

# Model Curriculum

## Fashion Designer

**SECTOR: APPAREL, MADE-UPS AND HOME FURNISHING**

**SUB-SECTOR: APPAREL / MADE-UPS / HOME FURNISHING**

**OCCUPATION: DESIGNING**

**REF ID: AMH/Q1201**

**NSQF LEVEL: 5**



## Certificate

### CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

**APPAREL MADE-UPS HOME FURNISHING SECTOR SKILL COUNCIL**

for the

### MODEL CURRICULUM

Complying to National Occupational Standards of  
Job Role/Qualification Pack: 'Fashion Designer' QP No. 'AMH/Q1201 NSQF Level 5'

Date of Issuance: **December 15, 2015**

Valid up to: **December 15<sup>d</sup>, 2016**

\* Valid up to the next review date of the Qualification Pack

Dr. Roopak Vasishtha  
Chief Executive Officer  
(Apparel Made-ups Home Furnishing  
Sector Skill Council)

## TABLE OF CONTENTS

<b>1. Curriculum</b>	<b>01</b>
<b>2. Trainer Prerequisites</b>	<b>08</b>
<b>3. Annexure: Assessment Criteria</b>	<b>09</b>

# Fashion Designer

## CURRICULUM / SYLLABUS

This program is aimed at training candidates for the job of a "Fashion Designer", in the "Apparel , Made Ups and Home Furnishing" Sector/Industry and aims at building the following key competencies amongst the learner

<b>Program Name</b>	<b>Fashion Designing</b>		
<b>Qualification Pack Name &amp; Reference ID.</b>	Fashion Designer ; AMH/Q1201		
<b>Version No.</b>	1.0	<b>Version Update Date</b>	14-12 – 2016
<b>Pre-requisites to Training</b>	12 <sup>th</sup> pass, preferably		
<b>Training Outcomes</b>	1. Prepare to make a design collection		
	2. Prepare prototype garments for the collection		
	3. Evaluate the design development process		
	4. Maintain the work area, tools, machines and computers		
	5. Maintain health, safety and security at workplace		

