Entry Level Assessment Blueprint

Fashion Technology and Merchandising

Test Code: 4018 / Version: 01

Specific Competencies and Skills Tested in this Assessment:

Garment Construction

- Show proficiency in measuring and using measurements and measuring devices
- Prepare patterns, lay out, cut, and mark fabrics
- Identify and construct a variety of stitches, seams, and seam finishes
- Construct and convert shaping details to garments (e.g., darts)
- Construct and attach pockets and sleeves
- Construct and attach waistband, collars, and cuffs
- Apply interfacings, facings, underlinings, and linings
- Display knowledge of proper pressing procedures for construction
- Attach and replace closures (e.g., Velcro, buttonholes, zippers, snaps)
- Perform hemming procedures and alterations
- Perform basic fitting techniques (e.g., alter waist measurements)

Textiles

- Identify and explain the properties of synthetic and natural fibers
- Describe yarn and fabric construction and uses
- Display knowledge of finishing techniques
- Display awareness of sustainable, environmental responsibility

Fashion Design

- Display knowledge of fashion industry (e.g., designers, societal influences)
- Create an inspirational or mood board
- Draw a fashion croquis and flat sketches
- Demonstrate knowledge of design elements and principles

Patternmaking

- Demonstrate basic patternmaking systems (e.g., draping, flat pattern drafting)
- Analyze and adjust patterns for various figure types
- Identify commercial pattern guide sheets, patterns, and envelopes

Specific Competencies and Skills continued:

Patternmaking

- Demonstrate basic pattern-making systems (draping and flat pattern drafting)
- Analyze and adjust patterns for various figure types
- Identify, manipulate, and combine various functions to develop design details

Industrial and Domestic Apparel Manufacturing

- Operate sewing machines safely and identify machine parts
- Perform basic machine maintenance and troubleshooting
- Select appropriate machines and attachments for a given task
- Apply knowledge of industry terms
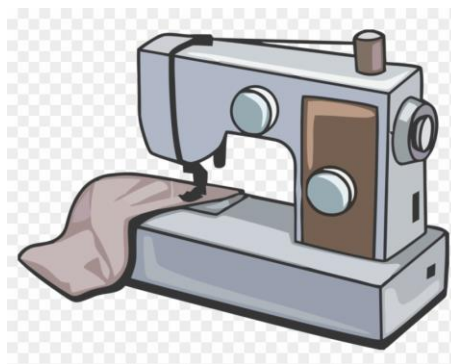
Fashion Technology

- Demonstrate basic knowledge of computer uses in fashion production
- Demonstrate basic knowledge of computer uses in the fashion design industry
- Demonstrate basic knowledge of computer uses in fashion merchandising

Fashion Merchandising

- Develop market research strategies (e.g., demographics, market segmentation, focus groups)
- Calculate inventory in merchandising management
- Demonstrate knowledge of marketing, selling, and merchandising

Professional Practices and Career Opportunities

- Identify career opportunities (e.g., textiles)
- Determine educational and training requirements for fashion industry employment
- Demonstrate awareness of professional practices (e.g., customer service, teamwork, global sourcing)

Written Assessment:

Administration Time: 3 hours
Number of Questions: 171

Areas Covered:

32% Garment Construction and Alterations
14% Textiles
9% Fashion Design
7% Patternmaking
15% Industrial and Domestic Apparel Manufacturing
7% Fasion Technology
10% Fashion Merchandising
6% Professional Practice and Career Opportunities

