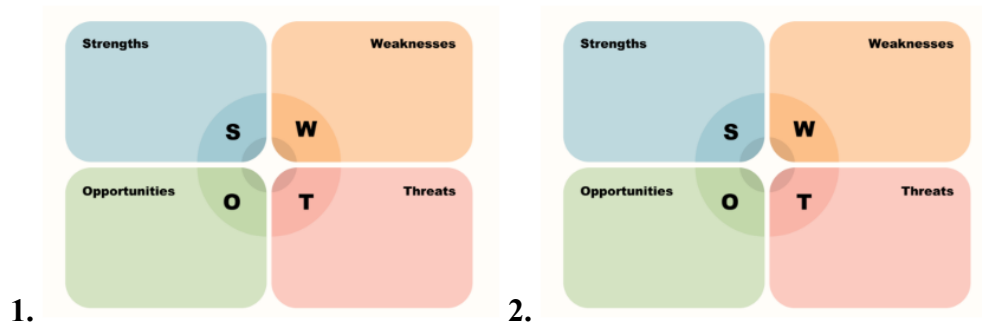


Design Situation

In many communities, traditional clothing styles are disappearing as young people adopt global fashion trends. However, designers today are exploring ways to reimagine cultural garments to keep them relevant. A local fashion initiative invites young designers to create modern versions of traditional attire that reflect pride in cultural heritage while remaining practical, comfortable, and stylish for everyday wear.

Criterion A – Inquiring and Analysing (8 marks total)

1. Explain and justify the need for a solution (250 words).
Prompts: Why are traditional garments at risk of being forgotten?
Why do they need reimagining for today's generation?
2. Research **two (2)** similar products and analyse using SWOT to identify the garment features, materials, and symbolism that inspire your solution.



3. In not less than 150 words, pitch your design brief. This includes briefly describing the problem identified from the design situation, how you intend to preserve culture in garments, modern adaptation ideas you intend to use, your final garment choice, who will wear the garment, and the tools and equipment you will use to make it.

Criterion B – Developing Ideas (8 marks total)

1. Draw your final croquis with the garment selected, label the garment features with vivid descriptions and color or annotate the colors.
2. Write a justification or more than 100 words explaining how the design preserves cultural identity, and how it balances tradition and modern life
3. Develop planning drawings by making sketches of the pattern used for your final garment, and the list of materials and tools to be used.

Criterion C – Creating the Solution (8 marks total)

1. Outline all the tasks you completed in order, duration of each task, and the changes made to your initial plan per task.

- Each step must be clearly explained for other students to follow in making the same garment.
- Include the changes made to your original design while constructing the garment right from pattern making, cutting, assembling, to finishing.

Step	Tasks Completed (In Order)	Time Estimate	Changes made to plan
1			

2. Demonstrate excellent technical skills when making the final garment by ensuring neat stitching, proper finishing, and correct fit.

Criterion D – Evaluating (8 marks total)

1. Describe how to use a user trial (a testing method where the user uses the product and designer gathers data) to evaluate the garment by having it worn and modeled to gather feedback on comfort, appearance, and cultural expression.
2. Based on feedback from peers and facilitators explain the success of the finished product against your design specification.

Design Specifications	How they were met	Summary of feedback
1. The product must have cultural elements such as symbols and colors that accurately represent the cultural group, ensuring their meaning is not		

diluted or misrepresented.		
2. The product must provide good fit to accommodate the body type of the client, addressing the "poor fit" ergonomic failure.		
3. The product must be made with materials that are comfortable and breathable.		

3. **Describe how your garment** can be improved.

Areas for Improvement	Weaknesses Identified	Possible Modifications
1. Garment design		
2. Garment construction		
3. Ergonomics		

4. Explain the impact of the solution (100–150 words)

Prompts: How did the garment benefit the target audience?

How did it contribute to understanding history through play?

How did it reflect creativity, communication, and international-mindedness?

How did your garment influence how people view traditional fashion today?

Final Reflection

- What do you feel most proud of in this project?
- What feedback do you most agree with, and why?
- What is one specific skill or goal you will work on improving in your next Design project?

Self Assessment Rubric

Criterion A: Inquiring and Analysing (8 Marks)

Level	Descriptor	Your Score (1–8)	Why I Gave Myself This Score
1–2	Limited explanation of why traditional garments are being forgotten. Minimal or unclear research on existing products.		
3–4	Some explanation of the problem with basic research. Limited SWOT analysis or missing garment details.		
5–6	Clear understanding of the problem with relevant research. SWOT analysis identifies garment features, materials, and symbolism.		
7–8	Excellent justification of the design need. Detailed and insightful research using SWOT to inspire a strong design direction.		

Criterion B: Developing Ideas (8 Marks)

Level	Descriptor	Your Score (1–8)	Why I Gave Myself This Score
1–2	Sketch or croqui incomplete or unclear. Few or no labeled garment features.		

3–4	Design idea shown but limited labeling or color explanation. Justification unclear or brief.		
5–6	Clear croqui with labeled garment features and color details. Good justification showing cultural preservation and modern adaptation.		
7–8	Excellent, creative sketches and annotations. Strong justification that clearly connects cultural meaning, modern needs, and personal inspiration.		

Criterion C: Creating the Solution (8 Marks)

Level	Descriptor	Your Score (1–8)	Why I Gave Myself This Score
1–2	Limited plan or disorganized sewing process. Garment incomplete or poor technical execution.		
3–4	Some organization and sewing effort shown. Garment partly constructed but lacks neatness or accuracy.		
5–6	Clear process plan and mostly complete garment. Demonstrates good craftsmanship and problem-solving.		
7–8	Excellent organization, advanced technical skills, neat stitching and finishing, and a garment that meets design intentions.		

Criterion D: Evaluating (8 Marks)

Level	Descriptor	Your Score (1–8)	Why I Gave Myself This Score
1–2	Limited or missing testing. No reflection on how the garment met its purpose.		
3–4	Some feedback and reflection, but analysis is basic or general.		
5–6	Clear testing and analysis with user feedback. Identifies strengths and areas for improvement.		
7–8	Excellent evaluation supported by performance testing. Deep reflection on comfort, appearance, and cultural impact, with realistic improvement suggestions.		