This course encompasses 5 out of 5 National Occupational Standards (NOS) of “Fashion Designer” Qualification Pack issued by “APPAREL, MADE-UPS AND HOME FURNISHING SECTOR SKILL COUNCIL”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p><b>Introduction:</b> <b>Ice</b> <b>Breaking session.</b></p> <p><b>General Rules to be Followed in institute</b></p> <p><b>Prepare to make a design collection</b></p> <p><b>Theory Duration</b> (hh:mm) 50:00</p> <p><b>Practical Duration</b> (hh:mm) 110:00</p> <p><b>Corresponding NOS Code</b> AMH/N1201</p>	<p>The session covers the ways to :</p> <ul style="list-style-type: none"> <li>• Conduct fashion design research</li> <li>• Design Brief</li> <li>• Range presentation</li> </ul> <p><b>After going through this session the individual will get prepared to make a design collection. He will be able to learn:</b></p> <p><b>a.</b> about range of fabrics and trims in detail.</p> <p><b>b.</b> the methods to conduct research on target market, materials , fashion trends, processes and marketing materials according to the needs of the design and identify the emerging theme.</p> <p><b>c.</b> the ways to identify the business process and client goal.</p> <p><b>d.</b> Intellectual Property Rights with respect to designs.</p> <p><b>e.</b> to analyse the product range and the previous range developed by business to determine the theme and style requirements of design</p> <p><b>f.</b> to design and sketch by hand or by Computer Aided Design (CAD).</p> <p><b>g.</b> garment construction techniques and processes.</p> <p><b>h.</b> determine and finalise the requirements for use of fabrics, materials, suppliers and production processes .</p> <p><b>i.</b> Identify budget, cost points, quality standard an timing constraints</p>	<p>Computer, Computer Peripherals Printer (Laser Printer) Photocopier Projector Mannequin Dexterity Test Kit Garment Samples Dress Form (Various sizes of Male/Female/Kids) Drawing Board (24" X 18" ft, wooden) Display Board ( 60" X 36" ft) Greyscale ( for shade matching) Hip Curve Grading Scale ( Transparent material, 20") Designer's Scale French Curve Flexible rule (for measuring armhole etc.) Measuring Tape (0.5" width) Hand needle (Various gauges) Machine Needle (Various Gauges) Needle Threader Thread Notcher (1/4 X 1/6 " opening) Awl markers Tailor's Square (twin arm metal ruler at 900) Tracing wheel Hanger (wooden and plastic material) Tags Tagging Pins Tagging Gun Fabric Yardage Trim/Accessory Pin Cushion Dustbin Personal Protective Equipments (Thimble, Mask , Goggles) Boxes and pouches for storing Items Pattern Table (6ft x 4ft x 3 ft) Student's Chair (with Table Arm) Table ( 30"X 20"X 30")Teacher's Table Teacher's Chair (revolving) White Board Stationary Items Push Pins Dress maker's Pin Fabric Pins Highlighter Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B) Eraser Sharpener Carbon Paper (Various Colours) Design Transferring Paper Paper Cutter ( ½ " &amp; 1 inch wide retractable blade) Pattern Drafting Paper Paper (Various quality and sizes) Scale (Transparent Material, 6" &amp; 12")Scale (Metallic, 6" &amp; 12") Labels &amp; Stickers Shears ( 8-10 " iron blade for cutting fabric) Scissors ( plastic handled scissor for cutting paper) Pinking Shears</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
			Marking Chalk (yellow/pink/ green/ blue coloured) Tailor's Chalk Carbon paper ( A4, yellow, red and white carbon) Colour (Poster colour, Water colour, Acrylics, Pastels etc) Paint Brushes (At least 5 different Gauges) Stapler Glue Stick/ Fevicol/ Adhesive Fabric GlueCello-Tape (Transparent and Foam Double sided tapes, Single sided tapes) File and folders Punching Machine Magnetic White Board Eraser White Board Marker Documents Company Quality Standards Handbook/ Guidelines Pantone Shade Cards Fashion Forecasting Books/Journals/Magazines Swatch File( fabric and trims and embroideries) Buyer Requirement/ comment Sheet Measurement Sheet/ Size Chart Trims/Accessory samples Tech Pack/ Specification Sheet
2	<p><b>Prepare prototype garments for the collection</b></p> <p><b>Theory Duration</b> (hh:mm) 60:00</p> <p><b>Practical Duration</b> (hh:mm) 150:00</p> <p><b>Corresponding NOS Code</b> AMH/N1202, AMH/N1204</p>	<p><b>After this session the individual will be able to :</b></p> <p><b>a.</b> Understand elements and principles of design and how they are used to create good design in the fashion industry</p> <p><b>b.</b> Develop Sketches, drawings and samples that are used to illustrate design requirements, as appropriate</p> <p><b>c.</b> Handle materials, drawing and pattern drafting tools, equipment and the system for computer designing with correctly and with care.</p> <p><b>d.</b> Use materials in a manner to optimize waste</p> <p><b>e.</b> Use of measuring devices effectively</p> <p><b>f.</b> know Sewing and Pattern making techniques to develop Tech-pack for the range collection</p> <ul style="list-style-type: none"> <li>• Use of CAD or hand sketches</li> <li>• analyze , consult and confirm feasibility and appropriateness of techpack</li> <li>• finalize Techpack internally</li> </ul> <p><b>g.</b> understand the required involvement of sampling merchandiser, pattern maker, design development personnel</p>	Computer, computer Peripherals Printer (Laser Printer) Photocopier Projector ,Mannequin Dexterity Test Kit Sewing Machine ( SNLS) Over lock Machine (5 thread over lock machine) Specialised Sewing Machines Pressing Station and Pressing Machine Garment Samples Dress Form (Various sizes of Male/Female/Kids) Drawing Board (24" X 18" ft, wooden) Display Board (60" X 36" ft) Greyscale (for shade matching) Hip CurveGrading Scale (Transparent material, 20") Designer's Scale French Curve Flexible rule (for measuring armhole etc.) Measuring Tape ( 0.5" width) Hand needle (Various gauges) Machine Needle (Various Gauges) Needle Threader Thread Notcher (1/4 X 1/6 " opening)Awl markers