Garment Construction and Alterations   32%

Textiles   14%

Fashion Design   9%

Patternmaking   7%

Industrial and Domestic Apparel Manufacturing   15%

Fashion Technology   7%

Fashion Merchandising   10%

Professional Practice and Career Opportunities   6%
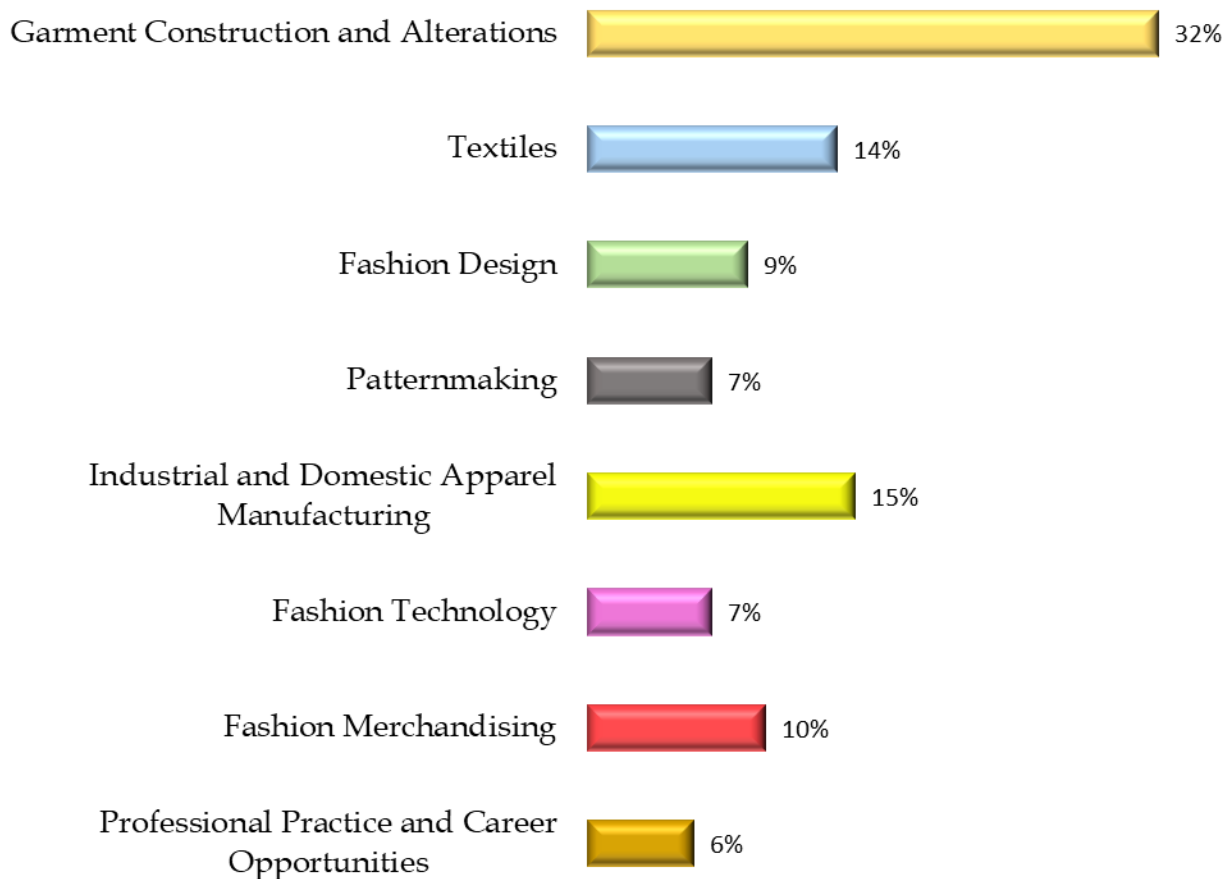
Sample Questions:

The <u>most</u> familiar and widely used fiber is
    A. polyester
    B. wool
    C. rayon
    D. cotton

When drawing a fasion figure, the proportions are measured in
    A. feet
    B. heads
    C. inches
    D. hands

Add-on, trading up, buy on/get one, and special offers are examples of
    A. sample selling
    B. presenting the product
    C. suggestion selling
    D. closing the sale

Computer Technology in the fashion industry
    A. decreases production speed
    B. increases energy usage
    C. increases efficiency
    D. decreases market demand

Fashion merchandising involves _____ of apparel items.
    A. Buying and selling
    B. Sewing and stocking
    C. Inventorying and stocking
    D. Buying and stocking

The oldest and <u>most</u> commonly used fastener is called a
   A. button
    B. hook and eye
    C. metal zipper
    D. snap

Performance Assessment:

Administration Time: 2 hours and 45 minutes
Number of Jobs: 4

Areas Covered:

18%   **Patternmaking**
         Participants will use the tools and pattern provided to convert the basic
         front and back bodice sloper pattern to a basic princess line pattern.

20%   **Seam Samples**
         Participants will use the tools,
         equipment, and materials provided
         to construct four seam samples.
         The sampleas are as follows: plain
         seam, serged or overlocked seam,
         flat felled seam, and French seam.
         The seams should be in "consumer
         acceptable" condition upon
         completion.

24%   **Create a Mood Board**
         Participants will use the materials provided to create a mood board.
         Participans will design an outfit on the provided croquis including two
         different accessories to complement the outfit.

38%   **Construct a Skirt Back**
         Participants will use the pre-cut and pre-marked pattern pieces to
         construct a skirt back to include two darts, centered zipper, and waistline
         facing using fusible interfacing and clean finish.
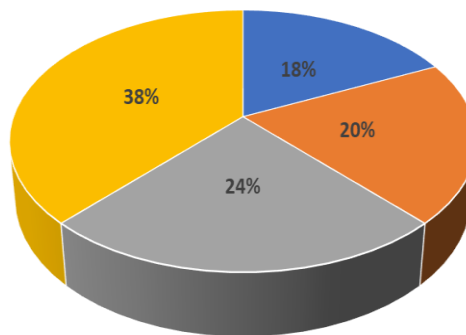
Sample Job: Construct a Skirt Back

Maximum Time: *60* minutes

Participant Activity: The participant will use the tools, equipment, and materials provided, construct the skirt back to include two darts, centered zipper, and waistline facing using fusible interfacing. Apply 1-inch top-stitched, clean finished hem to the skirt back, complete garment in "customer acceptable" condition with seams finished, threads snipped, and garment pressed.