



Accredited

OCR LEVEL 3 CAMBRIDGE TECHNICAL CERTIFICATE/DIPLOMA IN **PERFORMING ARTS**

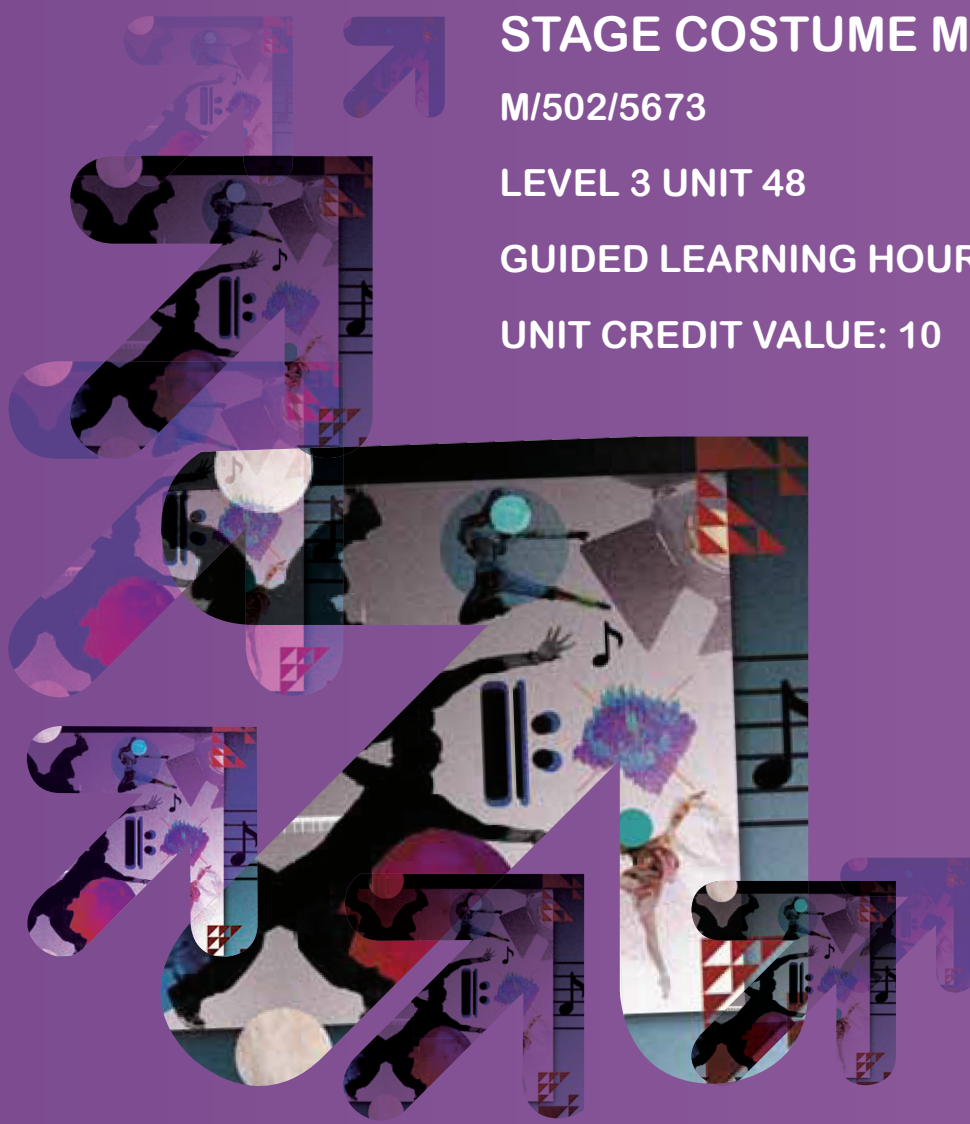
STAGE COSTUME MAKING

M/502/5673

LEVEL 3 UNIT 48

GUIDED LEARNING HOURS: 60

UNIT CREDIT VALUE: 10



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AIM OF UNIT

Costumes are a strong visual semiotic for an audience and an invaluable 'tool' for an actor. The realisation of a costume design requires the maker to be both creative and practical. This unit allows learners to understand and practice the key skills, function and role of the costume maker both within a production team and as an individual.

