



Model Curriculum

QP Name: Technical Designer-Apparel

QP Code: AMH/Q1233

QP Version: 1.0

NSQF Level: 5

Model Curriculum Version: 1.0

Apparel, Made-ups & Home furnishing Sector Skill Council | Flat No. A312 To A323, Third Floor Somdatt Chamber
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Training Parameters

Sector	Apparels
Sub-Sector	Apparel, Made-Ups & Home Furnishing
Occupation	Designing
Country	India
NSQF Level	5
Aligned to NCO/ISCO/ISIC Code	NCO-2015/7532.0105
Minimum Educational Qualification and Experience	- Completed 2nd year of diploma (after 12th) with no experience OR 12th Grade Pass or equivalent with 3-year relevant experience in fashion designing OR 3 year Diploma after 10th grade with 1.5-year relevant experience in fashion designing OR - Previous relevant Qualification of NSQF Level 4 with 3-year relevant experience in fashion designing
Pre-Requisite License or Training	NA
Minimum Job Entry Age	20 Years
Last Reviewed On	22-07-2026
Next Review Date	22-07-2029
NSQC Approval Date	22-07-2026
QP Version	1.0
Model Curriculum Creation Date	01-06-2026
Model Curriculum Valid Up to Date	22-07-2029
Model Curriculum Version	1.0
Minimum Duration of the Course	570
Maximum Duration of the Course	570

Program Overview

This section summarizes the end objectives of the program along with its duration.

Training Outcomes

At the end of the program, the learner should have acquired the listed knowledge and skills.

- Interpret and analyze design sketches, mood boards, and creative concepts to transform them into technically feasible garment designs aligned with production capabilities.
- Develop and manage detailed technical specification sheets (Tech Packs) including measurements, construction details, and material information to ensure accurate communication with vendors and manufacturers.
- Apply knowledge of fabric properties, trims, and accessories to select appropriate materials that align with the design intent, functionality, and cost requirements.
- Execute and monitor the sampling and fitting process, providing technical feedback to optimize garment fit, balance, and construction quality.
- Collaborate effectively with cross-functional teams such as design, sourcing, and production to resolve technical challenges and streamline communication throughout the product development cycle.
- Utilize digital tools and CAD software for pattern visualization, measurement mapping, and garment simulation to enhance precision and speed in the technical design process.
- Evaluate and ensure that final samples and production-ready garments meet quality, cost, and design standards, implementing corrective actions wherever deviations occur.

Compulsory Modules

The table lists the modules, their duration and mode of delivery.

NOS and Module Details	Theory Duration	Practical Duration	On-the-Job Training Duration (Mandatory)	On-the-Job Training Duration (Recommended)	Total Duration
AMH/N1243: Analyze and Interpret Design Concepts and Market Needs NOS Version- 1.0 NSQF Level- 5	30.00	30.00	0.00	0.00	60.00
Module Name 1: Introduction (Bridge Module)	3.00	0.00	0.00	0.00	3.00
Module Name 2: Understand Design Concept and Market Need	27.00	30.00	0.00	0.00	57.00
AMH/N1244: Create and Manage Tech Packs	30.00	30.00	30.00	0.00	90.00

NOS Version- 1.0 NSQF Level- 5					
Module Name 3: Create and Manage Tech Packs	30.00	30.00	30.00	0.00	90.00
AMH/N1245: Coordinate the Sample Development Processes NOS Version- 1.0 NSQF Level- 5	27.00	63.00	30.00	0.00	120.00
Module Name 4: Coordinate the Sample Development Processes	27.00	63.00	30.00	0.00	120.00
AMH/NN1246: Evaluate and Refine Apparel Samples Using Product Benchmarks NOS Version- 1.0 NSQF Level- 5	27.00	33.00	30.00	0.00	90.00
Module Name 5: Evaluate and Refine Apparel Samples Using Product Benchmarks	27.00	33.00	30.00	0.00	90.0
AMH/N1247: Analyze and Refine Fit through Pattern Evaluation and Demographic Insights NOS Version- 1.0 NSQF Level- 5	42.00	48.00	0.00	0.00	90.00
Module Name 6: Analyze and Refine Fit through Pattern Evaluation and Demographic Insights	42.00	48.00	0.00	0.00	90.00
AMH/N0620. Promote and sustain safety, health, and security in workplace, while fostering Gender and Persons with Disabilities (PwD) Sensitization NOS Version- 1.0 NSQF Level- 5	15.00	15.00	0.00	0.00	30.00
Module Name 7: Maintain health, safety and secure work place with Gender and PwD Sensitization	15.00	15.00	0.00	0.00	30.00
AMH/N0621: Adhere to industry, regulatory, and organizational standards and embrace environmentally sustainable practices NOS Version- 1.0 NSQF Level- 5	15.00	15.00	0.00	0.00	30.00
Module Name 8: Adhere to industry, regulatory, and organizational standards and embrace environmentally sustainable practices	15.00	15.00	0.00	0.00	30.00
DGT/VSQ/N0102: Employability Skills NOS Version- 1.0 NSQF Level- 4	24.00	36.00	0.00	0.00	60.00
Module Name 9: Employability Skills	24.00	36.00	0.00	0.00	60.00
Total Duration	210.00	270.00	90.00	0.00	570.00

Module Details

Module Name 1: Introduction and Orientation to Technical Designer-Apparel

Mapped to Bridge Module

Terminal Outcomes:

- Describe the key functions, scope, and workflow of the apparel product development process, highlighting the role and responsibilities of a Technical Designer within the design-to-production pipeline.
- Differentiate between creative design and technical design functions, explaining how technical design ensures product feasibility, accuracy, and manufacturability.
- Identify various departments, roles, and interdependencies involved in the apparel development process.
- Explain the essential tools, software, and documentation used by technical designers, including tech packs, CAD systems, and digital communication platforms.
- Interpret standard terminologies, measurements, and specifications used in garment construction to facilitate effective communication between design and production teams.
- Demonstrate understanding of professional ethics, workplace communication standards, and sustainable practices expected in technical design operations within the apparel industry.

