

EDUCATIONAL PROGRAM - 6B01404 - PROFESSIONAL EDUCATION

Trajectory A «Clothing design»

Trajectory B «Arts and crafts»

Optional component 2

Course: A) Fundamentals of mechanical engineering

Intensity of the Course: 3 academic credits

Module Code: MFUMTVT 7/2

Module Name: Methodological foundations of the use of modern technologies in vocational training

Prerequisites: Material science by industry

Purpose: formation of an integral system of knowledge of sewing equipment in production, work processes, classification of work mechanisms

Short Description: Studying the device of sewing equipment of various types of stitches; study ways to transfer the movement of the main working bodies of machines and perform simple adjustments; study of the rules of operation of industrial equipment at all stages of making clothes

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – knowledge of the general principles of construction and modeling of sewing machines, overlocks, etc., drives and technological equipment
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – Sketching skills based on design and drawing knowledge
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – possession of various manufacturing technologies
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	
LOP 11 – owns various manufacturing technologies	

Post requisites: Technology of garments

Optional component 2

Course: B) Equipment training workshops

Intensity of the Course: 3 academic credits

Module Code: MFUMTVT 7/3

Module Name: Methodological foundations of the use of modern technologies in vocational training

Prerequisites: Material science by industry

Purpose: formation of knowledge, skills and abilities to analyze the work of parts and units of weaving equipment, necessary for their successful application in professional activities

Short Description: On course, equipment training workshops examines the structure sewing machine, overlock, machine tool and all tools weaving. The history sewing machines, main types looms, types looms on principle laying, modern looms

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – methods of computer design, numerical calculations of the characteristics of mechanisms</p> <p>LOC 2 – possession of the methodology for teaching professional activities in training workshops and on DOT</p> <p>LOC 3 – Sketching skills based on design and drawing knowledge</p> <p>LOC 4 – possession of various manufacturing technologies</p>

Post requisites: Artistic processing of traditional materials

Optional component 3

Course: A) Composition of costume

Intensity of the Course: 4 academic credits

Module Code: CD 8/1

Module Name: Composition and drawing

Prerequisites: Fundamentals of mechanical engineering

Purpose: formation of knowledge and skills in the field of compositional shaping of a suit and their application in the professional field

Short Description: Course introduces basic laws compositional organization structure form in costume design, developing sense proportion in the search for the artistic expressiveness designed costume design objects; study the objective laws composition, means, techniques and rules for displaying reality in figurative form

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 4 – Owning the skills of organizing and conducting the pedagogical process on distance educational technology.</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – Be able to learn the methods and techniques of creating a costume.</p> <p>LOC 2 – Learn the techniques of costume composition, composition costumes.</p> <p>LOC 3 – Carrying out research work to create a creative educational space for composite costumes</p>

Post requisites: Computer Graphics

Optional component 3

Course: B) Basics of composition

Intensity of the Course: 4 academic credits

Module Code: CD 8/2

Module Name: Composition and drawing

Prerequisites: Equipment training workshops

Purpose: the formation of an integral system of basic knowledge about the construction of composition: the study of laws, basic concepts and means of composition

Short Description: The course is aimed at the formation of knowledge about the laws of visual perception of form, about the basic elements of a pictorial language, about composition as a means of bringing form elements into a harmonious whole. The course aims to develop creative thinking, integrity of perception, artistic taste, students to master the laws and categories on which the ornament and costume are based

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 4 – Owning the skills of organizing and conducting the pedagogical process on distance educational technology. LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products LOP 8 – owns methodology for training professional activities in training workshops and in the DLT LOP 9 – owns skills of creating sketches based on knowledge of design and drawing LOP 10 – designs and constructs products based on creativity and accurate calculations LOP 11 – owns various manufacturing technologies LOP 12 – demonstrates and evaluates professional performance	LOC 1 – You must be able to work with computer technology using the basics of composition. LOC 2 – Composition basics must be able to work with computer graphics using a picture or Adobe Photoshop 7. LOC 3 – Create a layout design based on the specifications of the Basics of Composition lesson.

