

Training Package	Entertainment (CUE03)	HSC Requirements and Advice
Unit code	Unit title	HSC Indicative Hours
CUECOS09B	Develop and apply knowledge of costume	25

Unit descriptor	This unit describes the skills and knowledge required to research information about the overall history of costume, different costume trends and the role of the costume design and production process within the cultural industries. As such this unit includes an overall knowledge of costume development and underpins all other costume units. No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.
Employability skills	This unit contains employability skills.
Prerequisite units	This unit underpins and has linkage to all other costume units.

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Critical aspects for assessment and evidence required to demonstrate competency in this unit	Context of and specific resources for assessment	Method of assessment
<p>The following evidence is <u>critical</u> to the judgement of competence in this unit:</p> <ul style="list-style-type: none"> ability to conduct research on costume requirements to meet the needs of a particular production general knowledge of the history and evolution of clothing styles for men, women and children. 	<p>The assessment context <u>must</u> provide for:</p> <ul style="list-style-type: none"> demonstration of skills through the conduct of costume research for a particular production. 	<p>Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:</p> <ul style="list-style-type: none"> review of a research portfolio developed by the candidate for a particular production oral or written questioning to assess knowledge of costume history and evolution review of portfolios of evidence and third party workplace reports of on-the-job performance by the candidate. <p>Assessment methods should closely reflect workplace demands and the needs of particular groups (eg people with disabilities, and people who may have literacy or numeracy difficulties such as speakers of languages other than English, remote communities and those with interrupted schooling).</p> <p>Assessment of this unit <u>requires</u> access to:</p> <ul style="list-style-type: none"> sources of information on costume history and evolution.

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- general research skills sufficient to source and analyse information on costume.

Required knowledge

- the role of costume within an overall production
- history of costume development within the performing arts, both within Australia and overseas
- the roles and responsibilities of different people in the costume design and production process and the differences between workplaces
- the interrelationships between costume personnel and others involved in a production
- the differences between everyday garment construction and costume construction process
- sources of information on costume history and evolution.

Element	Performance Criteria	Range Statement
1 Research information on costume.	1.1 Correctly identify <i>sources of information</i> on the <i>general aspects</i> of costume history and evolution.	<p>The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. <i>Bold italicised</i> wording, if used in the performance criteria, is detailed below.</p> <p>Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.</p> <p><i>Sources of information</i> on costume may be both formal and informal and <u>include</u>:</p> <ul style="list-style-type: none"> • books on costume, architecture, decorative arts, transport, textiles, colour • film, video • paintings and illustrations of the period • personal observation • photographs • the Internet • watching TV • writings of the period. <p><i>General aspects</i> of costume history and evolution must include the evolution of clothing styles <u>in relation to</u>:</p> <ul style="list-style-type: none"> • basic shapes/silhouettes • foundation garments • trims and accessories • types of fabrics used.
	1.2 Use formal and informal research techniques appropriately to access information about costume, including the evolution of clothing styles for men, women and children.	
	1.3 Organise research materials and findings for current and future use by self and others in a manner which facilitates easy access and cross-referencing.	
2 Link research to costume design and production needs.	2.1 Identify and action the costume research needs for a specific production with a focus on the link between <i>costume design and other production aspects</i> .	<p>The link between <i>costume design and other production aspects</i> may relate to:</p> <ul style="list-style-type: none"> • the role of different individuals in the design process • the ways in which costumes may need to be adapted to meet physical or creative performance aspects.

Element	Performance Criteria	Range Statement
	2.2 Identify the ways in which clothing styles and production methods may need to be adapted for production/performance requirements.	
3 Update and maintain knowledge of costume trends.	3.1 Identify and use opportunities to update and expand knowledge of costume.	
	3.2 Incorporate updated knowledge into costume design and production activities.	