Achievement Standard

Subject Reference	Construction and Mechanical Technologies 3.26				
Title	Draft a pattern to interpret a design for a garment				
Level	3	**Credits**	6	**Assessment**	Internal
Subfield	Technology				
Domain	Construction and Mechanical Technologies				
Status	Registered	**Status date**	4 December 2012		
Planned review date	31 December 2016	**Date version published**	12 December 2013		

This achievement standard involves drafting a pattern to interpret a design for a garment.

Achievement Criteria

Achievement	Achievement with Merit	Achievement with Excellence
• Draft a pattern to interpret a design for a garment.	• Skilfully draft a pattern to interpret a design for a garment.	• Efficiently draft a pattern to interpret a design for a garment.

Explanatory Notes

1 This achievement standard is derived from Level 8 of the Technology learning area in *The New Zealand Curriculum*, Learning Media, Ministry of Education, 2007; and is related to the material in the *Teaching and Learning Guide for Technology*, Ministry of Education at http://seniorsecondary.tki.org.nz.

Further information can be found at http://www.technology.tki.org.nz/.

Appropriate reference information is available in *Safety and Technology Education: A Guidance Manual for New Zealand Schools,* Ministry of Education at http://technology.tki.org.nz/Curriculum-support/Safety-and-Technology-Education, and the Health and Safety in Employment Act 1992.

2 *Draft a pattern to interpret a design for a garment* involves:
- establishing and taking key measurements
- drafting blocks using these measurements
- developing a pattern which interprets a design with special features
- ongoing testing and refining of the pattern for fit and style
- developing a pattern guide sheet to inform construction

- constructing a final toile and/or mock up to ensure the final pattern correctly interprets the design.

Skilfully draft a pattern to interpret a design for a garment involves:
- showing independence and accuracy when drafting the pattern.

Efficiently draft a pattern to interpret a design for a garment involves:
- drafting the pattern in a manner that economises time, effort, and materials.

3 Blocks are custom-fitted basic patterns from which patterns for many different styles can be created. They include those drafted for a skirt, a bodice, a sleeve, or pants.

4 The *design* is for a garment with special features that requires the development of a pattern to be realised.

5 Special features may include: panel or princess seams, an empire line, disposal of fullness, pleats, gores, yokes or button wraps, and dart manipulation.

6 Tests used to determine if the pattern meets the required special features may include: visual checks, tolerances, sizing, and performance tests.

7 A pattern guide sheet includes a pattern layout and a step-by-step order for construction that uses appropriate language, symbols and/or diagrams.

8 Mock ups and/or toiles refer to a particular method of functional modelling involving the production of a sample product. Its purpose is to translate the pattern into three dimensions to check that all aspects of the design have been interpreted.

9 Conditions of Assessment related to this achievement standard can be found at http://ncea.tki.org.nz/Resources-for-aligned-standards/Technology/Level-3-Technology.

Replacement Information
This achievement standard replaced unit standard 16841.

Quality Assurance

1 Providers and Industry Training Organisations must have been granted consent to assess by NZQA before they can register credits from assessment against achievement standards.

2 Organisations with consent to assess and Industry Training Organisations assessing against achievement standards must engage with the moderation system that applies to those achievement standards.

Consent and Moderation Requirements (CMR) reference 0233