Duration: <03:00>	Duration: <00:00>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• Describe the size and scope of the apparel industry. • Describe various employment opportunities for a 'Technical Designer-Apparel' in the apparel industry. • Explain roles and responsibilities of a 'Technical Designer-Apparel'. • Describe the apparel production process and the role that the 'Technical Designer-Apparel' plays in the process.	
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster	
Tools, Equipment and Other Requirements	
training kit (trainer guide, presentations) Computer and computer peripherals (optional), white/black board, marker, duster	

Module Name 2: Analyze and Interpret Design Concepts and Market Needs Mapped to AMH/N1243 (version 1.0)

Terminal Outcomes:

- Identify the key components of a design brief, including concept theme, target market, price segment, and seasonality, to establish product development direction.
- Explain how consumer profiles, lifestyle trends, and market intelligence influence apparel design concepts and product strategy.
- Analyze the relationship between brand identity, aesthetic direction, and technical feasibility in translating design ideas into market-ready garments.
- Interpret design sketches, mood boards, and inspiration sources to extract relevant information for technical specification and sample development.
- Evaluate competitor products and market data to determine gaps and opportunities in design, fit, and functionality.
- Apply insights from design concepts and market research to support the creation of technically viable, consumer-centric apparel products.

Duration: <27:00>	Duration: <30:00>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• Recall key components of buyer briefs, including design intent, target audience, and fit expectations. • Explain the importance of interpreting design concepts, fit requirements, and buyer specifications in apparel development. • Describe how trend forecasts, colour palettes, and fabric innovations influence design direction and product planning. • Analyze the relationship between buyer briefs, market trends, and brand positioning to determine feasible design strategies. • Evaluate design feasibility in terms of cost, materials, production capacity, and lead time to ensure product viability. • Discuss strategies for aligning design concepts with merchandising plans, sales goals, and brand identity. • Interpret the role of cross-functional collaboration in refining design intent for manufacturability.	• Identify and summarize design intent, product category, and target consumer from a given buyer brief. • Interpret trend forecast data and digital mood boards to extract relevant colours, silhouettes, and fabric directions. • Apply market research and trend insights to propose design concepts aligned with buyer expectations. • Integrate trend and buyer inputs to create digital or physical product category boards showcasing silhouettes, trims, and details. • Evaluate sample designs or concept sketches for feasibility regarding materials, construction, and production timelines. • Collaborate with designers and merchandisers to refine garment features, ensuring alignment with cost targets and brand positioning. • Present finalized design direction and concept boards with supporting rationale for design feasibility and market relevance.

Classroom Aids:
Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster
Tools, Equipment, and Other Requirements
Unique Equipment Required: Computer and Computer Peripherals, first aid box & Fire Extinguisher, Design software (Coral, Photoshop, etc.), Printer, Mannequin (Male or female, Size M), Measuring Tape, Garment, made-ups, and Home Furnishing Samples ((qnt may vary) Types Of Scales: normal straight big ruler, hip curve, leg shaper, pattern master, French curve, etc, sewing kit (Includes thread clipper/hand trimmer, seam ripper, fabric cutting scissors, tracing wheel, measuring tape etc), Hand notcher(pattern notcher), Hanger (wooden and plastic material), Pin Cushion (quantity may vary as per requirement), Dustbin, Boxes and pouches for storing Items, Pattern Table /cutting table, Student's Chair (with Table Arm), Teacher's Table, Teacher's Chair, Push Pins quantity may vary as per requirement), Dress Maker's Pin (quantity may vary as per requirement), Fabric Pins, Highlighter(quantity may vary as per requirement), Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B), Eraser, Note books, Sharpener, Carbon Paper (Various Colours), Design Transferring Paper, Paper Cutter, Pattern Drafting Paper, Paper (Various quality and sizes), Labels & Stickers (Qty may vary as per requirement), Scissors (Plastic handled scissor for cutting paper), Pinking Shears, Carbon paper (A4, yellow, red and white carbon), Colour (Poster colour, Water colour, Acrylics, Pastels, fabric printing dyes and colours and materials etc), Paint Brushes (different sizes), Stapler (small and big size), Glue Stick/Fevicol/Adhesive, Fabric Glue, Cello-Tape (Transparent and Foam Double sided tapes, Single sided tapes), Punching Machine, Eraser, Pantone Shade Card, Fashion Forecasting Books/Journals/Magazines, Buyer Requirement/Comment Sheet, Measurement Sheet/ Size Chart, Trims/Accessory /fabric and embroidery samples/swatch file, Tech Pack/ Specification Sheet, Students' Notes

Module Name 3: Create and Manage Tech Packs

Mapped to AMH/N1244 (version 1.0)

Terminal Outcomes:

- Identify and interpret key components of a tech pack, including garment specifications, measurements, trims, and construction details.
- Apply digital tools and software to develop accurate and detailed tech packs for apparel products.
- Organize technical documentation systematically to ensure seamless communication between design, sampling, and production teams.
- Analyze design sketches and style details to translate creative concepts into precise technical specifications.
- Evaluate the accuracy, completeness, and feasibility of tech packs for manufacturability and cost efficiency.
- Revise and update tech packs based on fit trials, sampling feedback, and vendor communication to maintain version control.
- Ensure that final tech packs align with quality standards, brand guidelines, and production requirements for successful product execution.