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<p>and brief tailor about the collection keeping in mind the time constraints</p> <p><b>h.</b> Monitor procedures and determine the checking points</p> <p><b>i.</b> Construct the prototype and give to concerned dept for better understanding on the product</p> <p><b>j.</b> method to maintain the required productivity and quality levels</p> <p><b>k.</b> monitor the development of sample ensuring budget and time constraints are met</p> <p><b>l.</b> Identify and address problems or inconsistencies in sample</p> <p><b>m.</b> Evaluate the prototype sample received.</p>	<p>Tailor's Square ( twin arm metal ruler at 900)</p> <p>Tracing wheel Hanger (wooden and plastic material)Tags, Tagging Pins, Tagging Gun Fabric Yardage Trim/ Accessory Pin Cushion Dustbin</p> <p>Personal Protective Equipments (Thimble, Mask , Goggles)Boxes and pouches for storing Items</p> <p>Pattern Table (6ft x 4ft x 3 ft)Student's Chair (with Table Arm)Table ( 30"X 20"X 30")Teacher's Table</p> <p>Teacher's Chair (revolving)</p> <p>White Board Stationary Items Push Pins Dress maker's Pin Fabric Pins Highlighter Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B)</p> <p>Eraser Sharpener</p> <p>Carbon Paper (Various Colours)Design Transferring Paper</p> <p>Paper Cutter (1/2 " &amp; 1 inch wide retractable blade)</p> <p>Pattern Drafting Paper</p> <p>Paper (Various quality and sizes)</p> <p>Scale (Transparent Material, 6" &amp; 12") Scale (Metallic, 6" &amp; 12")</p> <p>Labels &amp; Stickers Shears (8-10 " iron blade for cutting fabric)</p> <p>Scissors (plastic handled scissor for cutting paper)</p> <p>Pinking Shears Marking Chalk (yellow/pink/ green/ blue coloured)</p> <p>Tailor's Chalk Carbon paper ( A4, yellow, red and white carbon)</p> <p>Colour ( Poster colour, Water colour, Acrylics, Pastels etc) Paint</p> <p>Brushes ( At least 5 different Gauges) Stapler Glue</p> <p>Stick/Fevicol/Adhesive</p> <p>Fabric GlueCello-Tape (Transparent and Foam Double sided tapes, Single sided tapes)File and folders Punching Machine</p> <p>Magnetic White Board Eraser</p> <p>White Board Marker Documents</p> <p>Company Quality Standards Handbook/ Guidelines Pantone Shade Cards Fashion Forecasting Books/Journals/Magazines</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
			Swatch File( fabric and trims and embroideries) Buyer Requirement/ comment Sheet Measurement Sheet/ Size Chart Trims/Accessory samples Tech Pack/ Specification Sheet
3	<p><b>Evaluate design development processes</b></p> <p><b>Theory Duration</b> (hh:mm) 60:00</p> <p><b>Practical Duration</b> (hh:mm) 150:00</p> <p><b>Corresponding NOS Code</b> AMH/N1203</p>	<p><b>After going through this session the individual will be able to:</b></p> <p><b>a.</b> Analyze the prototype sample along with the design team</p> <p><b>b.</b> Coordinate along with design team to check sample against the techpack given to the sampling merchandiser, and check the look , feel and fit of the sample</p> <p><b>c.</b> Identify the prototype for the feasibility of the garment in terms of sourcing of the fabric and the trims available for the span of production</p> <p><b>d.</b> Identify various product testing to proceed with prototype</p> <p><b>e.</b> Incorporate modification of the sample until approved for final production</p> <p><b>f.</b> Get approval on the prototype/final techpack from the client</p> <p><b>e.</b> Complete the documentation processes by documenting Design brief, development processes and outcomes, including filing and storing</p>	Same as above
4	<p><b>Maintain the workarea, tools machines and computers</b></p> <p><b>Theory Duration</b> (hh:mm) 20:00</p> <p><b>Practical Duration</b> (hh:mm) 150:00</p> <p><b>Corresponding NOS Code</b> AMH/N1204</p>	<p><b>The sessions helps the individual to attain the knowledge to</b></p> <p><b>a.</b> Maintain tools and equipment</p> <p><b>b.</b> Carry out running maintenance within agreed schedules</p> <p><b>c.</b> Carry out maintenance and/or cleaning within one's responsibility</p> <p><b>d.</b> Report unsafe equipment and other dangerous occurrences</p> <p><b>e.</b> Work in a comfortable position with the correct posture</p> <p><b>f.</b> Use cleaning equipment and methods appropriate for the work to be carried out</p> <p><b>g.</b> Dispose of waste safely in the design at end location</p> <p><b>h.</b> Carryout cleaning according to schedules and limits of responsibility</p>	Computer, Computer Peripherals Printer (Laser Printer) Photocopier Projector Mannequin Dexterity Test Kit, Garment Samples Dress Form (Various sizes of Male/Female/Kids) Drawing Board (24" X 18" ft, wooden) Display Board ( 60" X 36" ft) Greyscale ( for shade matching) Hip Curve Grading Scale (Transparent material, 20") Designer's Scale French Curve Flexible rule (for measuring armhole etc.) Measuring Tape (0.5" width) Hand needle (Various gauges) Machine Needle (Various Gauges) Needle Threader Thread Notcher (1/4 X 1/6 " opening) Awl markers Tailor's



Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<p><b>i.</b> Request for up gradation of system or softwares when required for effective working</p> <p><b>j.</b> Always a backup file to be maintained when working on various design softwares</p> <p><b>k.</b> All soft copies of design work to be maintained in files as well for future reference</p>	<p>Square ( twin arm metal ruler at 900) Tracing wheel Hanger (wooden and plastic material) Tags Tagging Pins Tagging Gun Fabric Yardage Trim/Accessory Pin Cushion Dustbin Personal Protective Equipment's (Thimble, Mask , Goggles) Boxes and pouches for storing Items Pattern Table (6ft x 4ft x 3 ft) Student's Chair (with Table Arm) Table ( 30"X 20"X 30") Teacher's Table Teacher's Chair (revolving) White Board Stationary Items Push Pins Dress maker's Pin Fabric Pins Highlighter Pencil (HB, 2B, H, 2H, 4H,4B, 6B, 8B) Eraser Sharpener Carbon Paper ( Various Colours) Design Transferring Paper Paper Cutter ( ½ " &amp; 1 inch wide retractable blade) Pattern Drafting Paper (Various quality and sizes) Scale (Transparent Material, 6" &amp; 12") Scale ( Metallic, 6" &amp; 12") Labels &amp; Stickers Shears ( 8-10 " iron blade for cutting fabric)Scissors ( plastic handled scissor for cutting paper) Pinking Shears Marking Chalk (yellow/pink/ green/ blue coloured) Tailor's Chalk Carbon paper ( A4, yellow, red and white carbon) Colour ( Poster colour, Water colour, Acrylics, Pastels etc) Paint Brushes ( At least 5 different Gauges) Punching Machine Magnetic White Board Eraser White Board Marker</p>
5	<p><b>Maintain health, safety and security at workplace</b></p> <p><b>Theory Duration</b> (hh:mm) 20:00</p> <p><b>Practical Duration</b> (hh:mm) 50:00</p>	<p><b>After going through the session , the individual will be able to know and learn the importance of maintaining health safety and security at Work place by identifying the need to :</b></p> <p><b>a.</b> Comply with health and safety related instructions applicable to the workplace</p> <p><b>b.</b> Use and maintain personal protective equipment as per protocol</p> <p><b>c.</b> Maintain a healthy lifestyle and guard against dependency on intoxicants</p> <p><b>d.</b> Follow environment management system related procedures</p>	Equipment same as above

