plan, prepare and manage the making of complex craft items to a design brief</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Develop a design brief and statement of intent for the production of a complex item.		
	2 Produce a series of design roughs to show ideas.		
	3 Choose the item to be made from design roughs.		
	4 Prepare full designs for the item to be made (sketches, diagrams, patterns, templates or maquettes).		
	5 Cost the item to be made.		
	6 Estimate the time required to make the craft item and set a completion date.		
	7 Select and obtain materials for the items to be made.		
	8 Prepare materials for use.		
	9 Identify the correct method to store work in progress, carefully and safely.		

	10 Carry out a range of complex techniques and processes.		
Underpinning Knowledge	1 State the essential features of a design brief and statement of intent at this level.		
	2 List the characteristics of a range of complex materials available for the items to be made.		
	3 List the methods used to create the design.		
	4 Record the range of experiments, and samples, complex techniques and processes.		
	5 Record the management of planning and preparation: <ul style="list-style-type: none"> <li>• order of work</li> <li>• cost sheet.</li> </ul>		
<b>Outcome 3</b>	<b>Operate tools and equipment carefully, safely and effectively for complex techniques applicable to this craft</b>	<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Use tools carefully, safely and effectively for complex techniques.		
	2 Use equipment carefully, safely and effectively for complex techniques.		
Underpinning Knowledge	1 List a range of tools used for complex techniques and describe their use and care.		
	2 List a range of equipment used for complex techniques and describe their use and care.		
<b>Outcome 4</b>	<b>Make complex craft items to a high standard of craftsmanship, to a design brief</b>	<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Adjust and adapt items during the making process.		
	2 Handle complex materials correctly during the making process.		
	3 Observe Health & Safety requirements for complex materials, techniques and processes.		
	4 Make a range of craft items, to a high standard of craftsmanship, using appropriate techniques.		
	5 Finish and present complex items correctly to meet the design brief.		
Underpinning Knowledge	1 Record the time taken to make the item.		
	2 List reasons for adjustments and adaptations made to the item		

	during the making process.		
	3 List Health & Safety factors and current legislation, applicable to making the item.		
	4 State the care/storage requirements for the items made.		
	5 Evaluate the completed item <ul style="list-style-type: none"> <li>• design strengths/weaknesses</li> <li>• materials used</li> <li>• problems encountered</li> <li>• possible solutions.</li> </ul>		
<b>Outcome 5 Appreciate the contextual influences relating to the craft at this level</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Investigate information on current trends in the craft.		
	2 Investigate the work of contemporary designer makers in this craft.		
	3 Investigate information on the historical contexts of the craft.		
	4 Investigate information on the cultural context of the craft.		
Underpinning Knowledge	1 List major designer makers influencing current trends in the craft.		
	2 List major historical periods influencing the craft.		
	3 List major cultural influences on the craft.		
	4 List major museum collections, exhibitions and/or websites related to the craft.		
	5 Record research at museums, exhibitions and websites, related to the craft at this level.		
<b>Outcome 6 Use effective presentation skills to display completed items</b>		<b>Evidence</b>	<b>Tutor/Assessor sign and date</b>
Practical Activities	1 Investigate methods of presentation applicable to the craft.		
	2 Try a variety of ideas to obtain a suitable presentation method for the items.		
	3 Select and use an appropriate method of presentation to display the items.		
Underpinning Knowledge	1 List methods of presentation applicable to the craft.		

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