

FASHION DESIGN AND GARMENT MAKING

JSS3 EXAMINATION QUESTIONS

School: _____

Student's Name: _____

Date: _____ Class: _____

Time: _____ Total Marks: 40

INSTRUCTIONS: Answer all objective questions and any FOUR theory questions.

SECTION A: OBJECTIVE QUESTIONS (20 MARKS)

Choose the correct answer from options A–D.

1. Pattern drafting is the process of _____.

- A. drawing garment patterns using measurements B. washing clothes C. decorating shoes D. ironing fabric

2. Pattern grading means _____.

- A. changing a pattern into different sizes B. removing stains C. sewing buttons D. dyeing fabric

3. A grainline on a pattern shows the _____.

- A. direction for placing the pattern on fabric B. price of the cloth C. colour of the garment D. name of the tailor

4. Interfacing is used to _____.

- A. support and shape parts of a garment B. cut fabric C. measure the waist D. remove stitches

5. A toile is made mainly to test a garment's _____.

- A. fit and pattern B. colour only C. selling price D. washing powder

6. Which machine is used to finish raw edges neatly?

- A. Overlocking machine B. Drilling machine C. Welding machine D. Grinding machine

7. Quality control means checking a garment for _____.

- A. faults and correct finishing B. colour of the room C. classroom attendance D. road safety

8. The process of producing many garments in a factory is called _____.

- A. mass production B. hand tacking C. ironing D. hand washing

9. A cost sheet records _____.

- A. expenses involved in making a garment B. students' ages C. weather conditions D. school attendance

10. Which of these is a garment fastening?

- A. Button and buttonhole B. Open seam C. Loose thread D. Raw edge

11. The bias of woven fabric runs diagonally at about _____ to the lengthwise grain.

- A. 15° B. 30° C. 45° D. 90°

12. A fitting session is carried out to check the garment's _____.

A. fit and appearance B. shop address C. machine colour D. fabric price only

13. Which of these is an example of a production cost?

A. Cost of fabric B. Rainfall C. Road width D. School bell

14. A specification sheet contains garment details such as _____.

A. measurements and construction details B. sports scores only C. weather reports D. class attendance

15. Which practice helps promote a fashion business?

A. Advertising products B. Ignoring customers C. Hiding finished goods D. Delaying all orders

16. Which is a good customer-service practice?

A. Listening to customers' needs B. Ignoring complaints C. Refusing measurements D. Avoiding communication

17. A garment should be pressed during construction to improve its _____.

A. shape and neatness B. dirt level C. fabric waste D. loose threads

18. The purpose of a buttonhole is to _____.

A. allow a button to pass through and fasten a garment B. measure the sleeve C. mark the grainline D. cut the hem

19. Which record helps a fashion designer track money received and spent?

A. Financial record B. Pattern envelope only C. Fabric swatch D. Body measurement chart only

20. Before delivering a garment, the dressmaker should _____.

A. check seams, fastenings and fit B. leave raw edges unfinished C. ignore stains D. remove all buttons

SECTION B: THEORY QUESTIONS (20 MARKS)

Answer any FOUR questions. Each question carries 5 marks.

1. Explain the steps involved in making a garment from taking measurements to final finishing.
2. Define pattern drafting and state three reasons it is useful.
3. List five quality checks to carry out before giving a garment to a customer.
4. Explain how to calculate the cost of producing a garment.
5. State five ways to promote and manage a garment-making business.