

## T Level in Craft and Design

### **The Progression Profile**

This T Level has four occupational specialisms: Jewellery Maker, Ceramics Maker, Furniture Maker, Textiles and Fashion Maker.

For this T Level, there are progression pathways into apprenticeships, education, and work.

The T Level is based on an occupational standard. The occupational standard will have an apprenticeship option, which is referred to in the profile as the 'relevant apprenticeship'.

For some apprenticeships, in particular the relevant apprenticeship, a learner may have covered the content to a high level. They will not need to complete the apprenticeship in this step, this is noted as 'not applicable'. An apprenticeship may also be shortened due to recognised prior learning (RPL). This is noted as accelerated.

For work, whilst some roles may be accessed after completing the T Level, others are available after further training and gaining more experience.

Please see below, the progression options for this T Level.

#### **1. Jewellery maker Occupational Specialism**

For **apprenticeships** at level 3, the relevant apprenticeship is [Jewellery, Silversmithing and Allied Trades Professional](#).

For **education**, degree options may include: Jewellery Design, Design Crafts, Silversmithing and Jewellery Design and Art Foundation.

For **work**, career progression could include: Jeweller, Silversmith, Setter, Polisher/Finisher, Engraver, Enameller, Mounter, CAD/CAM Operator, Lapidary, Jewellery Illustrator, Designer and Design Assistant.

#### **2. Ceramics maker Occupational Specialism**

For **apprenticeships** at level 3, there is [Craft Assistant](#). This is not accelerated.

For **education**, degree options may include: Ceramics and Maker, Artist Designer Maker and Ceramic Maker.

For **work**, career progression could include: Ceramicist, Craft Assistant, Designer, Artists, Ceramics Technician and Industrial Designer.

#### **3. Furniture maker Occupational Specialism**

For **apprenticeships** at level 3, there is [New furniture product developer](#), [Advanced furniture CNC technician](#), [Fitted furniture design technician](#), [Advanced upholsterer](#), [Advanced carpentry and joinery](#).

For **education**, degree options may include: Furniture and Product Design, Product Design, Foundation Degree Arts – Furniture, Furniture Restoration.

For **work**, career progression could include: Bespoke Furniture Maker, Cabinet Maker, Furniture Manufacturer, Furniture Maker, Workshop Supervisor, Quality Control Inspector, Upholstery Technician, Upholsterer, Assistant Wood Machinist and Furniture Restorer.

#### 4. Textiles and fashion maker Occupational Specialism

For **apprenticeships** at level 3, there is [Garment Maker](#). This is not accelerated.

For level 4 there is [Fashion and Textiles Product Technologist](#).

For level 5 [Bespoke Tailor and Cutter](#).

For **education**, degree options may include: Fashion and Textile Design, Fashion Textiles, Textiles and Art Foundation.