Post requisites: Computer Design Techniques

Optional component 4

Course: A) Design Basics and Drawing

Intensity of the Course: 5 academic credits

Module Code: CD 8/3

Module Name: Composition and drawing

Prerequisites: Material science by industry

Purpose: development of practical and artistic abilities in the process of studying design and drawing in different types and genres

Short Description: Studying the course, understanding the independent significance art drawing and design is acquired. Which is the original means expressing compositional intent, forms logic spatial thinking. Skills pencil drawing and graphics are formed; patterns building three-dimensional space on sheet plane; skills depicting human figure, portrait, landscape, etc. graphic means

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 11 – owns various manufacturing technologies</p>	<p>LOC 1 – Possesses knowledge in the field of history and theory of design, skills in collecting and managing information, be able to carry out artistic complex monitoring based on diagnostics;</p> <p>LOC 2 – Analyzes and defines requirements for a design project.</p> <p>LOC 3 – Owns drawings, the ability to use drawings in practice, composing a composition and processing them in the direction of designing any object.</p> <p>LOC 4 – Understands the principles of choosing a technique for performing a specific drawing.</p> <p>LOC 5 – Develops basic principles of object creation and graphic design elements, application possibilities and types of graphic design</p> <p>LOC 6 – Able to own a complex of functional, color-graphic and compositional solutions.</p>

Post requisites: Computer Graphics

Optional component 4

Course: B) Ornament Composition and Design

Intensity of the Course: 5 academic credits

Module Code: CD 8/4

Module Name: Composition and drawing

Prerequisites: Material science by industry

Purpose: familiarization with ornamental art, methods of constructing ornamental structures and the theoretical foundations of their composition

Short Description: The program reveals the basics the composition of the ornament and design. It is aimed at the formation knowledge in the field of the history of ornamentation, about the formation ornamental art in the context of the study folk art, the assimilation skills and mastery skills in an active creative environment

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 4 – Owning the skills of organizing and conducting the pedagogical process on distance educational technology.</p> <p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p>	<p>LOC 1 – Ornament - compositional laws and regulations, students' interest in discipline and creative activity, skills and abilities based on the principles of subject competence.</p> <p>LOC 2 – The ability to own a drawing, the ability to use drawings in the practice of drawing up a composition in design.</p> <p>LOC 3 – ROD 7-Develops the importance of folk applied art in the life of the Kazakh people.</p> <p>LOC 4 – The classification of textile ornaments is being analyzed.</p> <p>LOC 5 – Understands the principles of the features and functions and names of Kazakh national patterns. Possesses knowledge with their technologies and methods. Mastering the skills of making ornaments.</p> <p>LOC 6 – Determines the patterns of the ornament. Mastering the use of ornaments in design work .. Learns about the origin of patterns, that is, about the history, stages of development.</p>

Post requisites: Computer Design Techniques

Optional component 5

Course: A) Technology of garments

Intensity of the Course: 4 academic credits

Module Code: GT 9/2

Module Name: Garment Technology

Prerequisites: Material science by industry

Purpose: methods of processing various types of seams, pockets, taking into account the latest achievements of science and technology

Short Description: They acquire knowledge about basic information and procedure for manufacturing garments, methods for making manual stitches, machine stitches and seams, wet-heat processing garments, methods technological processing knots and parts garments. The assembly schemes for products various assortments are given

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – skills in performing professional activities in the technology of processing and manufacturing of garments
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – analysis of creative works from the point of view of the use of technology and technology of products of applied art
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – skills in the use of modern technical teaching aids and electronic educational information resources
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	
LOP 10 – designs and constructs products based on creativity and accurate calculations	
LOP 11 – owns various manufacturing technologies	
LOP 12 – demonstrates and evaluates professional performance	

Post requisites: Constructive modeling of leather and fur products

Optional component 5

Course: B) Artistic processing of traditional materials

Intensity of the Course: 4 academic credits

Module Code: AC 11/3

Module Name: Arts and crafts

Prerequisites: Material science by industry

Purpose: theoretical and practical acquaintance with the technology of manufacturing weaving products using natural and artificial materials