Sr. No.	Module	Key Learning Outcomes	Equipment Required
	<p><b>Corresponding NOS Code</b> AMH/N0103</p>	<p><b>e.</b> Identify and correct if possible, malfunctions in machinery and equipment</p> <p><b>f.</b> Report any service malfunctions that can not be rectified</p> <p><b>g.</b> Store materials and equipment in line with manufacturer's and organizational requirements</p> <p><b>h.</b> Safely handle and move waste and debris</p> <p><b>i.</b> Minimize health and safety risks to self and others due to own actions</p> <p><b>j.</b> Seek clarifications, from supervisors or other authorized personnel in case of perceived risks</p> <p><b>k.</b> Monitor the workplace and work processes for potential risks and threats</p> <p><b>l.</b> Carryout periodic walk-through to keep work area free from hazards and obstructions, if assigned</p> <p><b>m.</b> Report hazards and potential risks/threats to supervisors or other authorized personnel</p> <p><b>n.</b> Participate in mock drills/ evacuation procedures organized at the workplace</p> <p><b>o.</b> Undertake first aid, fire-fighting and emergency response training, if asked to do so</p> <p><b>p.</b> Take action based on instructions in the event of fire,</p> <p><b>q.</b> Follow organization procedures</p>	
	<p><b>Total Duration</b> 720Hrs</p> <p><b>Theory Duration</b> 210Hrs</p> <p><b>Practical Duration</b> 510Hrs</p>	<p><b>Unique Equipment Required</b> Dexterity Test Kit, Sewing Machine ( SNLS) Over lock Machine (5 thread over lock machine) Specialised Sewing Machines</p>	

**Grand Total Course Duration: 720 Hours**

*(This syllabus/ curriculum has been approved by APPAREL, MADE-UP'S AND HOME FURNISHING SECTOR SKILL COUNCIL)*

## Trainer Prerequisites for Job role: “Fashion Designer” mapped to Qualification Pack: “AMH/Q1201 version 1.0”

Sr. No.	Area	Details
1	<b>Job Description</b>	To deliver accredited training service, mapping to the curriculum detailed above, in accordance with Qualification Pack “AMH/Q1201, version 1.0”
2	<b>Personal Attributes</b>	The candidate should have aptitude for conducting training, pre /post work to ensure competent, employable candidates at the end of training. Strong communication skills, interpersonal skills, ability to work as team; diligent and is passionate for maintaining the quality in content and training delivery methodology. The person should have good working knowledge of design based software (AutoCAD/Corel Draw/photoshop etc.). He/she should have a good flair for design/colour/style. He should be able to communicate in English and local language.
3	<b>Minimum Educational Qualifications</b>	Candidate should have a Certification course/Diploma/Graduation/Post Graduation in fashion designing from textile/apparel based government recognized/reputed institute.
4a	<b>Domain Certification</b>	Certified for Job Role: “Fashion Designer” mapped to QP: “AMH/Q1201”. Minimum accepted score as per SSC guidelines IS 90%.
4b	<b>Platform Certification</b>	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “SSC/Q1402” with scoring of minimum 80%.
5	<b>Experience</b>	The candidate should have a minimum of 5+ years of designing in the industry.