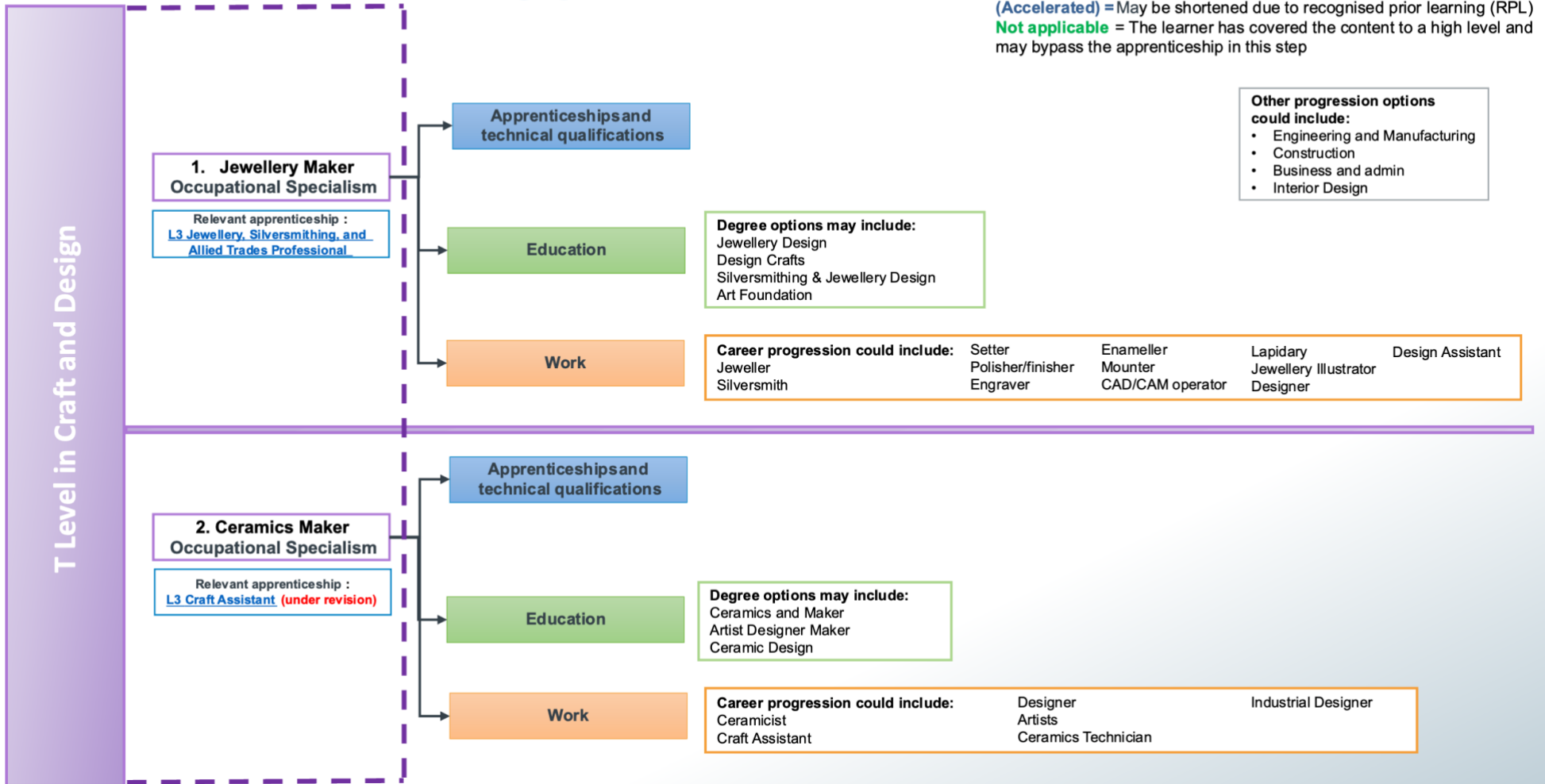
For **work**, career progression could include: Costume Maker, Soft Furnisher, Couturier, Dressmaker, Presser, Production Machinist, Production Tailor, Sample Machinist, Seamstress, Wardrobe Assistant and Wardrobe Assistant Quality Controller

# PROGRESSION PROFILE 1

## T LEVEL IN CRAFT AND DESIGN

The below lists of apprenticeships, degrees and careers are not exhaustive, and encompass some options which are aspirational and long term.

**(Accelerated)** = May be shortened due to recognised prior learning (RPL)  
**Not applicable** = The learner has covered the content to a high level and may bypass the apprenticeship in this step



# PROGRESSION PROFILE 2

## T LEVEL IN CRAFT AND DESIGN

The below lists of apprenticeships, degrees and careers are not exhaustive, and encompass some options which are aspirational and long term.

**(Accelerated)** = May be shortened due to recognised prior learning (RPL)  
**Not applicable** = The learner has covered the content to a high level and may bypass the apprenticeship in this step