Short Description: Course is aimed at the formation knowledge technologies for artistic processing materials, which includes combination means, techniques and methods processing various materials in order to create and restore artistic and industrial products. Learn how to independently develop artistic sketches future products, taking into account properties materials and manufacturing technology

Learning Outcomes

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – possession of the methodology for teaching professional activities in training workshops and on DOT</p> <p>LOC 2 – Sketching skills based on design and drawing knowledge</p> <p>LOC 3 – product design and construction based on creativity and clear calculations</p> <p>LOC 4 – possession of various manufacturing technologies</p> <p>LOC 5 – assessment of professional performance</p>

Post requisites: Applied Art Crafts

Optional component 6

Course: A) The basics of color science

Intensity of the Course: 3 academic credits

Module Code: CD 8/5

Module Name: Composition and drawing

Prerequisites: Design Basics and Drawing

Purpose: the formation of systematized knowledge about the properties of color and the patterns of drawing up harmonious color combinations

Short Description: The course is aimed at studying the laws color science, colors in space, rich and varied shades colors. In order to understand and understand the way we perceive color and its transmission, color can be made to work for us

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p>	<p>LOC 1 – the ability to own a drawing, the ability to use drawings in the practice of composing a composition</p> <p>LOC 2 – Sketching skills based on design and drawing knowledge</p> <p>LOC 3 – possession of various manufacturing technologies</p> <p>LOC 4 – substantiation of the artistic conception of a design project, in layout and modeling, with color and color compositions</p>

LOP 11 – owns various manufacturing technologies LOP 12 – demonstrates and evaluates professional performance	
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Post requisites: Computer Graphics

Optional component 6

Course: B) Artistic painting of fabric

Intensity of the Course: 3 academic credits

Module Code: CD 8/6

Module Name: Composition and drawing

Prerequisites: Ornament Composition and Design

Purpose: study of methods and practical skills in various techniques of artistic fabric painting

Short Description: The course aims to consider various types of technologies for painting on fabric - the art of batik. Includes many diverse techniques, technologies, methods of hand-painting on fabric. Learn the popular look of textile décor

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products LOP 8 – owns methodology for training professional activities in training workshops and in the DLT LOP 9 – owns skills of creating sketches based on knowledge of design and drawing LOP 10 – designs and constructs products based on creativity and accurate calculations LOP 11 – owns various manufacturing technologies LOP 12 – demonstrates and evaluates professional performance	LOC 1 – ability and willingness to demonstrate proficiency in the technique of academic drawing and painting, graphics LOC 2 – be fluent in visual arts LOC 3 – collect, analyze, interpret and fix the phenomena and images of the surrounding reality by expressive means of drawing

Post requisites: Computer Design Techniques

Optional component 7

Course: A) Computer Graphics

Intensity of the Course: 4 academic credits

Module Code: DMTVT 6/1

Module Name: Design and modern technology in vocational training

Prerequisites: The basics of color science

Purpose: the formation of students' knowledge, abilities and skills in the use of information technology in the field of computer graphics and the application of the knowledge gained in further professional activities

Short Description: The course forms the basic types of computer graphics for students, programs for raster and vector graphics, the main stages of creating 2D and 3D models, the capabilities of raster and vector programs, the creation of 3D models based on solid-state modeling operations, the definition of 3D modeling visualization types

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 4 – Owning the skills of organizing and conducting the pedagogical process on distance educational technology. LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products LOP 8 – owns methodology for training professional activities in training workshops and in the DLT LOP 9 – owns skills of creating sketches based on knowledge of design and drawing LOP 10 – designs and constructs products based on creativity and accurate calculations	LOC 1 – Use modern technical means and graphic information processing packages LOC 2 – creation and processing of graphic data using application packages LOC 3 – Sketching skills based on design and drawing knowledge LOC 4 – design and construction of products based on creativity and clear calculations

