

Costume

PSA. 2

Optional Unit

This unit will give a general understanding of costume and its use in performance. It looks at different styles and how costume can be used to create a character.

If facilities or time do not allow for work with actual costumes or performers, the use of sketches, images and samples can be sufficient.

Bronze

	EVIDENCE	DATE	ASSESSOR
2.B1 Understand how costume enhances a performance <ul style="list-style-type: none"> Consider how costume can enhance the characterisation and movement of a performer. Understand how costume works with other design elements such as set and lighting to create an overall design concept. Look at how colours and materials can be used in the design. 			
2.B2 Choose a costume to show a particular time period or setting <ul style="list-style-type: none"> Research clothing styles from different time periods and for different social classes. Find or draw a costume to show the chosen time period, setting and social status. Present the costume design and explain the choice of colours, materials and style. 			
2.B3 Undertake the role of Costume Assistant/Dresser <ul style="list-style-type: none"> Take measurements of the performers, and record the data accurately. Assist with preparing the costumes for the performance. Assist with costume changes and running the performance. 			
2.B4 Health and Safety <ul style="list-style-type: none"> Assess the hazards for costume (e.g. hem length, fire proofing, stitching, practicality for scenery, etc.) 			

Silver

Bronze must be completed, plus ONE of these two objectives.

	EVIDENCE	DATE	ASSESSOR
2.S1 Design and assemble costumes for a small performance <ul style="list-style-type: none"> Research characters in relation to the script, setting or brief. Produce sketches and style board for each character. Assemble the costumes and adjust as needed. 			
2.S2 Create a costume from scratch <ul style="list-style-type: none"> Research character in relation to the script, setting or brief. Create a style board for the character. Measure model/performer. Research and source the appropriate materials and patterns. Make the costume/item, fit and adjust if needed. 			

Gold

Silver must be completed, plus the Gold objective.

2.G Undertake the role of Costume Designer <ul style="list-style-type: none"> Work from the script and oversee the design of the costumes for all characters. Research the time period, setting and other factors which influence the design. Create style/sample boards for all characters. Organise measuring and fittings. Lead the assembly or making of the costumes as necessary. Create costume lists, quick changes and plan costume rails for changing areas. Ensure that all costume requirements are met for the performance. 			
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