<i>Duration: <30:00></i>	<i>Duration: <30:00></i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
Recall and list all essential components of a tech pack.	Apply industry-standard software to create complete and accurate tech packs within stipulated timelines.

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| <ul style="list-style-type: none"> • Explain the purpose, structure, and importance of each section in a tech pack for cross-departmental coordination. • Interpret buyer briefs and design sketches to derive relevant technical details for inclusion in tech packs. • Differentiate between types of trims, fabrics, and accessories based on performance, cost, and availability. • Analyze the influence of fashion trends and market requirements on tech pack specifications and updates. • Evaluate the accuracy, completeness, and compliance of a tech pack against organizational and industry standards. • Outline version control protocols, documentation practices, and audit requirements related to tech pack management. • Discuss collaboration processes with design, sourcing, and production teams for tech pack finalization and review. | <ul style="list-style-type: none"> • Demonstrate the process of developing BOMs, measurement charts, construction details, and technical sketches digitally. • Conduct version tracking and documentation of tech pack revisions, ensuring consistency and compliance with company SOPs. • Coordinate with sourcing teams to finalize trims, fabrics, and material options based on feasibility and quality testing. • Evaluate sample garments against tech pack specifications to identify discrepancies and suggest corrective actions. • Integrate feedback from design, production, and quality assurance teams into revised tech packs. • Prepare consumption and marker plans for costing and submit for internal approval. • Present finalized tech packs to cross-functional teams, justifying design and material decisions. • Demonstrate time management and documentation accuracy by maintaining records of tech pack updates, supplier details, and audit trails. |
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Classroom Aids:

Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster

Tools, Equipment and Other Requirements

Unique Equipment Required:

Computer and Computer Peripherals, first aid box & Fire Extinguisher, Design software (Coral, Photoshop, etc.), Printer, Mannequin (Male or female, Size M), Measuring Tape, Garment, made-ups, and Home Furnishing Samples ((qnt may vary)
Types Of Scales: normal straight big ruler, hip curve, leg shaper, pattern master, French curve, etc, sewing kit (Includes thread clipper/hand trimmer, seam ripper, fabric cutting scissors, tracing wheel, measuring tape etc), Hand notcher(pattern notcher), Hanger (wooden and plastic material), Pin Cushion (quantity may vary as per requirement), Dustbin, Boxes and pouches for storing Items, Pattern Table /cutting table, Student's Chair (with Table Arm), Teacher's Table, Teacher's Chair, Push Pins quantity may vary as per requirement), Dress Maker's Pin (quantity may vary as per requirement), Fabric Pins, Highlighter(quantity may vary as per requirement), Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B), Eraser, Note books, Sharpener, Carbon Paper (Various Colours), Design Transferring Paper, Paper Cutter, Pattern Drafting Paper, Paper (Various quality and sizes), Labels & Stickers (Qty may vary as per requirement), Scissors (Plastic handled scissor for cutting paper), Pinking Shears, Carbon paper (A4, yellow, red and white carbon), Colour (Poster colour, Water colour, Acrylics, Pastels, fabric printing dyes and colours and materials etc), Paint Brushes (different sizes), Stapler (small and big size), Glue Stick/Fevicol/Adhesive, Fabric Glue, Cello-Tape (Transparent and Foam Double sided tapes, Single sided tapes), Punching Machine, Eraser, Pantone Shade Card, Fashion Forecasting Books/Journals/Magazines, Buyer Requirement/Comment Sheet, Measurement Sheet/ Size Chart, Trims/Accessory /fabric and embroidery samples/swatch file, Tech Pack/ Specification Sheet, Students' Notes

Module Name 4: Coordinate the Sample Development Processes

Mapped to AMH/N1245 (version 1.0)

Terminal Outcomes:

- Identify the stages of sample development, including initial concept sketches, prototype creation, and fit evaluation, to coordinate workflows efficiently.
- Interpret design briefs, tech packs, and buyer specifications to guide the creation of accurate and viable sample garments.
- Apply technical knowledge of fabrics, trims, and garment construction to ensure samples meet design, functional, and quality standards.
- Analyze sample outcomes against design specifications and provide actionable feedback to the design and production teams.
- Collaborate with cross-functional teams (design, production, sourcing, and QA) to resolve sample development challenges and ensure timely delivery.
- Evaluate sample performance for fit, functionality, and compliance with brand and regulatory standards, recommending improvements where necessary.
- Document and track the sample development process, including revisions, approvals, and version control, for traceability and continuous improvement.