Post requisites: Light clothing technology

Optional component 7

Course: B) Computer Design Techniques

Intensity of the Course: 4 academic credits

Module Code: DMTVT 6/2

Module Name: Design and modern technology in vocational training

Prerequisites: Artistic painting of fabric

Purpose: study and analysis of design methods for various decorative products using computer programs

Short Description: On course, students acquire necessary knowledge to work with computer-aided design graphics and techniques, in future can be effectively used in their professional activities. Making drawings according to system orthogonal projections, performing axonometric projections and technical images on computer

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 4 – Owning the skills of organizing and conducting the pedagogical process on distance educational technology. LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products LOP 8 – owns methodology for training professional activities in training workshops and in the DLT LOP 9 – owns skills of creating sketches based on knowledge of design and drawing LOP 10 – designs and constructs products based on creativity and accurate calculations	LOC 1 – mastering the methods of using software for solving practical problems LOC 2 – prepares presentations, scientific and technical reports on the results of the work performed LOC 3 – registration of research results in the form of articles and reports LOC 4 – possession of the methodology for teaching professional activities in training workshops and on DOT

Post requisites: Creative design activity

Optional component 8

Course: A) Fashion Design

Intensity of the Course: 5 academic credits

Module Code: DMTVT 6/3

Module Name: Design and modern technology in vocational training

Prerequisites: Composition of costume

Purpose: design and research work on experimental clothing samples, creation of a clothing collection

Short Description: Course generates skills in following areas: stages creating women's, men's, children's, evening, sportswear, underwear, costumes for theater. Course examines history fashion and costume; features working with different types fabrics, leather, fur; learn to draw by hand and on computer programs; take into account fashion trends; offer custom solutions

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – Professional communication in clothing design classes; knowledge of the basic principles, methods and means of automated information processing</p> <p>LOC 2 – Decision on the possibility of making decisions based on the laws of the development of science and society in the field of fashion design.</p> <p>LOC 3 –In direct contact with students in the process of designing clothes, their professional technological tailoring, knowledge of information, as well as the main ideas and specifics of students to explore the ability to listen and understand topics</p>

Post requisites: Constructive modeling of leather and fur products

Optional component 8

Course: B) Art knitting and knitting technique

Intensity of the Course: 5 academic credits

Module Code: AC 11/4

Module Name: Arts and crafts

Prerequisites: Basics of composition

Purpose: practical development of knitting techniques and technologies, various ways and methods of knitting, taking into account modern development trends based on arts and crafts

Short Description: The course introduces the technique and technology of knitting, history, methods knitting, various ornaments. Creating patterns, students acquire knowledge about the meaning color in product, get acquainted with the characteristics and properties colors, and practice drawing up various color schemes

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>

<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – Basic knitting techniques. Patterns from front and back loops. Securing the last row</p> <p>LOC 2 – Sketching skills based on design and drawing knowledge</p> <p>LOC 3 – possession of various manufacturing technologies</p> <p>LOC 4 – Methods for adding loops Decreasing loops at the edges and in the middle of the canvas. Stepwise addition and subtraction of the canvas. Features of knitting by pattern and calculation of various details</p>
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Post requisites: Applied Art Crafts

Optional component 9

Course: A) Constructive modeling of leather and fur products

Intensity of the Course: 5 academic credits

Module Code: GD 10/1

Module Name: Garment Design

Prerequisites: Composition of costume

Purpose: Mastering knowledge about leather and fur, classification and purpose, design and processing technology of leather and fur material

Short Description: Course introduces students to classification fur-semi-finished products, assortment, processing methods, decoration. Design feature is multivariance location the semi-finished product, connecting seams which form decorative lines that determine composition the entire product, especially when placing skins themselves. Direction the hairline affects visual perception the volumetric shape product

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
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<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – knowledge of materials and basic types of raw materials, professional equipment</p> <p>LOC 2 – possesses fundamental knowledge in the field of leather and fur</p> <p>LOC 3 – product design and construction based on creativity and clear calculations</p> <p>LOC 4 – knowledge in the field of the basics of technology for the production of leather and fur products</p>
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Post requisites: Technology and design of outerwear