ASSESSMENT AND GRADING CRITERIA

Learning Outcome (LO)		Pass	Merit	Distinction
The learner will:		The learner can:		
1	Be able to use costume construction skills	P1 use costume construction skills and techniques with support and guidance	M1 analyse and evaluate the construction skills and techniques for use within the process of costume construction	
2	Know how to select appropriate materials for costume construction	P2 describe the use of materials for costume construction		
		P3 select appropriate materials and construction methods to produce a costume for performance	M2 justify the choice of materials and construction methods	D1 produce a schedule of work for the construction
3	Be able to realise a costume design for public performance	P4 produce a costume that is suitable for performance with support and guidance	M3 evaluate the effectiveness of the costume for performance	D2 produce a wardrobe report

TEACHING CONTENT

The unit content describes what has to be taught to ensure that learners are able to access the highest grade.

Anything which follows an i.e. details what must be taught as part of that area of content.

Anything which follows an e.g. is illustrative, it should be noted that where e.g. is used, learners must know and be able to apply relevant examples to their work though these do not need to be the same ones specified in the unit content.

Be able to use costume construction skills

- correct shape and silhouette for a given era and design
- measuring the actor
- fabric estimation
- develop and use patterns for costumes
- cutting and draping on a mannequin
- use of sewing machine
- hand sewing
- sewing skills and techniques – seams, hems, darts, fastenings, boning in, applying trims and finishes
- fitting and adjustment.

Health and safety

- use of tools and equipment
- fit and ease of movement of costume.

Know how to select appropriate materials for costume construction

Learners should understand the properties, usage and effect of a range of materials including :

- cotton, calico, cambric, muslin, cheese cloth, ticking crepe, crepe de chine, organza's, satins, silks, chiffons and georgettes, nets, velour, velveteen, velvet, brocades, damask, wools, jersey, viyella, khaki, suedes, faux fur, tweeds, hound's teeth, baize, blanket, hound's teeth
- dying fabrics
- applying finishes
- fabric printing and painting.

Trimmings – ribbons, sequins, jewels, laces, braids, appliqués, buttons

- gluing and sticking

Fastenings – zips, buttons, laces, press studs, Velcro

- read the play and analyse the character

- understand and interpret designs
- communication with designer, production team, director, actor
- work to a budget
- work to a schedule/deadlines
- measure accurately.

Be able to realise a costume design for public performance

- use and adapt patterns
- select appropriate construction tools and techniques – cutting , pinning, sewing, fitting, machine sewing/hand sewing, attaching trims and accessories
- evaluate costume
- wardrobe report.

DELIVERY GUIDANCE

To facilitate the learner through this unit ideally they should taking responsibility for making item/s of costume for an in-house production, alternatively they could work closely with another learner who is undertaking costume design. However if neither of these scenarios are possible the learner should be given a costume brief by the tutor which they are able to complete in the time available. To support the learner through the unit, they should be encouraged to visit established theatre wardrobes or costume hire facilities, costume museums and fabric shops to further their knowledge and understanding. The assessment criterion should be evidenced by the use of observation by teachers which should be backed up by documentary evidence.

Be able to use costume construction skills

Prior to starting the unit, the learner should complete a SWOT analysis of their current skills base to enable the tutor to refine the course.

As an introduction to the unit, the learner should be taught where to find, collect and correlate suitable research material with particular regard to period costume. The learner should be taught the importance of costume being worn with the correct undergarments and accessories and the basic correct shape and silhouette for given eras and designs.

The tutor should through a series of workshops centred on demonstration and 'hands on practice' induct the learner in a range of construction techniques. Such workshops could be delivered by professionals within the field of costume construction. The learner should through experimentation and practice build up a skills base which allows them to build on their strengths when selecting construction skills for the completion of this unit. Tutor feedback and evaluation should be given throughout. Having mastered a range of techniques, the learner should understand the process and time – tabling of costume construction. There should be a strong emphasis and insistence on realising the health and safety factors connected with the various tools and techniques, such emphasis should be sustained throughout the unit.

