



Australian Government

CUACOS411 Make costumes for dance and physical theatre

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

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. It involves the research and creative application of costume design techniques for dance and other physical performances.

The unit applies to those who 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

ELEMENT	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 1.2 Analyse and identify the relationship between costume design and character portrayal 1.3 Investigate and identify dance and movement-wear options 1.4 Interpret and adapt clothing styles for performance
2. Plan dance and movement costume design	2.1 Liaise with required personnel to confirm dance and movement-wear requirements

ELEMENT	PERFORMANCE CRITERIA
	2.2 Review costume production schedules, specifications and lists 2.3 Design plans for dance and movement-wear according to production requirements
3. Prepare to make dance and movement costumes	3.1 Select materials and methods of costume construction according to production requirements 3.2 Take and record accurate measurements of performers 3.3 Integrate health and safety considerations into costume planning 3.4 Identify style and fabric characteristics and clarify queries with required personnel 3.5 Select pattern cutting method according to style and fabric used
4. Make and grade patterns for dance and movement costumes	4.1 Produce or adjust patterns to required specifications 4.2 Grade patterns manually or by computer 4.3 Check patterns for accuracy and make adjustments as required 4.4 Store patterns according to workplace procedures
5. Cut work for dance and movement costumes	5.1 Establish the required meterage of fabric and other materials to minimise waste 5.2 Identify and assemble required base and outer fabrics 5.3 Cut materials to meet pattern requirements 5.4 Prepare fabric base and mount fabrics as required
6. Sew and fit dance and movement costumes	6.1 Identify modifications to dance and movement costumes in consultation with required personnel 6.2 Label and code dance and movement costumes for identification during productions 6.3 Conduct fittings with performers 6.4 Identify, record and action required adjustments and alterations 6.5 Sew costume pieces and finish costumes according to requirements

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Reading	• Interprets designs and written material to inform the process of making dance and movement costumes • Interprets production documentation in relation to own duties
Writing	• Completes workplace documentation accurately and using clear language and industry terminology
Oral communication	• Obtains information by listening and questioning
Numeracy	• Estimates quantities of fabric and other materials • Uses required tools to calculate and check measurements
Self-management	• Takes account of health and safety considerations in the design of costumes • Meets work deadlines
Teamwork	• Works collaboratively with a range of personnel to make dance and movement costumes
Problem solving	• 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
Initiative and enterprise	• Identifies ways to sequence the costume manufacture process for greater efficiency • Takes responsibility for ensuring minimal waste of materials
Technology	• Uses computer software to assist with the design of dance costumes

Unit Mapping Information

Supersedes and is equivalent to CUACOS401 Make costumes for dance and physical theatre.

Links

Companion Volume Implementation Guide is found on VETNet -

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

Assessment Requirements for CUACOS411 Make costumes for dance and physical theatre

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Performance Evidence

The candidate must demonstrate the ability to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including evidence of the ability to:

- create at least two costumes for at least one dance or physical theatre production using techniques and materials specific to the types of costume.

In the course of the above, the candidate must:

- follow safety procedures when using costume-making equipment and materials
- work collaboratively with others in planning, creating and altering designs.

Knowledge Evidence

The candidate must be able to demonstrate knowledge to complete the tasks outlined in the elements, performance criteria and foundation skills of this unit, including knowledge of:

- sources of information on dance and movement-wear
- quality, faults, selvedges, dye, lot and marking requirements
- range and features of different types of dance and movement-wear
- use and properties of different fabrics, materials and patterns used regularly to make dance and movement-wear
- one-way and two-way stretch techniques for working with stretch fabrics
- techniques for adapting standard clothing items for dance or physical activity.

Assessment Conditions

Skills in this unit must be demonstrated in a live production environment where the conditions are typical of those in a working environment in this industry.

This includes access to:

- costume specifications
- live productions requiring the creation of costumes

- materials
- production schedules.

Assessors of this unit must satisfy the requirements for assessors in applicable vocational education and training legislation, frameworks and/or standards. Where personal safety is a limiting factor, assessment may occur in a simulated work environment typical of those in a working environment in this industry.

Links

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