

<b>Title</b>	<b>Demonstrate and apply knowledge of costuming for an entertainment and event context</b>		
<b>Level</b>	<b>1</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	People credited with this unit standard are able to: demonstrate knowledge of the purpose of costume and costuming construction, techniques and materials for entertainment and event contexts; and make the costume for a character or role to meet the requirements of a specified entertainment and event context.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved, Merit, and Excellence
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<b>Criteria for Merit</b>	In demonstrating and applying knowledge of costuming, the candidate must: <ul style="list-style-type: none"> <li>– describe relationships between the purpose of costuming, costuming construction, and techniques and materials, and the costuming requirements for a character or role;</li> <li>– require minimal prompting in using costuming techniques and materials.</li> </ul>
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<b>Criteria for Excellence</b>	In demonstrating and applying knowledge of costuming, the candidate must: <ul style="list-style-type: none"> <li>– explain relationships between the purpose of costuming, costuming construction, and techniques and materials, and the costuming requirements for a character or role;</li> <li>– be confident and precise in using costuming techniques and materials.</li> </ul>
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## Guidance Information

- 1 This unit standard can be awarded with *Credit (Achieved)*, *Merit* or *Excellence*. For award with *Credit (Achieved)*, all outcomes must be achieved as specified in the outcome statements. For *Merit* or *Excellence* to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 All learning and assessment leading to this unit standard must be carried out in accordance with:
  - legislation including Health and Safety at Work Act 2015, Copyright Act 1994, and subsequent amendments;

- safe working practices. These may include but are not limited to safe working practices in situations involving – working at heights, working with electricity, lifting, securing equipment safely, replacing and storing equipment, use of tools, use of supplied safety equipment. Evidence of this may be provided by a teacher/tutor attestation or candidate’s reflective statement. A useful reference for safe working practice is the Entertainment Technology New Zealand publication *A Guide for Safe Working Practices in the New Zealand Theatre and Entertainment Industry*, version 14 or subsequent amendments, which can be accessed at <http://www.etnz.org>.

### 3 Definitions

*Communicate image* refers to using costume to visually enhance the shape and form of the performer and performance.

*Confident and precise* refers to working with certainty and without significant errors when using costuming techniques and materials.

*Costume specification* refers to a set of guidelines, such as a body croquis, specifying the requirements for a costume.

*Entertainment and event context* refers to a performance or event such as dance, kapa haka, scripted drama, music performance (live or recorded in-studio), moving image production, physical theatre, devised work, performance art, and cultural event, circus that can take place in a range of venues, for example, stadia, theatres, event and convention centres, studios, parks and sports grounds, outdoor spaces, museums and galleries, places of worship, cultural places (e.g. marae), specialist classrooms.

### 4 Range

The entertainment and event context the candidate is being assessed in must be specified or agreed by the teacher/tutor.

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## Outcomes and performance criteria

### Outcome 1

Demonstrate knowledge of the purpose of costume and costuming construction, techniques and materials for entertainment and event contexts.

### Performance criteria

- 1.1 Describe the purpose of costume in terms of its uses in entertainment and event contexts.

Range uses may include but are not limited to – character and/or role creation or enhancement; communicate themes, communicate time, communicate image, create mood, create texture; evidence is required for the purpose of costume in two different contexts.

- 1.2 Describe how construction, techniques and materials can be used to meet costuming requirements in entertainment and event contexts.

Range costuming requirements may include but are not limited to – cost; appearance on stage such as colour, shine, texture; safety; material types and effects; quality of construction; special effects; historical or cultural setting; evidence is required for costuming requirements in two different contexts.

## Outcome 2

Make the costume for a character or role to meet the requirements of a specified entertainment and event context.

Range requirements of the specified entertainment and event context may include but are not limited to – character and/or role creation or enhancement; communicate themes, communicate time, communicate image, create mood, create texture.

## Performance criteria

- 2.1 Select and use techniques and materials to make the costume according to given costume specification and safe working practices.

Range evidence is required for one costume specification.

<b>Planned review date</b>	31 December 2025
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## Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	19 November 2010	31 December 2022
Rollover	2	16 July 2015	31 December 2022
Rollover and Revision	3	26 October 2017	31 December 2022
Review	4	29 April 2021	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

## Comments on this unit standard

Please contact Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.