<i>Duration: <27:00></i>	<i>Duration: <63:00></i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• Identify key sustainable design principles and eco-friendly product development terminology. • Explain the concept of upcycling, recycling, and their role in sustainable apparel design. • Describe methods for selecting low-impact materials, trims, and dyes in eco-fashion design. • Examine how circular economy principles (repairability, recyclability) influence apparel product lifecycles. • Assess the sustainability performance of various design techniques based on material usage and environmental impact. • Develop documentation formats such as sustainable design tech-packs highlighting materials, processes, and certifications.	• Demonstrate eco-design prototyping using biodegradable or recycled materials. • Incorporate upcycling and recycling concepts into design projects and sampling activities. • Select and test low-impact trims, fasteners, and dyes for quality and compatibility. • Develop and present sustainable tech-packs with detailed material specifications and eco-attributes. • Illustrate sustainable apparel concepts through hand sketches or digital mood boards. • Evaluate usability, aesthetics, and durability of eco-prototypes through fit and endurance tests. • Recommend material and process improvements based on prototype testing and feedback analysis. • Document the entire sustainable design process—from concept to sampling—with sustainability annotations and traceability data.
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster	
Tools, Equipment and Other Requirements	
Computer and Computer Peripherals, first aid box & Fire Extinguisher, Design software (Coral, Photoshop, etc.), Printer, Mannequin (Male or female, Size M), Measuring Tape, Garment, made-ups, and Home Furnishing Samples ((qnt may vary) Types Of Scales: normal straight big ruler, hip curve, leg shaper, pattern master, French curve, etc, sewing kit (Includes thread clipper/hand trimmer, seam ripper, fabric cutting scissors, tracing wheel, measuring tape etc), Hand notcher(pattern notcher), Hanger (wooden and plastic material), Pin Cushion (quantity may vary as per requirement), Dustbin, Boxes and pouches for storing Items, Pattern Table /cutting table, Student's Chair (with Table Arm), Teacher's Table, Teacher's Chair, Push Pins quantity may vary as per requirement), Dress Maker's Pin (quantity may vary as per requirement), Fabric Pins,	

Highlighter(quantity may vary as per requirement), Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B), Eraser, Note books, Sharpener, Carbon Paper (Various Colours), Design Transferring Paper, Paper Cutter, Pattern Drafting Paper, Paper (Various quality and sizes), Labels & Stickers (Qty may vary as per requirement), Scissors (Plastic handled scissor for cutting paper), Pinking Shears, Carbon paper (A4, yellow, red and white carbon), Colour (Poster colour, Water colour, Acrylics, Pastels, fabric printing dyes and colours and materials etc), Paint Brushes (different sizes), Stapler (small and big size), Glue Stick/Fevicol/Adhesive, Fabric Glue, Cello-Tape (Transparent and Foam Double sided tapes, Single sided tapes), Punching Machine, Eraser, Pantone Shade Card, Fashion Forecasting Books/Journals/Magazines, Buyer Requirement/Comment Sheet, Measurement Sheet/ Size Chart, Trims/Accessory /fabric and embroidery samples/swatch file, Tech Pack/ Specification Sheet, Students' Notes

Module Name 5: Evaluate and Refine Apparel Samples Using Product Benchmarks

Mapped to AMH/N1246 (version 1.0)

Terminal Outcomes:

- Understand and analyze competitor products and brand benchmarks using structured mystery shopping and market evaluation techniques.
- Analyze apparel samples against approved control samples, tech packs, BOMs, and brand specifications to identify gaps.
- Evaluate construction quality, fit, finishing, and material performance using buyer, merchandising, and technical feedback.
- Apply and create sample refinements by updating tech packs, materials, and construction details based on benchmarking insights.
- Collaborate and communicate sample evaluation findings with design, sourcing, merchandising, and production teams.
- Evaluate and optimize sample development cycles by tracking iterations, supplier response, and approval timelines.

<i>Duration: <27:00></i>	<i>Duration: <33:00></i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• Explain the purpose and methodology of mystery shopping for apparel benchmarking. • Identify key benchmarking parameters such as fabric quality, construction, fit, price point, and finish standards. • Describe brand-specific product benchmarks and approved control sample standards. • Analyze competitor product strengths, weaknesses, and market positioning using collected data. • Interpret buyer, merchandising, and brand feedback to assess sample alignment with market expectations. • Explain garment construction, stitching, and finishing parameters used for quality evaluation.	• Plan and conduct structured mystery shopping by selecting competitors and defining benchmarking criteria. • Record and organize mystery shopping observations using standardized templates and qualitative notes. • Analyze competitor product data to identify gaps and opportunities for sample improvement. • Evaluate samples against approved control samples, brand benchmarks, and buyer expectations. • Conduct detailed fit evaluations and document outcomes for refinement. • Inspect stitching, construction, and finishing quality against technical standards.

- Analyze mismatches between samples, tech packs, BOMs, and approved specifications.
- Evaluate technical feasibility of proposed sample modifications related to materials, construction, and cost.
- Explain sample iteration logic, approval workflows, and decision-making processes.
- Describe documentation practices for traceability, version control, and audit readiness.
- Evaluate supplier performance based on responsiveness, quality improvement, and compliance.
- Discuss strategies for optimizing sample timelines and reducing feedback delays.

- Analyze deviations between sample, tech pack, and BOM specifications.
- Propose and implement sample refinements based on technical feasibility and benchmarking insights.
- Create or revise tech pack details after incorporating sample feedback.
- Develop alternative materials or construction solutions when benchmarks are not met.
- Document all sample iterations with version history, timestamps, and stakeholder notes.
- Facilitate alignment meetings for sample approval with design, sourcing, and merchandising teams.
- Evaluate implementation of corrective actions before subsequent sample rounds.
- Summarize sample outcomes in structured post-review reports.
- Track and optimize sample timelines by identifying approval and feedback delays.
- Review supplier response and performance after sample changes.
- Maintain a physical and digital sample library for approved, rejected, and benchmark styles.
- Explain and justify sample refinement decisions to cross-functional stakeholders.

