

CONTEST DESCRIPTION

# **Fashion Technology**

VIRTUAL SECONDARY



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## 1 THE SKILLS FOR SUCCESS FOR CAREERS IN THE SKILLED TRADES AND TECHNOLOGY

In response to the evolving labour market and changing skill needs, the Government of Canada has launched the new Skills for Success (former Essential *Skills*) model defining nine key skills needed by Canadians to participate in work, in education and training, and in modern society more broadly. SCC is currently working with Employment and Social Development Canada (ESDC) to bring awareness of the importance of these skills that are absolutely crucial for success in Trade and Technology careers. Part of this ongoing initiative requires the integration and identification of the Skills for Success in contest descriptions, projects, and project documents. The next phase and very important aspect of our Skills for Success (SfS) initiative is to provide a *Skills Report Card* to each competitor at the Skills Canada National Competition. The purpose of the report card is to inform the competition scores. With this knowledge, the competitor will be made aware which skill may require improvement. Full implementation is expected in the next Skills Canada National Competition.

The following 9 skills have been identified and validated as key skills for success for the workplace in the legend below:

<sup>1</sup>Numeracy, <sup>2</sup>Communication, <sup>3</sup>Collaboration, <sup>4</sup>Adaptability, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Pro blem Solving, <sup>8</sup>Creativity and Innovation, <sup>9</sup>Digital

These Skills for Success have been identified in section 2.4 and/or 3.2 of your Contest Description and if applicable, in your Project and supporting documents.

## **2** CONTEST INTRODUCTION

2.1 Description of the associated work role(s) or occupation(s)

https://www.skillscompetencescanada.com/en/skill\_area/fashion-technology/

**2.2** Purpose of the Challenge

Assess the contestant's ability in critical thinking, creative design, pattern making, and sewing construction in the field of women's apparel design.

**2.3** Duration of contest

During the SCNC 2022, the secondary category will be hosted virtually on May 17 and 18, 2022. The competition for your skill will consist of a total of 12 hours. A detailed schedule will be posted on our website.

**2.4** Skills and Knowledge to be tested.



The contest will focus on practical work. Theoretical knowledge is limited to what is necessary to carry out the practical work. Candidates will complete a dress with two-piece collar and placket with set in sleeves. The dress must be able to be worn two ways to obtain two looks.

# **3 CONTEST DESCRIPTION**

**3.1** List of documents produced and timeline for when competitors have access to the documents on the Skills/Compétences Canada website.

DOCUMENT	DATE OF DISTRIBUTION
Test Project	January 2022
Watermark Croquis	January 2022
Images of dress block in 1/4 scale	January 2022
Images of fabric and notions	January 2022
Pictures of the basic block in fabric	January 2022
Fabric swatches and dress block are available	January 2022
through Provincial or Territorial Skills offices	

## 3.2 Tasks that may be performed during the contest

- Competitors will be creating a transformative dress.
- Transformative means that the dress can be worn two ways, in order to have two different looks. Transformation must be achieved by changing how the garment is worn and excluded adding or removing components. All garment components must be used in both looks, although they may be used in different ways.<sup>8</sup>
- At the beginning of day one of the competition, a welt pocket style and dimension will be drawn<sup>6</sup>. The pocket will be either a single welt or double welt and the length and width will be determined on day 1. Competitors must incorporate two symmetrical pockets of this style and dimension into their design, updating their technical drawing, pattern and garment.<sup>1</sup>
- Updated technical drawing must be submitted one hour after the beginning of the competition on Day 1. Points will be lost if the final garment does not match the technical drawing.<sup>5</sup>
- Candidates will create their pattern from the dress block provided.<sup>8</sup>
- At the end of day one, competitors must submit the constructed two-piece collar with a placket opening of 15 cm and sleeves set to armholes, as per set in sleeve method. Cuff or other lower edge finishing does not need to be complete at this point.<sup>8</sup>
- Industry sewing standards for garment construction to be maintained as equipment allows <sup>7</sup>
- As part of the evaluation, the following aspects will be considered:



- The degree of difficulty and skill level of the pattern development as it affects the construction of the dress
- The quality of the dress construction
- The fit and wearability of the dress
- The overall appearance of the garment and conformity of the design to the technical drawing<sup>5</sup>

Skills for Success – <sup>1</sup>Numeracy, <sup>5</sup>Reading, <sup>6</sup>Writing, <sup>7</sup>Problem Solving, <sup>8</sup>Creativity & Innovation

# 4 EQUIPMENT, MATERIAL, CLOTHING

- 4.1 Material provided by Skills/Compétences Canada
  - Fabric and accessory kits
  - Interfacing
  - Pattern paper
  - Zippers (2 kinds, maximum 4 per competitor)
  - Snaps (hand sewn) size 2 (maximum 10 sets per competitor)
  - Hooks and eyes (maximum 6 sets per competitor)
  - Garment magnets (maximum 4 sets per competitor)
  - D-Rings (maximum 2 sets per competitor)
  - Thread
  - Block for dress with sleeves and collar.

