



Australian Government

Department of Education, Employment and Workplace Relations

LMT31407 Certificate III in Applied Fashion Design and Technology

Revision Number: 1

LMT31407 Certificate III in Applied Fashion Design and Technology

Modification History

Not applicable.

Description

Job roles/employment outcomes

Certificate III in Applied Fashion Design and Technology reflects a vocational outcome for those producing fashion products where a basic understanding of design skills is needed and where localised distribution not requiring specialised merchandising and supply chain skills is to be undertaken. Items to be produced may include a single or small range of products.

Application

This qualification is particularly suitable for those who are self-employed undertaking low volume production of items for local distribution outlets for example markets.

Pathways into the qualification

Direct entry into this qualification requires completion of a total of nineteen (19) units of competency according to the rules described below.

Credit may be granted towards this qualification by those who have completed LMT21707 Certificate II in Applied Fashion Design and Technology or achieved equivalent industry experience.

Pathways from the qualification

Further training pathways from this qualification include LMT41007 Certificate IV in Applied Fashion Design and Technology and other relevant qualifications.

Licensing considerations

There are no specific licences that relate to this qualification. However, some units in this qualification may have licensing or regulatory requirements in some environments. Local regulations should be checked for details.

Pathways Information

Not applicable.

Licensing/Regulatory Information

Not applicable.

Entry Requirements

Not applicable.

Employability Skills Summary

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

Employability Skills Summary - Certificate III in Applied Fashion Design and Technology

The following table contains a summary of the Employability Skills as identified by the fashion design industries for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of competency packaged in this qualification. The outcomes described here are broad industry requirements that reflect skill requirements for this level.

Employability Skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • confirm relevant industry and workplace requirements • understand personal requirements of relevant industry and workplace standards, regulations and policies • complete standard documentation • use communication technologies efficiently • interpret pattern specifications • communicate problems with fashion items and designs • discuss design requirements with others • ensure records are accurate and legible • establish effective working relationships with colleagues • undertake interactive workplace communication • present design ideas
Teamwork	<ul style="list-style-type: none"> • work independently or as a team member • demonstrate and encourage others in working cooperatively with people of different ages, gender, race or religion • identify role of others in the design process • undertake appropriate and effective communication with others in the design process
Problem-solving	<ul style="list-style-type: none"> • identify risks and implement risk control measures for machinery and equipment • identify and address problems and faults • check performance of machinery and equipment • assess and evaluate skills requirements of self and others to perform tasks • deal with and promptly resolve issues • use problem solving techniques to determine fashion design requirements • apply knowledge of fabrics and materials to solve design problems • assess quality of materials before using in fashion

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

	<ul style="list-style-type: none"> items identify and report potential environmental hazards
Initiative and enterprise	<ul style="list-style-type: none"> seek and provide feedback on procedures participate in design and production processes collect and monitor information identify non-conformances to standards and take appropriate action identify effective ways to achieve design and production outcomes rectify problems promptly and appropriately monitor and adjust activity in response to operational variations identify and assess existing and potential risks and seek advice develop and promote continuous improvement
Planning and organising	<ul style="list-style-type: none"> plan work requirements for self and others as required prepare materials required for design production monitor resource use in own work select and prepare materials and equipment monitor quality outcomes monitor equipment condition and performance
Self-management	<ul style="list-style-type: none"> manage own work monitor information in work area keep the work area clean and tidy at all times conduct regular housekeeping activities during shift locate, interpret and apply relevant information monitor own work against quality standards conduct work in a manner which minimises waste understand own work activities and responsibilities manage work load priorities
Learning	<ul style="list-style-type: none"> recognise limits of own expertise assess competencies in meeting job requirements identify own skill requirements and seek skill development if required ask questions to expand own knowledge experiment with design ideas and review outcomes seek feedback on ideas and work outcomes
Technology	<ul style="list-style-type: none"> monitor machine operation use a variety of machines and equipment to achieve a range of production outcomes

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY

- perform minor maintenance on machines
- work with technology safely and according to workplace standards

Packaging Rules

Packaging Rules

To be awarded the Certificate III in Applied Fashion Design and Technology, competency must be achieved in nineteen (19) units of competency.

