

2 Course Delivery

2.1 General Information

Teaching programs for courses in the Entertainment Industry Curriculum Framework can be developed using a number of different approaches. These include:

- programming individual units of competency sequentially
- identifying a theme that is common to several units of competency, and programming teaching and learning activities which address this theme
- devising a project, experience or event that requires students to learn and use a number of competencies
- a combination of any of the above.

Each approach has merit depending on the nature of particular competencies selected, access to facilities, equipment, resources and workplaces, and the needs and experiences of students.

When considering these approaches, teachers and trainers should keep in mind the following general principles:

- VET courses focus on the achievement of workplace competence. They are intended to equip students with the skills and knowledge required to perform workplace roles to the standard expected in industry. Competence incorporates all aspects of work performance including communication, problem-solving and the capacity to apply skills and knowledge in both familiar and new situations as well as industry-specific skills.
- Students must be given the opportunity to develop skills over time and have multiple opportunities to demonstrate that they possess the necessary combination of skills and knowledge.
- Students must have the opportunity to develop and practise skills in a workplace setting.
- Assessment of competence involves the assessment of skills and knowledge combined. An **integrated** or **holistic** approach to assessment is encouraged in line with the concept of competence as the integration of a wide range of skills, knowledge and attitudes. An integrated approach to course delivery will facilitate integrated competency assessment.

On the basis of these principles, it is recommended that teachers and trainers develop teaching and learning programs that allow for the integrated development of several elements and/or units of competency simultaneously. Where this is not possible, learning activities developed for individual units of competency should seek to integrate elements within the unit and to address the linkages to other units identified in the Training Package and in the syllabus.

In particular, students should be given frequent opportunities to develop and update entertainment industry knowledge and to consolidate skills and knowledge with respect to the environment, safety and teamwork.

Where possible, assessment tasks and events should be included as an integral part of training.

2.2 Sequence of Delivery

Neither the Entertainment Industry Curriculum Framework nor the Training Package prescribes a particular delivery sequence for individual units of competency or for related groups of units of competency. Refer to the *Entertainment Industry Curriculum Framework Part A* for information on course structures.

The sequencing of a teaching program for a particular course is a matter for the teacher's professional judgement, based on the existing skills and experience of students, their interests, access to facilities including workplaces and the timing of work placement.

2.2.1 Relationships between units of competency

Relationships exist between units of competency and this should inform programming and assessment activities.

Units of competency generally need to be linked to reflect the skills required for a job role.

While holistic assessment is recommended, most units of competency in the Training Package can be assessed independently. There are also some units that **must** be assessed before other units (prerequisites). This is the case when the skills and knowledge essential to the achievement of a particular unit of competency are found in other units.

Details regarding Training Package suggestions for units of competency where combined assessment and/or training is recommended can be found in the Evidence Guide of each unit of competency under the heading *Linkages to other units*. This provides guidance for trainers and assessors but is not prescriptive or exhaustive. This information is available in Part B of the syllabus or the Entertainment Training Package.

There is only one unit of competency in the Entertainment Industry Curriculum Framework with a prerequisite:

UNIT OF COMPETENCY	PREREQUISITE
BCGCM1005B * Carry out measurements and calculations	BCGCM1001B * Follow OH&S policies and procedures

* *These units of competency may only be selected as electives if you have **written approval** from your school system authority/RTO for their delivery in the Entertainment Industry Curriculum Framework.*

2.2.2 Category status of units of competency for qualifications available in the Entertainment Industry Curriculum Framework

The qualification packaging rules for the AQF qualifications available in this framework through the 120 and 240 indicative hour courses are outlined in Section 15 of Part A of the syllabus. This information is reproduced from the Entertainment Training Package (CUE03).

Students who meet these requirements will be eligible for the relevant AQF Certificate, whether or not they have met the additional requirements of the HSC course.

The following tables indicate the status of each unit of competency for each qualification available through the Framework. This information will assist teachers when selecting elective units of competency to meet qualification packaging rules.

With regard to selecting units of competency, the Training Package states:

- the selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification
- the workplace context for qualifications will vary, and this context must guide the selection of elective units
- where a specialised outcome is required, specific stream units of competency must be achieved
- remaining elective units of competency must be selected from relevant endorsed Training Packages at the appropriate level
- the total package of units of competency must meet the requirements of the AQF descriptor for the Certificate level nominated
- units of competency are not placed at an AQF level as they may be appropriate at a number of levels. It is the combination of units that determines the level of qualification rather than the individual units of competency. Regardless of the level of the qualification, the scope and depth of skills and knowledge in particular units remain the same and must be assessed as such.

