



Australian Government

Department of Education, Employment and Workplace Relations

LMT41007 Certificate IV in Applied Fashion Design and Technology

Revision Number: 1

LMT41007 Certificate IV in Applied Fashion Design and Technology

Modification History

Not applicable.

Description

Job roles/employment outcomes

The Certificate IV in Applied Fashion Design and Technology covers occupations such as assistant designers and pattern makers who work with and support other fashion industry personnel. It allows for a multi-skilled approach to the skills needed by assistant designers and pattern makers and provides a basis for career progression to higher skills in these areas at the Diploma level.

Application

This qualification is typically used to develop skill and knowledge in the application of technical and introductory design skills within fashion design and clothing production enterprises.

Pathways into the qualification

Direct entry into this qualification requires completion of a total of twenty-five (25) units according to the rules described below.

Credit may be granted towards this qualification by those who have completed LMT31407 Certificate III in Applied Fashion Design and Technology, LMT30507 Certificate III in Clothing Production and LMT40307 Certificate IV in Clothing Production or achieved equivalent industry experience.

Pathways from the qualification

Further training pathways from this qualification include LMT50307 Diploma of Applied Fashion Design and Technology or 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

Certificate IV 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 • participate in sustainability improvements
Problem-solving	<ul style="list-style-type: none"> • identify risks and implement risk control measures for machinery and equipment • identify and act on environmental hazards • 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

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY	
	<ul style="list-style-type: none"> • apply knowledge of fabrics and materials to solve design problems • assess quality of materials before using in fashion items
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 opportunities for improvement to environmental performance • 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 • 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 • understand own work activities and responsibilities • manage work load priorities • monitor use of resources
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 • learn about sustainability developments relating to

EMPLOYABILITY SKILLS QUALIFICATION SUMMARY	
	work practice
Technology	<ul style="list-style-type: none"> • monitor machine operation • use a variety of machines and equipment to achieve a range of production outcomes • perform minor maintenance on machines • work with technology safely, efficiently and according to workplace standards

Packaging Rules

Packaging Rules

To be awarded the Certificate IV in Applied Fashion Design and Technology, competency must be achieved in twenty-five (25) units of competency.

- Nine (9) core units of competency
- Sixteen (16) elective units of competency as specified below.

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

CORE UNITS

Complete all nine (9) units from this list:

Unit code	Unit title
LMTCL2003B	Identify fibres and fabrics
LMTCL2010B	Modify patterns to create basic styles
LMTCL2011B	Draw and interpret a basic sketch
LMTCL3001B	Identify fabric performance and handling requirements
LMTFD2005B	Identify design process for fashion designs
LMTFD4001B	Apply design studio process
LMTFD4006B	Interact and network with fashion industry participants

Unit code	Unit title
LMTGN2001B	Follow defined OH&S policies and procedures
MSAENV272B	Participate in environmentally sustainable work practices

ELECTIVE UNITS

Select sixteen (16) units as specified below.

- A minimum of twelve (12) units must be selected from Group A
- A maximum of four (4) units may be selected from Group B
- The remainder must be selected from Group A.

GROUP A

Unit code	Unit title	Prerequisite
LMTCL2001B	Use a sewing machine	
LMTCL2004B	Sew components	LMTCL2001B
LMTCL3008B	Set and produce digital embroidery	
LMTCL3009B	Develop patterns from a block using basic patternmaking principles	
LMTCL3010B	Sew woven and stretch knit garments	LMTCL2001B LMTCL2003B LMTCL2004B
LMTFD3004B	Draw a trade drawing for fashion design	
LMTFD4002B	Apply principles of colour theory to fashion design development	LMTCL2003B LMTFD2005B
LMTFD4003B	Assist in preparation of preliminary design	

Unit code	Unit title	Prerequisite
	concepts	
LMTFD4004B	Calculate cost estimates for fashion products	
LMTFD4005B	Communicate and sell design concepts	
LMTFD4007B	Conduct quality assurance for patterns and garments	
LMTFD4008B	Construct stock size block for garment to meet size and fit specifications	
LMTFD4009B	Create and edit digital embroidery designs	LMTCL2003B LMTCL3008B
LMTFD4010B	Create pattern to meet design specifications applying advanced patternmaking principles	LMTCL3009B
LMTFD4011B	Cut fabrics for prototype designs	
LMTFD4012B	Develop product specifications for fashion design	LMTFD3004B
LMTFD4013B	Grade 2D patterns	
LMTFD4014B	Identify influences on contemporary fashion designs and construction techniques	
LMTFD4015B	Create pattern from block to meet customer specifications	LMTCL3009B LMTFD4010B

Unit code	Unit title	Prerequisite
LMTFD4016B	Sew design prototypes	
LMTFD4017B	Source materials and resources for production of fashion designs	
LMTFD4018B	Use and apply sizing systems appropriate for fashion design	
LMTFD4019B	Use colourisation techniques on fabrics	LMTCL2003B LMTCL3001B
LMTFD4020B	Use electronic fashion design tools	
LMTFD4021B	Drape fabrics to make patterns	
LMTFD5003B	Analyse fit model	
LMTGN2009B	Operate computing technology in a Textiles, Clothing and Footwear workplace	

GROUP B

MSAENV472B Implement and monitor environmentally sustainable work practices
Other Fashion Design and Technology units that are available at Certificates IV (maximum 4) and V (maximum 1)
Other TCF Training Package units that are available at Certificates III (maximum 1), IV (maximum 4) and V (maximum 1)
Units from other endorsed Training Packages and accredited courses at Certificates III (maximum 1), IV (maximum 4) and V (maximum 1)