

Garment Maker Apprenticeship Standard

Job Profile

The UK apparel industry consists of mainly micro, small and medium enterprises, producing premium garments for various markets, including womenswear, menswear and childrenswear, for example from bespoke tailored suits, creative designer womenswear, and costumes for opera and theatre, to luxury fashion and couture pieces as seen on catwalks in major capitals across the world.

The broad purpose of the occupation is to construct garments - bringing the design to life, following specifications and quality standards. They may work on one-off products for specific customers or garment samples to be replicated. They help determine the best production method for each design, review fit, deal with manufacturing issues and monitor resources. Garment makers know and understand the end-to-end garment making process. They are extremely proficient sewers, operating sewing machines effectively and applying stitching techniques by hand. They work with different materials and trimmings, appropriate to the design. They work to a high level of accuracy; with close attention to detail, they apply efficient time management skills and may need to work under pressure to meet customer or season deadlines.. In their daily work, an employee in this occupation interacts with personnel involved in garment design, development and production. It will vary depending on the business size, structure and working environment. Typically, in a small production unit, they would interact with the designer and pattern cutter. In a workshop producing couture or bespoke garments, they may interact with a tailor, cutter or the designer. In a wider factory setting, they may work as part of a larger team, this could mean working in a sample room or on the factory floor, interacting with production tailors, designers, product technologists, pattern cutters, fabric cutters, quality controllers and sewing machinists.. An employee in this occupation will be responsible for the pursuit of excellence in relation to the assembly, finish and look of the end product. Throughout the construction of the garment, they need to meet the design brief, which includes specifications and quality standards. They must work effectively on their own or as part of a wider team and must comply with health and safety requirements.

Typical job titles include: [Sample Machinist](#), [Dressmaker](#), [Couturier](#), [Seamstress Tailor](#), [Production Tailor](#), [Costume Maker](#), [Costumier](#), [Costume Tailor](#).

Key Duties

Duty
Duty 1: Comprehend, decipher and work to given garment specifications, design directives and instruction
Duty 2: Quality check garment components and materials before during and after completion of the garment, for example, the number of components, the fabric quality, pattern match and trimmings
Duty 3: Develop and operate a systemised, logical and efficient workstation and work process
Duty 4: Apply a variety of sewing production techniques and methods to assemble garments or parts of garments using the appropriate machinery, such as lockstitch, overlocker and coverstitch
Duty 5: Measure and figure garment parts and the finished garment
Duty 6: Develop, refine monitor and record the best production techniques and work sequence
Duty 7: Use mannequins or modeling to check the garment fit, drape and balance is correct

Duty 8: Produce hand sewn work such as beading or blind hemming

Duty 9: Apply trimmings, for example bindings, fusing's, buttons, braid

Duty 10: Press garments/garment parts (underpress and final press)

Duty 11: Review garment, checking fit, quality, and finish against design, specifications and customer requirements

Knowledge – What a garment maker needs to know

K1: The 'end-to-end' process required to make a garment from raw material to finished product for example design, pattern development, sampling, cutting, sewing, final checks

K2: The principles of garment making for example style, function, fit, balance, proportion, aesthetics, made-to-measure

K3: Garment making quality standards, for example internal standards, British Standards (BSI) , International Standards (ISO)

K4: Garment making instructions and specifications, for example pattern markings, grain lines, component shapes, garment dimensions, allowances, tolerances

K5: The characteristics, properties and cost of materials, including compatibility with different designs, faults, and different handling methods for a range of fabric for example stretch jersey, satin, wool, linen and cotton

K6: Different types of machines, equipment and tools used to produce garments, for example lockstitch machine, blind hemmer, scissors, snips, corner shaper, loop turner, measuring tape, mannequins; machine testing, setting up and operating machines safely

K7: Health, safety, welfare and environmental policies and procedures including Health & Safety at Work Act; safe working practices, workplace risks employer and employee legal obligations, employees' rights and responsibilities, ethical trading standards, equality and diversity

K8: Sewing needle systems, functions and physical characteristics including needle point, size and specialism

K9: Sewing work aids and attachments including function, compatibility and advantages for example to decrease handling, increase production, improve quality decrease manufacturing cost.

K10: Hand stitches and what they are used for, for example basting, herringbone stitch, buttonhole stitch, catch stitch, beading weaving stitch, blind hemming

K11: Seam types and what they are used for, for example lapped seams, bound seams, decorative seams

K12: Finishing techniques for example rolled hems, concealed zips, closures, beading, piping, attach trimmings, button attach, buttonholes and pockets .