Further advice from the Entertainment Training Package regarding selection of elective units is provided in Section 2.2.3.

Advice regarding the status of units of competency in Entertainment Industry (120 and 240 indicative hour) courses

**Table 1 Certificate II in Live Production, Theatre and Events
Certificate III in Live Production, Theatre and Events (Construction and Manufacturing) or (Technical Operations)
Certificate III in Venues and Events (Customer Service)**

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate II in Live Production, Theatre and Events	Certificate III in Live Production, Theatre and Events (Construction and Manufacturing)	Certificate III in Live Production, Theatre and Events (Technical Operations) [broadly based]	Certificate III in Venues and Events (Customer Service)
<i>Qualification packaging rules</i>			1 core unit, plus 8 electives, with 6 from one or more of the following: - CUE - CUF - CUS Total = 9 units	6 core units, plus 6 electives, with 4 from one or more of the following: - Props - Sets - Scenic Art - Staging - Technical General Total = 12 units	4 core units, plus 4 stream units from one or more of the following: - Audio - Lighting - Staging - Cinema Projection - Vision Systems - Technical General and 3 elective units Total = 11 units	6 core units, plus 6 electives, with 3 from the following: - Front of House Total = 12 units
Units of competency available in the Framework	HSC Course	Training Package occupational area	<i>Core, Elective or Stream</i>			
BSBCM203A Communicate in the workplace	Compulsory 120 & 240	Industry Practice	elective	elective	elective	elective
CUEAUD06A Apply a general knowledge of vision systems to work activities	Elective 120, Compulsory 240	Vision Systems	<i>elective (CUE)</i>	elective	stream	elective
CUECOR01B Manage own work and learning	Elective 120, Compulsory 240	Industry Practice	<i>elective (CUE)</i>	core	core	elective
CUECOR02B Work with others	Compulsory 120 & 240	Industry Practice	<i>elective (CUE)</i>	core	core	core
CUECOR03A Provide quality service to customers	Elective 120, Compulsory 240	Industry Practice	<i>elective (CUE)</i>	elective	elective	core