Know how to select appropriate materials for costume construction

Learners should be introduced to a range of materials and conduct further research into other materials for use in costume construction. They should be enabled to review the effect of materials under stage lighting. They should be taught how to define the amount of material needed for the completion of specific items of costume and be

guided through the principles of budgeting. Building on the skills covered in LO1 learners should be able to experiment with various materials and techniques furthering their understanding of the properties and effects of materials and trimmings. Tutor guidance, feedback and evaluation should be offered throughout. However it is envisaged that the learner will be working towards independently selecting materials and techniques building upon their strengths and understanding within this field. Once the learner has become confident they should, working as a member of a production team/in collaboration with a design student or to a given brief, consolidate the techniques and skills learnt in LO1 and use their experience of materials gained in LO2 to complete the construction of a simple costume. It is important that the time allowed should enable the learner to complete the costume. The learner must read the play prior to commencing the construction and with the help of a pre-prepared handout/questionnaire complete an analysis of the play and chosen character. The learner should, having reviewed the analysis, design/brief and entered into discussion make decisions thereby enabling them to source and select materials for the costume. The learner should be taught how to draw up a work schedule. The tutor should ascertain that the learner has collected all the relevant information prior to purchasing the materials.

Be able to realise a costume design for public performance

The learner should, having selected the appropriate materials, use a pattern/s and with adequate guidance begin the construction of the costume. The learner should be encouraged to regularly enter into discussion and evaluation regarding the successful completion of the costume. The learner should undertake fittings and alterations and finally ensure that the costume is ready for the 'dress parade'. Following the final evaluation and any alterations, the learner should prepare a wardrobe report.

SUGGESTED ASSESSMENT SCENARIOS AND GUIDANCE ON ASSESSMENT

The learner will complete a clearly sectioned portfolio which will chart their journey through the unit. The portfolio will be annotated by the tutor and any further notes or tutor observations will also be made available for the moderator. The portfolio should be personal to the learner and include a variety of methods of presentation, including written/word processed notes, handouts, published prints, photos, magazine extracts, sketches, diagrams, practical examples, etc. The completed portfolio should provide an insight into 'the journey' that the learner has taken throughout the construction period and also provide a useful reference journal and an insight into the learner's experience which could be used at interview within the profession or as a resource for any future stage costume construction.

Assessment and Grading Criteria P1, M1

The first section of the portfolio will include any relevant research collected; this will start to form the basis of a historical costume resource. To gain **P1** the learner will provide evidence of a range of construction skills and techniques. Evidence will be submitted as appropriate, either as part of the portfolio or as a separate practical resource showing examples of the period of experimentation. To gain **M1** the portfolio will further include evaluative, reflection and analysis of the range of tools, techniques and skills that the learner has experienced.

Assessment and Grading Criteria P2, P3, M2, D1

To gain **P2** the learner will complete a 'material chart' which should include details of types of materials, uses, durability, effects, laundering, burn capacity and, where possible, be accompanied with swatches. To gain **P3**, having been given a 'brief' the learner should select appropriate materials/trimmings/accessories. To gain **M2** learners must justify their choice of materials and construction methods. Such justification could include evidence of a filmed/recorded presentation, designs, written analysis, evidence of questions and discussions prior to construction, suitability of materials etc. The learner should construct a schedule of work for the completion of the costume and to gain **D1**. All appropriate evidence should be included within the portfolio.

Assessment and Grading Criteria P4, M3, D2

The learner should construct a costume which should be available for the moderator to examine and view. As part of their portfolio and to gain **M3**, the learner should provide a written evaluation of the costume. For **D2** the learner should provide a completed Wardrobe Report.

RESOURCES

Suitable workshop space

Sewing equipment

Mannequin

Patterns

A range of materials/trimmings/cottons

Access to reference materials

The Costume Technician's Handbook	Rosemary Ingham and Liz Covey Heinemann		9780325004778
Patterns for Theatrical Costumes	Katherine Strand Holkeboer	Drama Book	9780896761254
Basic Sewing for Costume Construction	Rebecca Cunningham	Waveland Press	9781577664086
Fabric Savvy	S Betzina	Taunton Press	9781561585731

www.vam.ac.uk

LINKS TO NOS

Suite	Ref	National Occupational Standard
CCSWHM	8	Make and finish costumes
Ref!	Ref!	Acquire resources to meet costume design requirements
Ref!	Ref!	Assist performers with costumes and dressing



CONTACT US

Staff at the OCR Customer Contact Centre are available to take your call between 8am and 5.30pm, Monday to Friday.

We're always delighted to answer questions and give advice.

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