K13: Garment assembly processes including sewing methods and assembly sequence

K14: Garment shaping techniques, for example, darts, gathers, and tucks

K15: Garment labelling and related legislation for example fibre content, care requirements

- K16:** Measurement and figuration techniques, for example measurement points, girth measurement, length and breadth measurements, body shape
- K17:** Garment balance, drape, silhouette and sizing, including national, international, made-to-measure and bespoke sizes
- K18:** Specialist terminology used in garment construction, for example drape, ease, bastes, nap, ruching, applique
- K19:** Common manufacturing issues and construction faults, and rectification for example unsuitable sewing techniques, poorly cut components, incorrect construction, mismatched seams, damage, incorrect markings
- K20:** Garment making costs and effective use of resources for example minimising waste, time and materials
- K21:** The garment review and approval processes, for example review of fit, balance, drape, measurements, quality, design, pattern, construction, cost and risk assessment, sample sealing, customer approval
- K22:** Returns and faults analysis and the impact of faulty products
- K23:** The use and importance of garment making documentation, for example production make-up sheets, docket, electrical systems
- K24:** The principles of lean manufacturing, for example continuous improvement, work flow, performance monitoring, production rates, waste elimination
- K25:** Customer and brand awareness for example customer profile, customer expectations and target market
- K26:** Routine sewing machine maintenance, for example machine cleaning, lubrication, stitch setting, needle replacement, reporting more serious machine problems that require a machine mechanic
- K27:** Garment pressing techniques, equipment settings and the effects of heat, steam and, pressure on fabric and garments

Skills - What a garment maker needs to do

- S1** Interpreting and following garment specifications, patterns, and/or instructions
- S2** Inspecting garment components, identifying and dealing with any issues found, for example material/design compatibility, surface flaws, shading, misprint pulls, holes, shrinkage
- S3** Selecting, preparing and operating sewing machines and pressing equipment, for example lockstitch machine, blind hemmer including machine adjustment for different materials
- S4** Organising work and workstation layout
- S5** Making garments to specifications and quality standards
- S6** Selecting and using different types of sewing needles for different materials, for example size, diamond point, ballpoint
- S7** Selecting and using different types of attachments, for example adjustable presser foot, zipper foot, seam guide, applique foot .
- S8** Matching fabric prints, checks and stripes during garment assemble

- S9** Hand stitching garments, for example basting, herringbone stitch, buttonhole stitch, catch stitch, beading weaving stitch, blind hemming
- S10** Sewing different seam types, for example, lapped seams, bound seams, flat seams, decorative seams
- S11** Shaping garments using different sewing techniques, for example, darts, gathers, tucks
- S12** Positioning and attaching trimmings, for example braid, beads, closures.
- S13** Finishing garments selecting appropriate techniques, for example rolled hems, concealed zips, piping, fusing
- S14** Pressing garments and the setting up and operating of pressing equipment for example steam irons, block press, trouser press and steamroll
- S15** Checking the balance, component positions, set, grain, ease and drape of garments using mannequins or modelling
- S16** Using the tools of the trade to make and shape garments, for example scissors, snips, steamroll, corner shaper, loop turner, measuring tape, mannequin
- S17** Measuring and garment figuration garments considering critical measurement points, body shape and silhouette
- S18** Selecting, positioning and applying labels for example care. size and brand labels
- S19** Completing records and technical documents, for example production make-up sheets, work docket
- S20** Inspecting the quality of construction during the garment make-up process and changing methods if required
- S21** Identifying, diagnosing and rectifying garment faults, for example poor fit, sizing, mismatched seams, fabric damage, incorrect markings, returns
- S22** Developing and applying the production sequence and assembly method
- S23** Reviewing completed garments, contributing recommendations that may benefit the garment or the manufacturing process
- S24** Communicating with colleagues and/or stakeholders – verbal and written; using industry terminology for example drape, ease, baste, nap, grain
- S25** Making and applying collars for example shirt collar and stand, convertible collar, shawl collar or mandarin collar

Behaviour

B1: Health and safety first attitude, for example prioritises the health, safety and welfare of self and others over other demands

B2: Takes ownership for work, for example accepts responsibilities, demonstrates initiative, motivated and self-managing,

B3: Team player, for example builds co-operative and respectful working relationships across all relevant levels and department; takes account of equality and diversity interactions

B4: Committed to continued professional development, for example reflects on knowledge, skills and behaviours, seeks opportunities to develop and advance in response to the evolving production environment and technologies