## Annexure: Assessment Criteria

<b>Assessment Criteria for Fashion Designer</b>	
<b>Job Role</b>	<b>Fashion Designer</b>
<b>Qualification Pack</b>	<b>AMH/Q1201 , Version 1.0</b>
<b>Sector Skill Council</b>	<b>APPAREL, MADE-UP'S AND HOME FURNISHING</b>

<b>Sr. No.</b>	<b>Guidelines for Assessment</b>
1	Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each PC
2	The assessment for the theory part will be based on knowledge bank of questions created by the SSC
3	Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below)
4	Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/training center based on this criteria
5	To pass the Qualification Pack, every trainee should score a minimum of 70% aggregate in QP
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

		Total Marks	Out of	Marks Allocation		
				Theory	Skills Practical	Viva
<b>1. AMH/N1201 Prepare to make a design collection</b>	PC1. Research on fashion trends and identify the emerging theme	<b>80</b>	9	4	2	3
	PC2. Product range and previous designs developed by the business are reviewed to assess relevance to current design.		8	2	4	2
	PC3. Business processes and client goals are identified.		10	4	2	4
	PC4. Research is conducted on target market, materials, designs, processes and marketing materials according to the needs of the design		10	3	4	3
	PC5. Quality standards for designs are Identified.		8	3	3	2
	PC6. Design themes and style requirements of design are determined		10	3	5	2
	PC7. Budget, costpoints and timing constraints are identified.		8	4	2	2
	PC8. Requirements for use of fabrics, materials, suppliers and production processes are determined.		7	2	4	1
	PC9. Client Requirements are confirmed with the client		10	3	4	3
	<b>Total</b>			<b>80</b>	<b>28</b>	<b>30</b>
<b>2. AMH/N1202 Prepare proto type garments for the collection</b>	PC1. Create tech pack which clearly conveys all guidelines for development of the sample	<b>110</b>	10	3	5	2
	PC2. Appropriate personnel are consulted with to confirm feasibility and appropriateness of tech pack		10	2	5	3
	PC3. Sketches, drawings and samples are used to illustrate design requirements, as appropriate		10	2	5	3
	PC4. Given tech packs on the range to be finalised		10	3	5	2
	PC5. Required involvement of sampling		10	2	5	3

		Total Marks	Out of	Marks Allocation		
				Theory	Skills Practical	Viva
	merchandiser, patternmaker, tailor are identified, finalised and briefed about the collection					
	PC6. Monitoring procedures and checking points are determined.		8	2	3	3
	PC7. Design development personnel selected are briefed and time constraints met		12	4	5	3
	PC8. Construct the prototype and given to concerned dept for better understanding on the product, if required		10	3	5	2
	PC9. Development of sample is monitored to ensure budget and time constraints are met		10	2	6	2
	PC10. Problems or inconsistencies in sample are identified and addressed.		10	3	4	3
	PC11. Evaluate the proto type sample received.		10	2	6	2
	<b>Total</b>		<b>110</b>	<b>28</b>	<b>54</b>	<b>28</b>
<b>3. AMH/N1203 Evaluate design development process</b>	PC1. Analyse the prototype sample along with the design team	<b>120</b>	12	4	5	3
	PC2. Coordinate along with design team to check sample against the tech pack given to the sampling merchandiser, the look and feel and fit of the sample		15	4	7	4
	PC3. Identify the prototype for the feasibility of the garment in terms of sourcing of the fabric and the trims available for the span of production		12	3	6	3
	PC4. Identify various product testing to proceed with prototype		15	2	7	6
	PC5. Incorporate modification of the sample until approved for final production		18	5	9	4

