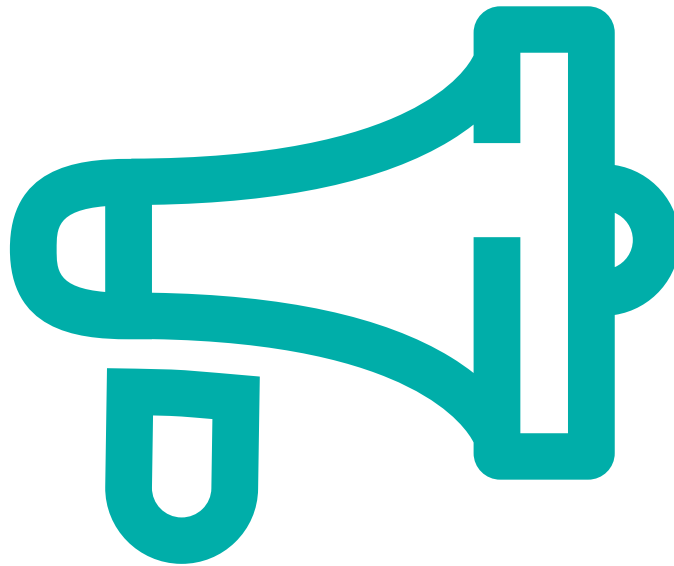


NOCTI

Job Ready Credential Blueprint



Fashion Technology and Merchandising

Code: 4018 / Version: 01

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General Assessment Information

Blueprint Contents

General Assessment Information	Sample Written Items
Written Assessment Information	Performance Assessment Information
Specific Competencies Covered in the Test	Sample Performance Job

Test Type: The Fashion Technology and Merchandising industry-based credential is included in NOCTI's Job Ready assessment battery. Job Ready assessments measure technical skills at the occupational level and include items which gauge factual and theoretical knowledge. Job Ready assessments typically offer both a written and performance component and can be used at the secondary and post-secondary levels. Job Ready assessments can be delivered in an online or paper/pencil format.

Revision Team: The assessment content is based on input from secondary, post-secondary, and business/industry representatives from the states of Florida, New York, Pennsylvania.



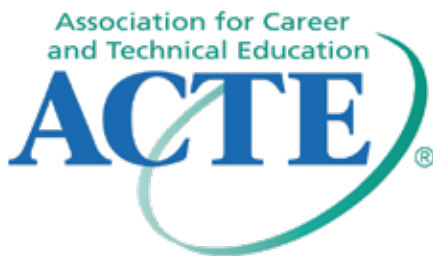
52.1902-Fashion
Merchandising



Career Cluster -
Marketing



41-4012.00-Sales Representatives,
Wholesale and Manufacturing, Except
Technical and Scientific Products



The Association for Career and Technical Education (ACTE), the leading professional organization for career and technical educators, commends all students who participate in career and technical education programs and choose to validate their educational attainment through rigorous technical assessments. In taking this assessment you demonstrate to your school, your parents and guardians, your future employers and yourself that you understand the concepts and knowledge needed to succeed in the workplace. Good Luck!