- Eleven (11) core units of competency
- Eight (8) elective units of competency as specified below.

If Certificate II in Applied Fashion Design and Technology has been achieved, an additional eight (8) units are required. All core units listed must be achieved. - any Certificate III core units not achieved at Certificate II must be completed as part of the additional eight (8) units required for Certificate III. Units that have been credited towards lower level qualifications must not be selected in the additional eight (8) unit requirement.

This qualification includes units LMTFD2002B, LMTFD2003B and LMTFD2004B which, when selected, must be applied in an indigenous Australian context.

Note: Where prerequisite units apply, these have been noted, and must be considered in the total number of units.

CORE UNITS

Complete all eleven (11) units from this list

Unit code	Unit title
LMTCL2001B	Use a sewing machine
LMTCL2003B	Identify fibres and fabrics
LMTCL2004B	Sew components
LMTCL2010B	Modify patterns to create basic styles
LMTCL2011B	Draw and interpret a basic sketch

Unit code	Unit title
LMTCL3001B	Identify fabric performance and handling requirements
LMTFD2001B	Design and produce a simple garment
LMTFD2005B	Identify design process for fashion designs
LMTGN2001B	Follow defined OH&S policies and procedures
LMTGN2002B	Apply quality standards
MSAENV272B	Participate in environmentally sustainable work practices

ELECTIVE UNITS

Select eight (8) units as specified below.

- A minimum of one (1) unit must be selected from Group A
- A minimum of four (4) units must be selected from Group B
- A maximum of three (3) units may be selected from Group C
- The remainder must be selected from Group B.
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GROUP A

Unit code	Unit title	Prerequisites
LMTFD2004B	Work within an indigenous cultural framework	
LMTGN2003B	Work in the Textiles, Clothing and Footwear industry	

GROUP B

Unit code	Unit title	Prerequisites
LMTCL3002B	Prepare and produce sewn garment	LMTCL2001B LMTCL2003B LMTCL2004B

Unit code	Unit title	Prerequisites
LMTCL3003B	Perform garment repairs and alterations	LMTCL2001B LMTCL2003B LMTCL2004B
LMTCL3006B	Assemble bra or swimwear	LMTCL2001B LMTCL2003B LMTCL2004B
LMTCL3007B	Embellish garment by hand or machine	LMTCL2001B LMTCL2003B LMTCL2005B
LMTCL3009B	Develop patterns from a block using basic patternmaking principles	
LMTFD2002B	Apply printing techniques to produce indigenous textile designs	LMTCL2003B
LMTFD2003B	Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B
LMTFD3001B	Market design product to local outlets	
LMTFD3002B	Design and produce indigenous printed textiles to a brief	LMTFD2002B LMTFD2003B LMTFD2004B
LMTFD3003B	Prepare design concept for a simple garment	LMTCL2001B LMTCL2003B LMTCL2004B
LMTFD3004B	Draw a trade drawing for fashion design	

Unit code	Unit title	Prerequisites
LMTGN2004B	Work in a team environment	
LMTGN2009B	Operate computing technology in a Textiles, Clothing and Footwear workplace	
LMTGN3002B	Organise and plan own work to achieve planned outcomes	

GROUP C

Other Fashion Design and Technology units that are available at Certificates II (maximum 1 unit), III (maximum 3 units) and IV (maximum 1 unit)
Other TCF Training Package units that are available at Certificates II (maximum 1 unit), III (maximum 3 units) and IV (maximum 1 unit)
Units from other endorsed Training Packages and accredited courses that are available at Certificates II (maximum 1 unit), III (maximum 3 units) and IV (maximum 1 unit)