Classroom Aids:

Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster

Tools, Equipment and Other Requirements

Computer and Computer Peripherals, first aid box & Fire Extinguisher, Design software (Coral, Photoshop, etc.), Printer, Mannequin (Male or female, Size M), Measuring Tape, Garment, made-ups, and Home Furnishing Samples ((qnt may vary)
Types Of Scales: normal straight big ruler, hip curve, leg shaper, pattern master, French curve, etc, sewing kit (Includes thread clipper/hand trimmer, seam ripper, fabric cutting scissors, tracing wheel, measuring tape etc), Hand notcher(pattern notcher), Hanger (wooden and plastic material), Pin Cushion (quantity may vary as per requirement), Dustbin, Boxes and pouches for storing Items, Pattern Table /cutting table, Student's Chair (with Table Arm), Teacher's Table, Teacher's Chair, Push Pins quantity may vary as per requirement), Dress Maker's Pin (quantity may vary as per requirement), Fabric Pins, Highlighter(quantity may vary as per requirement), Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B), Eraser, Note books, Sharpener, Carbon Paper (Various Colours), Design Transferring Paper, Paper Cutter, Pattern Drafting Paper, Paper (Various quality and sizes), Labels & Stickers (Qty may vary as per requirement), Scissors (Plastic handled scissor for cutting paper), Pinking Shears, Carbon paper (A4, yellow, red and white carbon), Colour (Poster colour, Water colour, Acrylics, Pastels, fabric printing dyes and colours and materials etc), Paint Brushes (different sizes), Stapler (small and big size), Glue Stick/Fevicol/Adhesive, Fabric Glue, Cello-Tape (Transparent and Foam Double sided tapes, Single sided tapes), Punching Machine, Eraser, Pantone Shade Card, Fashion Forecasting Books/Journals/Magazines, Buyer Requirement/Comment Sheet, Measurement Sheet/ Size Chart, Trims/Accessory /fabric and embroidery samples/swatch file, Tech Pack/ Specification Sheet, Students' Notes

Module Name 6: Analyze and Refine Fit through Pattern Evaluation and Demographic Insights

Mapped to AMH/N1247 (version 1.0)

Terminal Outcomes:

- Understand and analyze garment fit, silhouette, and construction issues using structured fit evaluation methods.
- Analyze garment patterns and measurement specifications to identify deviations impacting fit accuracy.
- Apply demographic body measurement insights to improve sizing standards and fit consistency.
- Create and modify garment patterns based on fit feedback, technical analysis, and stakeholder inputs.
- Evaluate sample fit accuracy against tech packs, control samples, and brand standards.
- Utilize Digital Tools to visualize, simulate, and validate fit changes before physical resampling.
- Document and communicate fit decisions, revisions, and approvals across cross-functional teams.

<i>Duration: <42:00></i>	<i>Duration: <48:00></i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• Explain principles of garment fit, silhouette balance, ease, and construction impact on wearability. • Identify common fit issues related to pattern shape, grading, and construction. • Describe standard body measurement systems and sizing methodologies used in apparel brands. • Analyze relationships between garment measurements, pattern dimensions, and final fit outcomes. • Explain the process and objectives of structured fit sessions using mannequins and live models. • Interpret fit feedback from designers, merchandisers, QA, and buyers. • Analyze demographic body measurement trends across gender, age, region, and target consumer groups. • Evaluate sizing standards and fit blocks for suitability across demographic segments. • Explain methods for mapping measurement specifications from tech packs to patterns.	• Conduct garment fit evaluations to identify issues in fit, silhouette, and construction. • Map garment measurement specifications directly to base and graded patterns. • Facilitate structured fit sessions with designers, QA, and merchandisers using mannequins and live models. • Record and compile fit observations, comments, and visual references during fit sessions. • Analyze fit deviations and determine root causes related to pattern, grading, or construction. • Create and revise garment patterns based on fit feedback and technical evaluation. • Apply demographic body measurement insights to adjust sizing standards and fit blocks. • Evaluate sample garments against original tech packs and approved fit benchmarks. • Communicate pattern and fit adjustments clearly to pattern masters and sampling teams.

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| <ul style="list-style-type: none"> Analyze deviations between approved tech packs and sample garments. Describe documentation practices for fit comments, revisions, and approval trails. Explain communication protocols between technical designers and pattern makers. Discuss the role of digital fit visualization and simulation tools in reducing physical sampling. Evaluate the impact of accurate fit analysis on product quality, returns, and customer satisfaction. | <ul style="list-style-type: none"> Coordinate pattern and fit revisions incorporating multi-departmental inputs. Use digital tools (2D/3D) to visualize and simulate fit changes before resampling. Maintain detailed documentation for all fit iterations, approvals, and version history. Validate improvements in fit accuracy across revised samples. Support decision-making for fit approvals or resampling based on data-driven evaluation. Archive fit histories and measurement changes for future reference and block development. |
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Classroom Aids:

Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster

Tools, Equipment and Other Requirements

Computer and Computer Peripherals, first aid box & Fire Extinguisher, Design software (Coral, Photoshop, etc.), Printer, Mannequin (Male or female, Size M), Measuring Tape, Garment, made-ups, and Home Furnishing Samples ((qnt may vary) Types Of Scales: normal straight big ruler, hip curve, leg shaper, pattern master, French curve, etc, sewing kit (Includes thread clipper/hand trimmer, seam ripper, fabric cutting scissors, tracing wheel, measuring tape etc), Hand notcher(pattern notcher), Hanger (wooden and plastic material), Pin Cushion (quantity may vary as per requirement), Dustbin, Boxes and pouches for storing Items, Pattern Table /cutting table, Student's Chair (with Table Arm), Teacher's Table, Teacher's Chair, Push Pins quantity may vary as per requirement), Dress Maker's Pin (quantity may vary as per requirement), Fabric Pins, Highlighter(quantity may vary as per requirement), Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B), Eraser, Note books, Sharpener, Carbon Paper (Various Colours), Design Transferring Paper, Paper Cutter, Pattern Drafting Paper, Paper (Various quality and sizes), Labels & Stickers (Qty may vary as per requirement), Scissors (Plastic handled scissor for cutting paper), Pinking Shears, Carbon paper (A4, yellow, red and white carbon), Colour (Poster colour, Water colour, Acrylics, Pastels, fabric printing dyes and colours and materials etc), Paint Brushes (different sizes), Stapler (small and big size), Glue Stick/Fevicol/Adhesive, Fabric Glue, Cello-Tape (Transparent and Foam Double sided tapes, Single sided tapes), Punching Machine, Eraser, Pantone Shade Card, Fashion Forecasting Books/Journals/Magazines, Buyer Requirement/Comment Sheet, Measurement Sheet/ Size Chart, Trims/Accessory /fabric and embroidery samples/swatch file, Tech Pack/ Specification Sheet, Students' Notes

Module Name 7: Promote and sustain safety, health, and security in workplace, while fostering Gender and Persons with Disabilities (PwD)

Sensitization

Mapped to AMH/N0620 (version 1.0)

Terminal Outcomes:

- Describe safe working practices for cleaning and maintenance of equipment.
- Describe effects of contamination on products, i.e., machine oil, dirt, etc.
- Identify different ways of minimizing wastage.

<i>Duration: <15:00></i>	<i>Duration: <15:00></i>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
Explain health and safety-related practices applicable at the workplace.	Obtain and check the data on the work ticket or job card and carry out functions in line with the responsibilities of the job role

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| <ul style="list-style-type: none"> • Follow the environment management system-related procedures. • List potential hazards, risks, and threats based on the nature of operations. • Describe potential accidents, emergencies, and responses to these scenarios. • Carry out periodic walk-throughs to keep the work area free from hazards and obstructions, if assigned. • Seek clarifications from supervisors or other authorized personnel in case of perceived risks. • State organizational procedures for safe handling of equipment and machine operations. • Describe elements of a proper disposal system for waste and by-products. • Describe actions to take in the event of a mock drill/evacuation procedures or actual accident, emergency or fire. • Follow organization procedures for shutdown and evacuation when required. • Minimize health and safety risks to self and others due to own actions. • Report any service malfunctions that cannot be rectified. • Store materials and equipment in line with manufacturers and organizational requirements. • State the importance of sound health, hygiene, and good habits. • Describe the ill-effects of alcohol, tobacco, and drugs. • Maintain a healthy lifestyle and guard against dependency on intoxicants. | <ul style="list-style-type: none"> • Ask questions to obtain more information on tasks when the instructions are unclear. • Agree and review your agreed-upon work targets with your supervisor and check for special instructions, if any • Check that tools and equipment are safe to use; select, sort and use the correct tools and equipment • Ensure that the work area is free from any hazard and setup the equipment & machineries (e.g.: fabric checking machine) for fabric checking as per the job requirement • Carry out operations at a rate which maintains work flow and meets production targets • Minimize wastage and dispose off waste materials safely and return re-useable materials • Work in conformance to company quality standards; legal requirements, organizational policies and procedures • Carry out visual inspection to ensure the products are free from any defects and non-conformance quality parameters • Follow company reporting procedures about defective tools and machines which affect work and report any risks/ problems relevant person promptly and accurately. • Leave work area safe and secure when work is complete • Complete forms, records and other documentation |
|--|---|

Classroom Aids:

Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster

Tools, Equipment and Other Requirements

Training kit (trainer guide, presentations)

Unique Equipment Required:

White/Black ,Board+ Marker/Chalk +Duster Computer With Computer Table And Chair and peripherals, pattern making software, marker making software, Digitizer ,Cello tape, Plotter, Plotter paper, Plotter pen, Plotter ink, Scanning equipment, Style sheet (provided by buyer),measurement chart /Grading chart(mentioned in BOM),Garment , madeups and home furnishing Sample, Production & Ready Pattern, Types Of Scales, normal straight big ruler, hip curve ,leg curve, L Scale, French curve , "measurement Ruler (inches on one side and millimetres on the other, side made of Plastic, Acrylic or metal)",measuring tape Basic stationary, Pattern Making Paper. Tracing paper, Pattern plastic roll (used to create long lasting, durable, and flexible patterns),First aid box ,Kraft Underlay Paper(qnt may vary),Kraft Pattern Paper (used to prepare initial pattern ,qnt may vary),Dotted marking paper (qnt may vary),Push pins, shears. Scissors Fabric Cutting, Pattern hooks (The quantity may vary as per requirement),Pattern Notchers / Notch Cutters Pattern Punches (The quantity may vary) underarm sleeve rules Student's Chair With Table Arm, Pattern Table, cutting table, Stool, Students Notes, dustbin, Samples(garments, made ups and home furnishing),Fire Extinguisher.