Optional component 9

Course: B) Applied Art Crafts

Intensity of the Course: 5 academic credits

Module Code: AC 11/4

Module Name: Arts and crafts

Prerequisites: Basics of composition

Purpose: mastering the types and methods of creating highly artistic works of art that meet modern aesthetic requirements, with a decorative composition

Short Description: Course explores types crafts and folk crafts, style classification, technological features development various crafts and crafts. Discipline forms holistic view understanding decorative composition crafts. It gives deep understanding essence art applied crafts, help learn distinguish and recreate features applied styles in practical work

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – direct contact with students in the process of designing clothes, their professional technological tailoring, knowledge of information, as well as the main ideas and specifics of students to explore the ability to listen and understand topics</p> <p>LOC 2 – knows the materials and main types of raw materials, the device of professional equipment</p> <p>LOC 3 – analyzes creative works from the point of view of the use of technology and technology of products of applied art</p> <p>LOC 4 – apply this knowledge and understanding on a professional level</p>

Post requisites: Tapestry and modern interior

Optional component 10

Course: A) Light clothing technology

Intensity of the Course: 5 academic credits

Module Code: GT 9/1

Module Name: Garment Technology

Prerequisites: Fashion Design

Purpose: mastering the technology of making light clothing of various assortments, taking into account the latest achievements of science and technology

Short Description: The course is aimed at the formation of knowledge on the technology of manufacturing products; general information about processing methods; main parameters and operating modes of technological equipment; methods of technological processing of lightweight products, taking into account the materials and equipment used; skills in the manufacture of individual units, elements of light products

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – demonstrate elements of professional activity in the technology of manufacturing garments
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – Sketching skills based on design and drawing knowledge
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – perform technological assembly of units and parts of garments provided for by the curriculum
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	LOC 4 – possession of various manufacturing technologies
LOP 10 – designs and constructs products based on creativity and accurate calculations	
LOP 11 – owns various manufacturing technologies	
LOP 12 – demonstrates and evaluates professional performance	

Post requisites: Technology and design of outerwear

Optional component 10

Course: B) Creative design activity

Intensity of the Course: 5 academic credits

Module Code: AC 11/1

Module Name: Arts and crafts

Prerequisites: Art knitting and knitting technique

Purpose: mastering the methods and forms of creative design activities of technological processes, using innovative technologies

Short Description: The aim of the course is Project Activities - based on research activities and ideas, developments and innovative products necessary in the fields of human activity. Creation a specific product, phased development creative projects, implementation and organization

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
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<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – knowledge of materials and basic types of raw materials, professional equipment</p> <p>LOC 2 – analysis of creative works from the point of view of the use of technology and technology of products of applied art</p> <p>LOC 3 – possession of the methodology for teaching professional activities in training workshops and on DOT</p>
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Post requisites: Tapestry and modern interior

3. OPTIONAL COMPONENTS OF THE CYCLE OF MAJOR COURSES

Optional component 1

Course: A) Designing of garments

Intensity of the Course: 4 academic credits

Module Code: GD-10/2

Module Name: Garment Design

Prerequisites: Technology of garments

Purpose: features of the construction of basic drawings of a product, drawings of small parts, the choice of a sketch of a sample, taking into account technical and economic calculations and features of the project of products

Short Description: Studying discipline, students receive information about clothing, structure male, female and children's figures, initial data for performing calculations when constructing basis design drawings. Methods developing models based on basic design are presented, information is provided on manufacture patterns, cutting features, procedure for fitting and eliminating landing defects

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p>	<p>LOC 1 – the ability to navigate the current trends in the development of technology and technology</p> <p>LOC 2 – algorithm for constructing the basic base of the shoulder and waist products</p> <p>LOC 3 – develop drawings of basic and model designs for all types of clothing for all age and gender groups of the population, sets of patterns for details of designed products</p>

LOP 12 – demonstrates and evaluates professional performance	
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Post requisites: Modelling of garments

