JOB READY ASSESSMENT BLUEPRINT

NOCTI

FASHION TECHNOLOGY AND MERCHANDISING - PILOT

Test Code: 4018
Version: 01

Specific Competencies and Skills Tested in this Assessment:

**Garment Construction and Alterations**
- Show proficiency in measuring and using measurements and measuring devices
- Prepare patterns, lay out, cut, and mark fabrics
- Identify and construct a variety of stitches, seams, and seam finishes
- Construct and convert shaping details to garments (e.g., darts, gathers, pleats)
- Construct and attach pockets and sleeves
- Construct and attach waistband, collars, and cuffs
- Apply interfacings, facings, underlinings, and linings
- Display knowledge of proper pressing procedures for construction
- Attach and replace closures (e.g., Velcro®, buttonholes, zippers, snaps)
- Perform hemming procedures and alterations
- Perform basic fitting techniques (e.g., alter waist measurements)

**Textiles**
- Identify and explain the properties of synthetic and natural fibers
- Describe yarn and fabric construction and uses
- Display knowledge of finishing techniques (e.g., dyeing, printing)
- Display awareness of sustainable, environmental responsibility

**Fashion Design**
- Display knowledge of fashion history (e.g., designers, societal influences)
- Create an inspirational or mood board
- Draw a fashion croquis and flat sketches
- Demonstrate knowledge of design elements and principles

**Patternmaking**
- Demonstrate basic patternmaking systems (e.g., draping, flat pattern drafting)
- Analyze and adjust patterns for various figure types
- Interpret commercial pattern guide sheets, patterns, and envelopes
**Fashion Technology and Merchandising - PILOT (continued)**

**Industrial and Domestic Apparel Manufacturing**
Operate sewing machines safely and identify machine parts
Perform basic machine maintenance and troubleshooting
Select appropriate machines and attachments for a given task
Apply knowledge of industry terms

**Fashion Technology**
Demonstrate basic knowledge of computer uses in fashion production
Demonstrate basic knowledge of computer uses in the fashion design industry
Demonstrate basic knowledge of computer uses in fashion merchandising

**Fashion Merchandising**
Develop market research strategies (e.g., demographics, market segmentation, focus groups)
Calculate inventory in merchandising management
Demonstrate knowledge of marketing, selling, and merchandising

**Professional Practices and Career Opportunities**
Identify career opportunities (e.g., textiles, design, production, and retail)
Determine educational and training requirements for fashion industry employment
Demonstrate awareness of professional practices (e.g., customer service, teamwork, global sourcing)
**Written Assessment:**

Administration Time: 3 hours  
Number of Questions: 186

**Areas Covered:**

- 33% Garment Construction and Alterations  
- 13% Textiles  
- 10% Fashion Design  
- 7% Patternmaking  
- 14% Industrial and Domestic Apparel Manufacturing  
- 7% Fashion Technology  
- 10% Fashion Merchandising  
- 6% Professional Practice and Career Opportunities

**Sample Questions:**

One way to prevent the neckline from stretching during construction is to

A. understitch  
B. topstitch  
C. staystitch  
D. double stitch

The most familiar and widely used fiber is

A. polyester  
B. wool  
C. rayon  
D. cotton

When drawing a fashion figure, the proportions are measured in

A. feet  
B. heads  
C. inches  
D. hands

One way to manually raise the needle on a sewing machine is to turn the

A. stitch width setting  
B. knee/take-up lever  
C. hand/balance wheel  
D. tension setting

The four “P’s” of marketing are

A. price, product, place, promotion  
B. price, plan, product, play  
C. promotion, production, pipeline, place  
D. product, pipeline, place, plan
Fashion Technology and Merchandising - PILOT (continued)

The “apex” is what part of a pattern?
A. balance point
B. highest point of the bust
C. pivot point
D. straight pattern

Computer technology in the fashion industry
A. decreases production speed
B. increases energy usage
C. increases efficiency
D. decreases market demand

Fashion merchandising involves _____ of apparel items.
A. buying and selling
B. sewing and stocking
C. inventorying and stocking
D. buying and stocking

The face of fabric is the _____ side.
A. finished
B. right
C. unfinished
D. wrong

The oldest and most commonly used fastener is called a
A. button
B. hook and eye
C. metal zipper
D. snap
Performance Assessment:

Administration Time: 2 hours and 45 minutes
Number of Jobs: 4

Areas Covered:

18% Patternmaking
Participants will use the tools and pattern provided to convert the basic front and back bodice sloper pattern to a basic princess line pattern.

20% Seam Samples
Participants will use the tools, equipment, and materials provided to construct four seam samples. The samples are as follows: plain seam, serged or overlocked seam, flat felled seam, and French seam. The seams should be in “consumer acceptable” condition upon completion.

24% Create a Mood Board
Participants will use the materials provided to create a mood board. Participants will design an outfit on the provided croquis including two different accessories to complement the outfit.

38% Construct a Skirt Back
Participants will use the pre-cut and pre-marked pattern pieces to construct a skirt back to include two darts, centered zipper, and waistline facing using fusible interfacing and clean finish.

Sample Job: Construct a Skirt Back

Maximum Job Time: 60 minutes

Participant Activity: The participant will use the tools, equipment, and materials provided, construct the skirt back to include two darts, centered zipper, and waistline facing using fusible interfacing. Apply 1-inch top-stitched, clean finished hem to the skirt back, complete garment in “customer acceptable” condition with seams finished, threads snipped, and garment pressed.