Module Name 8: Adhere to industry, regulatory, and organizational standards and embrace environmentally sustainable practices

Mapped to (AMH/N0621) (version 1.0)

Terminal Outcomes:

- Importance of Punctuality
- Understand the organizational requirement
- Importance of Green jobs in an organization
- Optimize the usage of material and resources at the workplace.

Duration: <15:00>	Duration: <15:00>
Theory – Key Learning Outcomes	Practical – Key Learning Outcomes
• State the importance of having an ethical and value-based approach to governance. • State the benefits to self and the organisation due to the practice of values and ethics. • State the importance of punctuality and attendance. • State customer-specific requirements mandated as a part of the work process. • State country/customer-specific regulations for the apparel sector and their importance. • State the reporting procedure of the organisation in case of deviations. • State limits of personal responsibility. • Report any possible deviation from regulatory requirements. • Clarify doubts on policies and procedures from the supervisor or other authorized personnel. • Explain the importance of greening solutions, procedures, policies, legislation, and regulations • Discuss the significance of the specified usage of resources at work area • Evaluate the different ways to conserve energy in the Apparel sector	• Provide support to the supervisor and team members in enforcing the organisational considerations. • Identify procedures to follow if legal, regulatory, and ethical requirements of the organisation are not met. • Interpret correctly legal, regulatory, and ethical requirements specific to the apparel industry. • Carry out work functions in accordance with organizational standards, greening solutions, procedures, policies, legislation, and regulations. • Making conscious and sustainable decisions for achieving an effective and green workplace. • Follow the organisational policies and procedures within the limits of self-authority. • Discussed the importance of switch of the machine when not in use. • Carrying out work functions in accordance with organizational standards, greening solutions, procedures, policies, legislation, and regulations. • Demonstrate the method of handling and storage of waste materials such as paper, sketches, colouring tools, electronic waste, etc • Demonstrate the process of segregation of waste
Classroom Aids:	
Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster	
Tools, Equipment, and Other Requirements	
Documents related to the subject, Computer with peripherals	
Basic Stationery	

Module Name 9: Employability Skills

Mapped to DGT/VSQ/N0102 (Version- 1.0)

Terminal Outcomes:

- Introduction to Employability Skills
- Constitutional values - Citizenship
- Becoming a Professional in the 21st Century
- Basic English Skills
- Career Development & Goal Setting
- Communication Skills
- Diversity & Inclusion
- Financial and Legal Literacy
- Essential Digital Skills
- Entrepreneurship
- Customer Service
- Getting ready for Apprenticeship & Jobs

Duration: 60:00(Theory 24 Hrs + Practical 36 Hrs)

Key Learning Outcomes

Introduction to Employability Skills Duration: 1.5 Hours

After completing this programme, participants will be able to:

1. Discuss the Employability Skills required for jobs in various industries
2. List different learning and employability related GOI and private portals and their usage

Constitutional values - Citizenship Duration: 1.5 Hours

3. Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen

4. Show how to practice different environmentally sustainable practices.

Becoming a Professional in the 21st Century Duration: 2.5 Hours

5. Discuss importance of relevant 21st century skills.

6. Exhibit 21st century skills like Self-Awareness, Behaviour Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life.

7. Describe the benefits of continuous learning.

Basic English Skills Duration: 10 Hours

8. Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone

9. Read and interpret text written in basic English

10. Write a short note/paragraph / letter/e -mail using basic English

Career Development & Goal Setting Duration: 2 Hours

11. Create a career development plan with well-defined short- and long-term goals

Communication Skills Duration: 5 Hours

12. Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette.

13. Explain the importance of active listening for effective communication

14. Discuss the significance of working collaboratively with others in a team

Diversity & Inclusion Duration: 2.5 Hours

15. Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD
16. Discuss the significance of escalating sexual harassment issues as per POSH act.

Financial and Legal Literacy Duration: 5 Hours

17. Outline the importance of selecting the right financial institution, product, and service
18. Demonstrate how to carry out offline and online financial transactions, safely and securely
19. List the common components of salary and compute income, expenditure, taxes, investments etc.
20. Discuss the legal rights, laws, and aids

Essential Digital Skills Duration: 10 Hours

21. Describe the role of digital technology in today's life
22. Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
23. Discuss the significance of displaying responsible online behaviour while browsing, using various social media platforms, e-mails, etc., safely and securely
24. Create sample word documents, excel sheets and presentations using basic features
25. utilize virtual collaboration tools to work effectively

Entrepreneurship Duration: 7 Hours

26. Explain the types of entrepreneurship and enterprises
27. Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
28. Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
29. Create a sample business plan, for the selected business opportunity

Customer Service Duration: 5 Hours

30. Describe the significance of analyzing different types and needs of customers
31. Explain the significance of identifying customer needs and responding to them in a professional manner.
32. Discuss the significance of maintaining hygiene and dressing appropriately

Getting Ready for apprenticeship & Jobs Duration: 8 Hours

33. Create a professional Curriculum Vitae (CV)
34. Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
35. Discuss the significance of maintaining hygiene and confidence during an interview
36. Perform a mock interview
37. List the steps for searching and registering for apprenticeship opportunities

Classroom Aids:

Charts, Models, Flip Chart, White-Board/Smart Board, Marker, Duster

Tools, Equipment, and Other Requirements

1. Computer (PC) with latest configurations – and Internet connection with standard operating system and standard word processor and worksheet software (Licensed)
(all software should either be latest version or one/two version below)
As required
2. UPS As required 3. Scanner cum Printer As required 4. Computer Tables As required 5. Computer Chairs As required
6. LCD Projector As required 7. White Board 1200mm x 900mm as required