Optional component 1

Course: A) Carpet weaving basics

Intensity of the Course: 4 academic credits

Module Code: AC 11/2

Module Name: Arts and crafts

Prerequisites: Artistic processing of traditional materials

Purpose: mastering the basic knowledge in the field of carpet weaving, the basic principles of compositional construction of various types of ornaments, stylization techniques for carpet weaving

Short Description: The course will familiarize you with the history carpet weaving, with composition and color, the principles building carpet pattern, dressing techniques for loom, making sketches, preparing loom for work and working on frame, selecting material, fabric and finish for manufacturing the product

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products LOP 8 – owns methodology for training professional activities in training workshops and in the DLT LOP 9 – owns skills of creating sketches based on knowledge of design and drawing LOP 10 – designs and constructs products based on creativity and accurate calculations LOP 11 – owns various manufacturing technologies LOP 12 – demonstrates and evaluates professional performance	LOC 1 – skills in performing professional activities in the processing technology and manufacturing of decorative and applied products LOC 2 – skills of using pedagogically grounded forms, methods and techniques of organizing students' practical activities LOC 3 – application of modern technical teaching aids and electronic educational information resources

Post requisites: Artistic weaving and embroidery

Optional component 2

Course: A) Modelling of garments

Intensity of the Course: 5 academic credits

Module Code: GD 10/3

Module Name: Garment Design

Prerequisites: Designing of garments

Purpose: modeling of clothes based on the basic design and development of technology for sewing products from different materials

Short Description: Course, students will learn: development art and design projects for garments for various purposes; use new information technologies in modeling garments; search for most rational solutions for main shaping and finishing materials and details the external design garments

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – the ability to develop design and technological documentation and use it in professional activities, as well as perform design calculations of typical structural elements
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – make calculations and carry out drawings of the basic foundations of clothing designs
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – methods of performing calculations and drawings of the basic foundations of clothing designs
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	
LOP 10 – designs and constructs products based on creativity and accurate calculations	
LOP 11 – owns various manufacturing technologies	
LOP 12 – demonstrates and evaluates professional performance	

Post requisites: Fundamentals of Art Design

Optional component 2

Course: B) Artistic weaving and embroidery

Intensity of the Course: 5 academic credits

Module Code: AC 11/6

Module Name: Arts and crafts

Prerequisites: Carpet weaving basics

Purpose: knowledge, skills and abilities in the field of creating products of traditional folk and professional - artistic hand weaving

Short Description: The course will familiarize you with the history, technologies and methods, techniques and types embroidery, applique. Manual and machine types, performed manually or by means embroidery machine on various fabrics, leather, felt and other materials. Silk colored threads, hair, beads, pearls, precious stones, sparkles, coins, etc.

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – ability to organize and control the technological process in training workshops, organizations and enterprises</p> <p>LOC 2 – skills in organizing the technological process in workshops, organizations and enterprises, taking into account the requirements of labor protection</p> <p>LOC 3 – skills in assessing pedagogical, ergonomic, aesthetic, psychological and special conditions of the technological process in workshops of arts and crafts</p>

Post requisites: Kazakh folk craft

Optional component 3

Course: A) Fundamentals of Art Design

Intensity of the Course: 5 academic credits

Module Code: GD 10/5

Module Name: Garment Design

Prerequisites: Designing of garments

Purpose: basic methods, principles and methods of artistic design in the manufacture of clothing

Short Description: Course introduces students the most common and popular type design creativity aimed at improving environment subject. Art design is characterized by modeling at all stages development, carried out by an artist-designer who uses results scientific research in various fields science and technology, who knows modern industrial production

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – the ability to develop design and technological documentation and use it in professional activities</p> <p>LOC 2 – perform design calculations of typical structural elements</p> <p>LOC 3 – make calculations and carry out drawings of the basic foundations of clothing designs</p> <p>LOC 4 – apply a systematic approach to solving design problems</p>

