

Title	Demonstrate knowledge of the foundations of hair design		
Level	3	Credits	8

Purpose	People credited with this unit standard can: <ul style="list-style-type: none"> • describe how client requirements and physical factors influence finished styles, • demonstrate knowledge of the bones of the head, • demonstrate knowledge of placement to create volume, curl and direction, and • describe the parts of hair sculpting.
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Classification	Beauty Services > Hairdressing
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Available grade	Achieved
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Guidance Information

None.

Outcomes and performance criteria

Outcome 1

Describe how client requirements and physical factors influence finished styles.

Performance criteria

1.1 Face and head shape, profile, and body proportions are described in terms of their influence on hairstyles.

Range seven face shapes; profiles including – concave, convex, straight, low forehead, protruding chin; body proportions; must include but is not limited to – neck, ears, stature and height; lifestyle.

1.2 Hair tendencies are described in terms of their influence on finished styles.

Range hairline, crown, nape growth, natural partings, curl movement, texture, ethnicity.

Outcome 2

Demonstrate knowledge of the bones of the head.

Performance criteria

2.1 The bones of the head are named and located in relation to each other.

2.2 The bones of the head are described in terms of their influence on hair design.

Range must include – facial features, head size and shape.

Outcome 3

Demonstrate knowledge of placement to create volume, curl and direction.

Range must include balance.

Performance criteria

3.1 A range of different types of volume are described in terms of their influence on finished styles.

3.2 Types of movement and direction are described.

Range directional placement, curl direction, base shapes and the influence on movement and direction.

3.3 A range of tools are identified and described that are used to create volume, curl and direction.

Range must include but is not limited to – a range of brushes, heated tools, rollers and rods.

Outcome 4

Describe the parts of hair sculpting.

Range hair sculpting may include – pin curls and finger waves.

Performance criteria

4.1 The parts of hair sculpting are described.

Range wave pattern (crest, trough, circle), direction (clockwise, anti-clockwise), placement (all pin curl stems, base shapes and curl).

Replacement information	This unit standard and unit standard 33203 replaced unit standard 2871, unit standard 2880, unit standard 25076, and unit standard 25078.
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Planned review date	31 December 2028
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Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	29 June 2023	N/A

Consent and Moderation Requirements (CMR) reference	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 Toi Mai Workforce Development Council qualifications@toimai.nz if you wish to suggest changes to the content of this unit standard.