Written Assessment

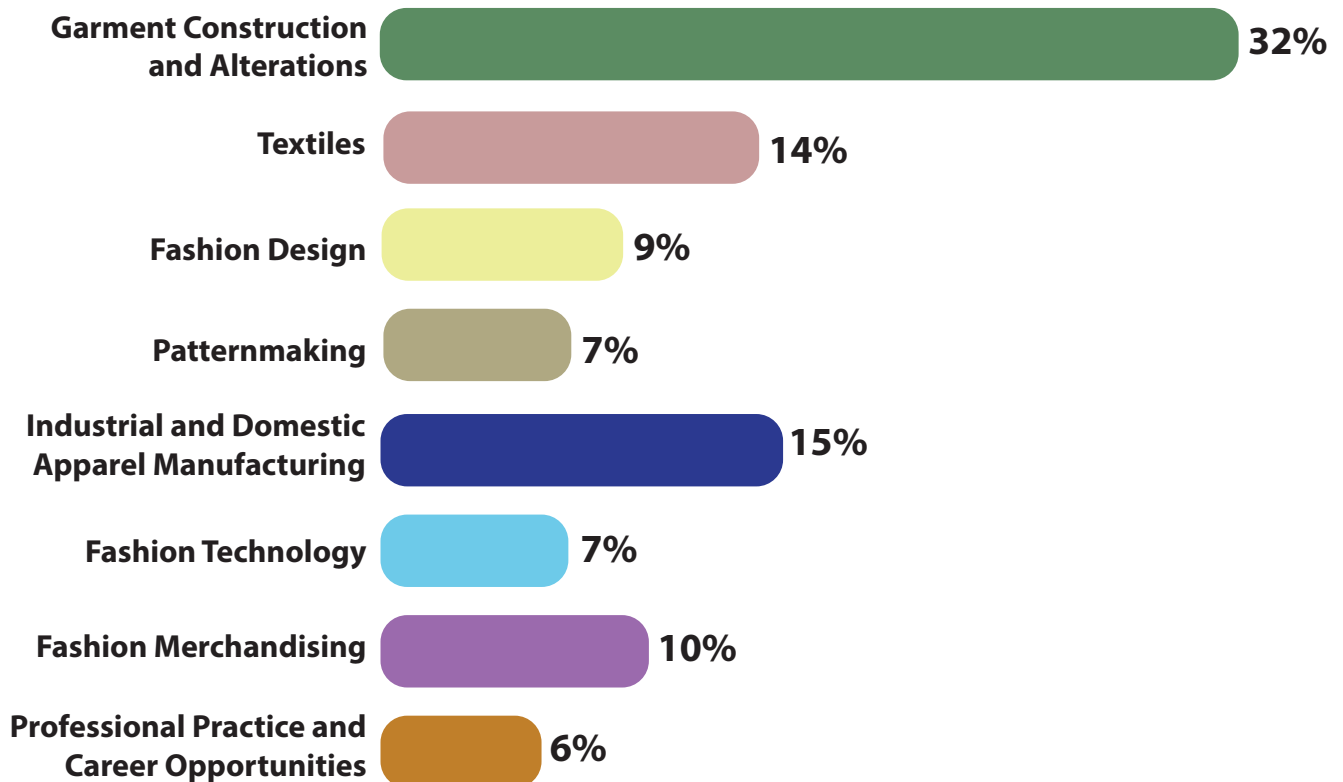
NOCTI written assessments consist of questions to measure an individual's factual theoretical knowledge.

Administration Time: 3 hours

Number of Questions: 171

Number of Sessions: This assessment may be administered in one, two, or three sessions.

Areas Covered



Specific Standards and Competencies Included 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)
- 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
- 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

(Continued on the following page)

Specific Standards and Competencies (continued)

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

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 Practice and Career Opportunities

- Identify career opportunities (e.g., textiles)
- Determine educational and training requirements for fashion industry employment
- Demonstrate awareness of professional practices (e.g., customer service, teamwork, global sourcing)

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

To properly insert the bobbin and the bobbin case into the machine, the needle should be

- A. removed
- B. in the up position
- C. in the down position
- D. entering the feed dog

Add-on, trading up, buy one/get one, and special offers are examples of

- A. sample selling
- B. presenting the product
- C. suggestion selling
- D. closing the sale

(Continued on the following page)

Sample Questions (continued)

Armhole shaping in patternmaking is usually done by using

- A. a French curve
- B. free hand drawing
- C. another available pattern
- D. tracing

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

NOCTI performance assessments allow individuals to demonstrate their acquired skills by completing actual jobs using the tools, materials, machines, and equipment related to the technical area.

Administration Time: 3 hours

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

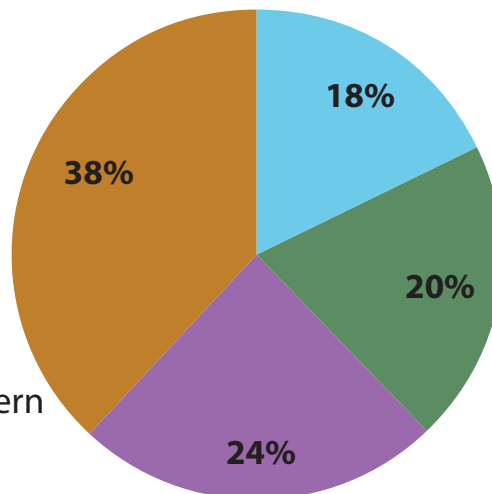
Participants will use the tools, equipment, and materials provided to construct four seam samples. The samples are as follows: plain seam, serged or overlocked seam, flat felled seam, and French seam. The seams should be in “consumer acceptable” condition upon completion.

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 Time: 1 hour

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.