Post requisites: Kazakh national clothes

Optional component 3

Course: B) Kazakh folk craft

Intensity of the Course: 5 academic credits

Module Code: AC 11/7

Module Name: Arts and crafts

Prerequisites: Carpet weaving basics

Purpose: familiarization with the main types of Kazakh folk craft, stages of development, role in the formation and preservation of cultural heritage

Short Description: Discipline forms holistic view the history artistic culture Kazakhstan and understanding the decorative composition, familiarization with the stages their development. The study national art crafts, contributes to the conservation and use in new social conditions

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – the ability to conduct methodological classes at a high level on various topics.
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – the ability to organize and conduct extracurricular work with the methodology of teaching the discipline.
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – Studies the totality of all elements of a work of art, reflecting the figurative, ideal, artistic content
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	LOC 4 – Knows the concept of traditional art, the structure of the compositional form, the composition of the compositional form, the integrity of the composition, the methods of ornament, the harmonious forms of ornaments, the patterns of location, the use of graphic expressions.
LOP 10 – designs and constructs products based on creativity and accurate calculations	LOC 5 – ability for expert-empirical research of creativity;
LOP 11 – owns various manufacturing technologies	LOC 6 – the use of normative and reference literature to select the most rational solution options that make up the basic form and details of the external design;
LOP 12 – demonstrates and evaluates professional performance	LOC 7 – the use of information technologies to solve professional problems, ways to improve them and the quality of the teacher's professional personality

Post requisites: Decorative and applied art and carpet weaving

Optional component 4

Course: A) Features of designing men's and children's clothing

Intensity of the Course: 3 academic credits

Module Code: KNC 10/4

Module Name: Kazakh national clothes

Prerequisites: Modelling of garments

Purpose: features of the choice of methods in the design and construction of men's and children's clothing

Short Description: As a result the course, they will become familiar with the design men's suits and children's clothing. We study the methods artistic design and decoration, design and technology men's and children's clothing on figures various physiques; structural features male and childish figures, taking measurements taking into account the physique

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – Able to develop drawings of basic and model designs of all types of clothing for all age and gender groups of the population, sets of patterns for details of designed products</p> <p>LOC 2 – carry out the choice of processing methods in accordance with the model</p> <p>LOC 3 – draw up a confection list for the product and select tools and equipment for its manufacture</p>

Post requisites: Kazakh national clothes

Optional component 4

Course: B) Ethnic style in design

Intensity of the Course: 3 academic credits

Module Code: DMTVT 6/4

Module Name: Design and modern technology in vocational training

Prerequisites: Artistic weaving and embroidery

Purpose: mastering the knowledge of historical and cultural attractions of world culture and related fields of arts

Short Description: Course is focused on formation creative style in ethno. Style bearing national design features country. It is caused by cultural traditions, way life people, which are determined in turn by geographical position country and climatic conditions. From what natural and social conditions surround person at home, design ethnology depends

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – carry out activities and demonstrate elements of professional activities in the technology of making decorative products</p> <p>LOC 2 – apply modern technical teaching aids and educational technologies, including, if necessary, use information and communication technologies, electronic educational and information resources</p>

Post requisites: Decorative and applied art and carpet weaving

Optional component 5

Course: A) Kazakh national clothes

Intensity of the Course: 5 academic credits

Module Code: GT 9/3

Module Name: Garment Technology

Prerequisites: Fundamentals of Art Design

Purpose: study and systematize knowledge about the Kazakh national costume, different eras and styles, ornaments

Short Description: Students in course will consider history Kazakh national clothing. It is made according to ancient traditions, taking into account ethnic conditions. In clothes, special place is occupied by hats and shoes. Treated sheepskin coats, fur coats, covered with expensive fabric on outside are widespread

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
LOP 6 – knows materials and basic types of raw materials, the device professional equipment	LOC 1 – Owns the methods of performing calculations and drawings of the basic foundations of clothing designs
LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products	LOC 2 – skills in the practical application of design tools for garments
LOP 8 – owns methodology for training professional activities in training workshops and in the DLT	LOC 3 – Able to independently make calculations and carry out drawings of the basic foundations of clothing designs
LOP 9 – owns skills of creating sketches based on knowledge of design and drawing	
LOP 10 – designs and constructs products based on creativity and accurate calculations	
LOP 11 – owns various manufacturing technologies	
LOP 12 – demonstrates and evaluates professional performance	