Annexure

Trainer Requirements

Trainer Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training Experience		Remarks
		Years	Specialization	Years	Specialization	
Diploma		4 Year	Fashion Designing	3	Fashion Designing	The candidate should possess good knowledge of pattern making techniques, construction of garments, made ups and home furnishing articles using hand and computer, equipment, tools, material, Safety, Health & hygiene and other requirements of relevant job role. The candidate should be able to communicate in English and local language.
Graduation		3 Year	Fashion Designing	2	Fashion Designing	
Post graduate diploma		2 Year	Fashion Designing	1	Fashion Designing	
Post Graduate Degree in relevant trade or sector		1 Year	Fashion Designing	0	Fashion Designing	
Trainer Certification						
Domain Certification		Platform Certification				
Certificate for Job Role: “Technical Designer-Apparel” to QP: “AMH/Q1233”		Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “Master Trainer				

Minimum accepted score is 80%.

(VET and Skills) MEP/Q2601 v2.0". Minimum accepted score is 80%.

Assessor Requirements

Assessor Prerequisites						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training Experience		Remarks
		Years	Specialization	Years	Specialization	
ITI		4 Year	Fashion Designing	3	Fashion Designing	The candidate should possess good knowledge of designing techniques, of garments, made ups and home furnishing articles using hand and computer, equipment, tools, material, Safety, Health & hygiene and other requirements of relevant job role. The candidate should be able to communicate in English and local language.
Diploma		4 Year	Fashion Designing	3	Fashion Designing	
Graduation		3 Year	Fashion Designing	2	Fashion Designing	
Post graduate diploma		2 Year	Fashion Designing	1	Fashion Designing	
Post Graduate Degree in relevant trade or sector		1 Year	Fashion Designing	0	Fashion Designing	
Assessor Certification						
Domain Certification			Platform Certification			
Certificate for Job Role: “ Technical Designer-Apparel ” to QP: “AMH/Q1233” Minimum accepted score is 80%.			Recommended that the Assessor is certified for the Job Role: “Assessor”, mapped to the Qualification Pack: “ Assessor (VET			

and Skills) MEP/Q2701 v2.0". Minimum accepted % as per respective SSC guidelines is 80%.

Trainer Prerequisites Employability Skills						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training/Assessment Experience		Remarks
		Years	Specialization	Years	Specialization	
Graduate/CITS	Any discipline			2	Teaching experience	Prospective ES trainer should: • have good communication skills • be well versed in English • have digital skills • have attention to detail • be adaptable • have willingness to learn
Current trainers	ITI	Employability Skills Training (3 days full-time course done between 2019-2022)				
Certified current trainers	EEE (155 hours)	from Management SSC (MEPSC)				
Certified Trainer	Qualification Pack: Trainer (MEP/Q0102)					
Trainer Certification Employability Skills						
Domain Certification			Platform Certification			
Certified in 60-hour Employability NOS (2022), with a minimum score of 80% OR Certified in 120-, 90-hour Employability NOS (2022), with a minimum score of 80%			NA			

Master Trainer Prerequisites Employability Skills						
Minimum Educational Qualification	Specialization	Relevant Industry Experience		Training/Assessment Experience		Remarks
		Years	Specialization	Years	Specialization	
Graduate/CITS	Any discipline			3	Employability Skills curriculum training experience with an interest to train as well as orient other	Prospective ES Master trainer should: • have good communication skills • be well versed in English • have basic digital skills • have attention to detail • be adaptable • have willingness to learn • be able to grasp concepts fast and is creative with teaching practices and likes sharing back their learning with others
Certified Master Trainer	Qualification Pack: Master Trainer (MEP/Q2602)			3	EEE training of Management SSC (MEPSC) (155 hours)	
Master Trainer Certification Employability Skills						
Domain Certification				Platform Certification		
Certified in 60-hour Employability NOS (2022), with a minimum score of 90%. OR Certified in 120-, 90-hour Employability NOS (2022), with a minimum score of 90%				NA		

Assessment Strategy

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC.
2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.
3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS. examination/training center (as per assessment criteria below)

4. Individual assessment agencies will create unique question papers for theory part for each candidate at each.
5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on these criteria.
6. To pass the Qualification Pack, every trainee should score a minimum of 70% aggregate in QP.
7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Acronyms and Abbreviations

NOS	National Occupational Standard(s)
NSQF	National Skills Qualifications Framework
QP	Qualifications Pack
TVET	Technical and Vocational Education and Training

Glossary

Sector	Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests.
Sub-sector	Sub-sector is derived from a further breakdown based on the characteristics and interests of its components.
Occupation	Occupation is a set of job roles, which perform similar/ related set of functions in an industry.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
Occupational Standards (OS)	OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts.
Performance Criteria (PC)	Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task.

National Occupational Standards (NOS)	NOS are occupational standards which apply uniquely in the Indian context.
Qualifications Pack (QP)	QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code.
Unit Code	Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N'
Unit Title	Unit title gives a clear overall statement about what the incumbent should be able to do.
Description	Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for.
Scope	Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required.
Knowledge and Understanding (KU)	Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
Organizational Context	Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility.
Technical Knowledge	Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities.
Core Skills/ Generic Skills (GS)	Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles.
Electives	Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives.
Options	Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options.