		Total Marks	Out of	Marks Allocation		
				Theory	Skills Practical	Viva
	PC6. Get approval on the prototype/final tech pack, agreement finalized with the client		18	6	8	4
	PC7. Document Design brief, development processes and outcomes		15	4	7	4
	PC8. Complete Documentation processes, including filing and storing		15	4	7	4
	<b>Total</b>		<b>120</b>	<b>32</b>	<b>56</b>	<b>32</b>
<b>4. AMH/N1204 Maintain workarea, tools, machines and computers</b>	PC1. Handle materials, drawing and pattern drafting tools, equipment and then system for computer designing with care	<b>40</b>	3	1	1	1
	PC2. Use correct handling procedures.		3	1	1	1
	PC3. Use materials to minimize waste		3	1	1	1
	PC4. Use of measuring devices effectively		3	1	1	1
	PC5. Maintain tools and equipment		2	0.5	1	0.5
	PC6. Carry out running maintenance within agreed schedules		3	1	1	1
	PC7. Carry out maintenance and/or cleaning Within one's responsibility		3	1	1	1
	PC8. Report unsafe equipment and other dangerous occurrences		3	0.5	1	1.5
	PC9. Work in a comfortable position with the correct posture		2	0.5	1	0.5
	PC10. Use cleaning equipment and methods appropriate for the work to be carried out		3	1	1	1
	PC11. Dispose of waste safely in the designated location		2	0.5	1	0.5
	PC12. Carryout cleaning according to schedules and limits of responsibility		3	1	1	1
	PC13. Request for up gradation of system or software's when required for effective working		3	1	1	1
	PC14. Always a backup file to be maintained when working on various designs of software's		2	0.5	1	0.5

		Total Marks	Out of	Marks Allocation		
				Theory	Skills Practical	Viva
	PC15. All soft copies of design work to be maintained in files as well for future reference		2	0.5	1	0.5
	<b>Total</b>		<b>40</b>	<b>12</b>	<b>15</b>	<b>13</b>
<b>5. AMH/N0103 Maintain health, safety and security at workplace</b>	PC1. Comply with health and safety related instructions applicable to the workplace	<b>50</b>	3	1	1	1
	PC2. Use and maintain personal protective equipment as per protocol		3	1	1	1
	PC3. Carryout own activities in line with approved guidelines and procedures		3	1	1	1
	PC4. Maintain a healthy life style and guard against dependency on intoxicants		3	1	1	1
	PC5. Follow environment management system related procedures		3	1	1	1
	PC6. Identify and correct (if possible) Malfunctions in machinery and equipment		3	1	1	1
	PC7. Report any service malfunctions that cannot be rectified		3	1	1	1
	PC8. Store materials and equipment in line with manufacturer's and organizational requirements		3	1	1	1
	PC9. Safely handle and move waste and debris		3	1	1	1
	PC10. Minimize health and safety risks to self and others due to own actions			2	0.5	1
	PC11. Seek clarifications, from supervisors or Other authorized personnel in case of perceived risks		3	0.5	2	0.5
	PC12. Monitor the work place and work processes for potential risks and threats		3	1	1	1
	PC13. Carryout periodic walk-through to keep Work are a free from hazards and obstructions, if assigned		3	0.5	1.5	1



		Total Marks	Out of	Marks Allocation		
				Theory	Skills Practical	Viva
	PC14. Report hazards and potential risks/ Threats to supervisors or other authorized personnel		3	1	1	1
	PC15. Participate in mock drills/ evacuation procedures organized at the work place		3	1	1.5	0.5
	PC16. Under take first aid, fire-fighting and emergency response training, if asked to do so		2	0.5	1	0.5
	PC17. Take action based on instructions in the event of fire, emergencies or accidents		2	0.5	1	0.5
	PC18. Follow organisation procedures for shut down and evacuation when required		2	0.5	1	0.5
	<b>Total</b>		<b>50</b>	<b>15</b>	<b>20</b>	<b>15</b>
	<b>Grand Total</b>		<b>400</b>	<b>115</b>	<b>175</b>	<b>110</b>



**Apparel Made-ups and Home Furnishing Sector Skill Council**  
Apparel House, Institutional Area, Sector-44, Gurgaon-122003, Haryana