Post requisites: no

Optional component 5

Course: B) Decorative and applied art and carpet weaving

Intensity of the Course: 5 academic credits

Module Code: AC 11/8

Module Name: Arts and crafts

Prerequisites: Kazakh folk craft

Purpose: study of the features of folk arts and crafts, traditional methods and technology of carpet weaving

Short Description: Course examines: origins, history and main stages formation and development decorative art and carpet weaving. Basic concepts and terms in decorative art. Types, classification by processed materials. Aesthetic essence and specificity perception decorative art

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – skills in performing professional activities in the processing technology and manufacture of decorative and applied products</p> <p>LOC 2 – carry out activities and demonstrate elements of professional activities in the technology of making decorative products</p> <p>LOC 3 – skills in the use of modern technical teaching aids and electronic educational information resources</p>

Post requisites: no (last semester)

Optional component 6

Course: A) Technology and design of outerwear

Intensity of the Course: 5 academic credits

Module Code: GT 9/4

Module Name: Garment Technology

Prerequisites: Designing of garments

Purpose: practical development of the stages of designing clothes with lining of various shapes and cuts

Short Description: In course, students will learn how to cut and sew products on lining, outerwear: coats, cloaks, jackets, jacket, etc. Lining - fabric sewn from inside clothing to strengthen garment and prevent abrasion upper fabric

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – Knows the algorithm for constructing the basic base of the shoulder and waist products</p> <p>LOC 2 – Possesses modern methods of designing clothes</p> <p>LOC 3 – skills in cutting, trying on, clarifying the appearance, planting the product on the figure</p> <p>LOC 4 – methods of correction after fitting</p> <p>LOC 5 – practical skills in the manufacture of this structure</p>

Post requisites: no

Optional component 6

Course: B) Tapestry and modern interior

Intensity of the Course: 5 academic credits

Module Code: TMI 11/9

Module Name: Tapestry and modern interior

Prerequisites: Carpet weaving basics

Purpose: history and main existing methods of lint-free weaving and further application in creative and educational activities

Short Description: Course introduces students to technology lint-free carpet - tapestry. Tapestry is woven carpets, bedspreads or handmade paintings made silk or wool threads. In modern interior, tapestry becomes an indispensable decoration technique that allows you to create coziness and harmoniously fit into most popular styles

Learning Outcomes:

<i>Learning Outcomes in EP (LOP)</i>	<i>Learning Outcomes in Course (LOC)</i>
<p>LOP 6 – knows materials and basic types of raw materials, the device professional equipment</p> <p>LOP 7 – analyzes creative work, from the point of view using equipment and technology of applied art products</p> <p>LOP 8 – owns methodology for training professional activities in training workshops and in the DLT</p> <p>LOP 9 – owns skills of creating sketches based on knowledge of design and drawing</p> <p>LOP 10 – designs and constructs products based on creativity and accurate calculations</p> <p>LOP 11 – owns various manufacturing technologies</p> <p>LOP 12 – demonstrates and evaluates professional performance</p>	<p>LOC 1 – knows the direction of knitting tapestries applied on a theoretical basis, a sketch diagram on a practical basis, knitting features, knitting methods</p> <p>LOC 2 – forming interest in arts and crafts, determines the features of tapestry art, methods and techniques of weaving</p> <p>LOC 3 – in the process of teaching the fine art of tapestry knitting, the formation of love for art, the creative possibilities of students develop.</p> <p>LOC 4 – have knowledge of the beauty, art and elegance of tapestry</p> <p>LOC 5 – developing student interest in tapestry and interest in learning</p> <p>LOC 6 – creating conditions for the development of the spiritual wealth of students based on the national heritage</p> <p>LOC 7 – informing about the history and current state of national traditional crafts</p>

Post requisites: no