# COMPETITORS WILL BE REQUIRED TO USE THE MATERIAL PROVIDED BY SCC. ALL OTHER MATERIAL SHOULD BE REMOVED FROM THE SKILL AREA.

4.2 Equipment and Material provided by the competitor and/or host facility

Dress form Domestic ironing board 8-foot-tall pole for hanging semi-industrial gravity feed irons

- 4.2.1 Tools required to finalize technical drawing design
  - Pattern drafting tools
  - Sewing construction tools
  - Cutting tools rotary cutters and mats are permitted
  - Pressing tools i.e., ham, sleeve board, press cloth, seam roll, etc.
  - Iron recommend a semi-industrial gravity feed including iron rest
  - Semi Industrial sewing machine with needles, regular sewing foot, adjustable zipper foot and invisible zipper foot
  - Domestic or industrial serger



- The following items are not permitted: books, written notes, diagrams, directions, listening devices, paper, scrap fabric, embellishing materials, sewing machine attachments, and electronic devices.
- Optional ear plugs

Points will be lost if candidates do not bring the following to orientation:

- Their (as per test project document) fashion illustration of the national project
- Their technical drawings on provided watermark for the national project, completed in pencil

#### **4.3** Required clothing provided by <u>the competitor</u>

- Flat soft sole closed shoes sneakers are acceptable
- Long hair must be tied back
- Dangling jewelry not permitted
- Long flowing sleeves are not permitted

## 5 HEALTH AND SAFETY

5.1 Safety program

SCC has implemented a comprehensive safety program as health and safety is an integral part of our competitions. Our safety program includes guidelines and procedures to make the work environment in each skill area safer.

#### 5.1.1 Safety manual

As part of our program a safety manual has been created to monitor and document health and safety within each skill area. It includes a definite plan of action designed to prevent accidents. The safety manual will be provided for every skill and these instructions must be followed and respected by all participants and officials at the SCNC.

#### 5.1.2 Safety workshop

During orientation, Competitors will participate in a Safety workshop and they will be expected to work and maintain a safe working area during the competition. Any Competitor breaking any health, safety, and environmental rules, may be required to undertake a second safety workshop, this will not affect the Competitor's competition time.

#### 5.2 COVID-19 Protocol

The COVID guidelines already in place within the participants' jurisdiction would need to be followed during the SCNC. It is the responsibility of the participants (Competitor, Proctors, NTC members, and anyone onsite during the competition) to ensure that the COVID guidelines are respected.



- **5.3** List of required personal protective equipment (PPE) provided by the <u>competitor</u> <u>and/or host facility</u>
  - Ear plugs (optional)

Judges will note safe work procedures relevant to garment production i.e., keeping workspace clear of obstacles, powering off machines when not in use, adherence to clothing requirements, etc.

**Note**: Competitors who do not have the required protective equipment will not be allowed to participate in the competition

## 6 ASSESSMENT

6.1 Point breakdown

**Note:** This list is subject to change.

TASKS	/100
Display	1
Safety	1
Technical Drawing	2
Final fit and appearance	7
Creativity and Suitability of Design	10
Sewing Construction	49
Design Details	30

# 7 CONTEST SPECIFIC RULES

Contest specific rules cannot contradict or take priority over the Competition Rules. They do provide specific details and clarity in areas that may vary from contest to contest. Any additional contest rules will be reviewed during the competitor orientation.

TOPIC/TASK	CONTEST SPECIFIC RULE			
Machine functions/features	<ul> <li>Only the use of the straight stitch function is permitted (no zigzag, automatic buttonholes, specialty stitches, etc.)</li> </ul>			
Material	<ul> <li>The block is subject to minor changes according to the final dress forms and notions available.</li> </ul>			

# 8 ADDITIONAL INFORMATION

## 8.1 Interpreter

If a competitor requires the help of an interpreter during the competition, the Skills/Compétences Canada Provincial/Territorial offices must advise



Skills/Compétences Canada National Secretariat a minimum of 1 month prior to the competition or this service may not be guaranteed.

#### 8.2 Ties

- Tiebreaker #1: In the event of a tie, the competitor with the highest score in the Sewing Construction criteria will be declared the winner.
- Tiebreaker #2: If a tie still remains, the competitor with the highest score in the Design Details criteria will be declared the winner.
- Tiebreaker #3: If a third tie occur, the competitor with the highest score in the Final fit and appearance criteria will be declared the winner.

#### 8.3 Competition rules

Refer to the competition rules of the Skills Canada National Competition which can be found on our website.

## 9 NATIONAL TECHNICAL COMMITTEE MEMBERS

MEMBER ORGANIZATION	NAME
New Brunswick	Brenda Cameron
Quebec	Jozée Dulude – Chair
Ontario	Enrico Sartor-Séguin
Saskatchewan	Marni Gutscher
Alberta	Courtney Proctor
British Columbia	Nina Ho – Co-Chair

Contact the Skills/Compétences Canada national secretariat for any questions or concerns: Nathalie Maisonneuve (<u>nathaliem@skillscanada.com</u>).