



Australian Government

CUACOS401 Make costumes for dance and physical theatre

Release: 2

CUACOS401 Make costumes for dance and physical theatre

Modification History

Release	Comments
Release 2	This version released with CUA Creative Arts and Culture Training Package version 2.0. Updated assessment conditions section. Updated modification history section to reflect changed name of training package.
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 1.0.

Application

This unit describes the performance outcomes, skills and knowledge required to make costumes for dance or performances that involve a high level of physical activity.

Individuals who apply these skills work autonomously in a team environment as they take responsibility for ensuring the quality of costumes for dance and physical theatre. They may be responsible for supervising others.

No licensing, legislative or certification requirements apply to this unit at the time of publication.

Unit Sector

Visual communication – costume

Elements and Performance Criteria

Elements	Performance Criteria
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Conduct dance and movement costume research	1.1 Research historical, cultural and other factors that might influence designs, construction techniques and costume development in relation to dance and movement-wear 1.2 Analyse designs for dance and movement-wear, and identify the relationship between costumes and character portrayal and development 1.3 Gather a range of research materials to develop knowledge of

	<p>dance and movement-wear options</p> <p>1.4 Use research materials to interpret and adapt clothing styles for performance</p>
2. Interpret brief for dance and movement costume design	<p>2.1 Liaise with relevant personnel to confirm dance and movement-wear requirements and gain approval where required</p> <p>2.2 Review costume production schedules, specifications and lists</p> <p>2.3 Interpret designs into practical plans for making dance and movement-wear according to production requirements</p>
3. Prepare to make dance and movement costumes	<p>3.1 Select materials and methods of costume construction according to production requirements and nature of the physical performance activity</p> <p>3.2 Factor into the pattern-cutting process the need for stretch fabrications as required</p> <p>3.3 Take and record accurate measurements of performers to ensure correct fitting of costumes</p> <p>3.4 Integrate health and safety considerations into costume planning</p> <p>3.5 Identify style and fabric characteristics which influence construction of dance and movement-wear and clarify queries with relevant personnel</p> <p>3.6 Select appropriate pattern cutting method</p>
4. Make and grade patterns for dance and movement costumes	<p>4.1 Produce or adjust pattern to required specifications, ensuring that it complies with gender and figure proportions and performance requirements</p> <p>4.2 Grade pattern manually or by computer, adjusting design, maintaining accuracy and shape, notches, design proportion and other design requirements</p> <p>4.3 Check pattern for accuracy and make adjustments as required</p> <p>4.4 Store patterns according to workplace procedures</p>
5. Lay up and cut work for dance and movement costumes	<p>5.1 Establish the required meterage of fabric and other materials to minimise waste</p> <p>5.2 Check materials for quality, faults, width, selvedges, dye, lot and marking requirements</p> <p>5.3 Identify and assemble appropriate base and outer fabrics</p> <p>5.4 Lay up base and self-fabrics and check that alignment conforms to specifications</p> <p>5.5 Cut materials to meet pattern requirements</p>

	5.6 Prepare fabric base and mount fabrics, as necessary, to achieve required stiffening or support effect
6. Sew and fit dance and movement costumes	<p>6.1 Pin or sew fabric pieces and linings and where appropriate, hang in readiness for assembly</p> <p>6.2 Conduct fittings with performers and identify, record and action required adjustments and alterations</p> <p>6.3 Sew costume pieces together to form the whole costume and attach required trimmings, fasteners and decorations using appropriate techniques</p> <p>6.4 Finish costumes according to requirements</p> <p>6.5 Identify modifications to dance and movement costumes in consultation with relevant personnel and complete as required</p> <p>6.6 Correctly label and code dance and movement costumes for identification during productions</p>

Foundation Skills

This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.

Skill	Performance Criteria	Description
Reading	1.1, 1.2, 2.2, 2.3	<ul style="list-style-type: none"> Interprets designs and written material to inform the process of making dance and movement costumes Interprets production documentation in relation to own duties
Writing	3.3, 6.2, 6.6	<ul style="list-style-type: none"> Completes workplace documentation
Oral communication	2.1, 3.5, 6.2, 6.5	<ul style="list-style-type: none"> Obtains information by listening and questioning
Numeracy	3.2, 3.3, 4.2, 4.3, 5.1	<ul style="list-style-type: none"> Estimates quantities of fabric and other materials Uses appropriate tools to calculate and check measurements
Navigate the world of work	3.4, 4.4, 6.4, 6.5	<ul style="list-style-type: none"> Takes account of health and safety considerations in the design of costumes Meets work deadlines
Interact with others	2.1, 3.5, 6.2, 6.5	<ul style="list-style-type: none"> Works collaboratively with a range of personnel to make dance and movement

		costumes
Get the work done	1.1, 1.2, 1.3, 1.4, 2.1, 2.2, 2.3, 3.1, 3.2, 3.3, 3.5, 3.6, 4.1, 4.2, 4.3, 4.4, 5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 6.1, 6.2, 6.3, 6.4, 6.5, 6.6	<ul style="list-style-type: none"> Adopts a methodical and logical approach to selecting materials and costume construction methods Follows a logical process when researching dance and movement costume requirements and creating costumes Identifies ways to sequence the costume manufacture process for greater efficiency Takes responsibility for ensuring minimal waste of materials Uses computer software to assist with the design of dance costumes

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACOS401 Make costumes for dance and physical theatre (Release 2)	CUACOS401 Make costumes for dance and physical theatre (Release 1)	Updated assessment conditions section. Updated modification history section to reflect changed name of training package.	Equivalent unit

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.education.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>