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate II in Live Production, Theatre and Events	Certificate III in Live Production, Theatre and Events (Construction and Manufacturing)	Certificate III in Live Production, Theatre and Events (Technical Operations) [broadly based]	Certificate III in Venues and Events (Customer Service)
CUECOR04A Deal with conflict and resolve complaints	Elective 120, Compulsory 240	Industry Practice	<i>elective (CUE)</i>	elective	elective	core
CUEIND01B Source and apply entertainment industry knowledge	Compulsory 120 & 240	Industry Practice	<i>elective (CUE)</i>	core	core	core
CUELGT09A Apply a general knowledge of lighting to work activities	Elective 120, Compulsory 240	Lighting	<i>elective (CUE)</i>	elective	stream	elective
CUESOU07A Apply a general knowledge of audio to work activities	Elective 120, Compulsory 240	Audio	<i>elective (CUE)</i>	elective	stream	elective
CUESTA05A Apply a general knowledge of staging to work activities	Elective 120, Compulsory 240	Staging	<i>elective (CUE)</i>	<i>elective</i>	stream	elective
CUFSAF01B Follow health, safety and security procedures	Compulsory 120 & 240	Health, Safety and Security	core	core	core	core
CUSGEN02B Work in a culturally diverse environment	Compulsory 120 & 240	Industry Practice	<i>elective (CUS)</i>	elective	elective	core
THHGHS03B Provide first aid	Elective 120, Compulsory 240	Health, Safety and Security	elective	elective	elective	elective
CUETGE05B Maintain physical production elements	Elective 120 & 240	Technical General	<i>elective (CUE)</i>	<i>elective</i>	stream	elective
CUETGE15A Handle physical elements safely during bump in/bump out	Elective 120 & 240	Technical General	<i>elective (CUE)</i>	<i>elective</i>	stream	elective
CUFBRD01A Communicate using a two way system	Elective 120 & 240	Technical General	<i>elective (CUF)</i>	elective	stream	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate II in Live Production, Theatre and Events	Certificate III in Live Production, Theatre and Events (Construction and Manufacturing)	Certificate III in Live Production, Theatre and Events (Technical Operations) [broadly based]	Certificate III in Venues and Events (Customer Service)
MEM5.1AA Manual soldering/desoldering - electrical/electronic components	Elective 120 & 240	Technical General	elective	elective	stream	elective
MEM18.1AB Use hand tools	Elective 120 & 240	Technical General	elective	core	stream	elective
MEM18.2AA Use power tools/hand held operations	Elective 120 & 240	Technical General	elective	elective	stream	elective
CUECOS02B Apply art finishing	Elective 120 & 240	Costume	<i>elective (CUE)</i>	elective	elective	elective
CUECOS09A Develop and apply knowledge of costume	Elective 120 & 240	Costume	<i>elective (CUE)</i>	elective	elective	elective
CUFOS04B Modify, repair and maintain costumes	Elective 120 & 240	Costume	<i>elective (CUF)</i>	elective	elective	elective
CUFMUP02A Design, apply and remove make-up	Elective 120 & 240	Make-up	<i>elective (CUF)</i>	elective	elective	elective
CUEPRP02A Research, obtain and prepare props	Elective 120 & 240	Props	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUEPRP03A Apply a general knowledge of props construction	Elective 120 & 240	Props	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUEPRP05A Make prop furniture	Elective 120 & 240	Props	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUEPRP07A Make props using mixed media	Elective 120 & 240	Props	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUFPRP04A Repair, maintain and alter props	Elective 120 & 240	Props	<i>elective (CUF)</i>	<i>elective</i>	elective	elective
CUESCE05A Apply a general knowledge of scenic art	Elective 120 & 240	Scenic Art	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUESCE06A Use scenic art painting techniques	Elective 120 & 240	Scenic Art	<i>elective (CUE)</i>	<i>elective</i>	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate II in Live Production, Theatre and Events	Certificate III in Live Production, Theatre and Events (Construction and Manufacturing)	Certificate III in Live Production, Theatre and Events (Technical Operations) [broadly based]	Certificate III in Venues and Events (Customer Service)
CUFSC05A Repair, maintain and alter scenic art	Elective 120 & 240	Scenic Art	<i>elective (CUF)</i>	<i>elective</i>	elective	elective
CUESET05B Apply set construction techniques	Elective 120 & 240	Sets	<i>elective (CUE)</i>	<i>elective</i>	elective	elective
CUFSET03B Make sets	Elective 120 & 240	Sets	<i>elective (CUF)</i>	<i>elective</i>	elective	elective
CUESOU09A Manage and compile audio replay material	Elective 120 & 240	Audio	<i>elective (CUE)</i>	elective	stream	elective
CUELGT03B Install and operate follow spots	Elective 120 & 240	Lighting	<i>elective (CUE)</i>	elective	stream	elective
CUELGT05B Record and operate standard lighting cues	Elective 120 & 240	Lighting	<i>elective (CUE)</i>	elective	stream	elective
CUESTA02B Operate staging elements	Elective 120 & 240	Staging	<i>elective (CUE)</i>	<i>elective</i>	stream	elective
CUEFOH03B Provide seating and ticketing advice	Elective 120 & 240	Front of House	<i>elective (CUE)</i>	elective	elective	<i>elective</i>
CUEFOH04B Usher patrons	Elective 120 & 240	Front of House	<i>elective (CUE)</i>	elective	elective	<i>elective</i>
CUEFOH07A Process financial transactions	Elective 120 & 240	Front of House	<i>elective (CUE)</i>	elective	elective	<i>elective</i>
CUEFOH09A Provide venue information and assistance	Elective 120 & 240	Front of House	<i>elective (CUE)</i>	elective	elective	<i>elective</i>
CUEFOH10A Monitor entry to a venue	Elective 120 & 240	Front of House	<i>elective (CUE)</i>	elective	elective	<i>elective</i>
WRRS1B Sell products and services	Elective 120 & 240	Front of House	elective	elective	elective	<i>elective</i>
CUEMAR01B Assist with marketing	Elective 120 & 240	Marketing	<i>elective (CUE)</i>	elective	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate II in Live Production, Theatre and Events	Certificate III in Live Production, Theatre and Events (Construction and Manufacturing)	Certificate III in Live Production, Theatre and Events (Technical Operations) [broadly based]	Certificate III in Venues and Events (Customer Service)
CUSBGE01A Develop and update music industry knowledge	Elective 120 & 240	Imported from Music Training Package	<i>elective (CUS)</i>	elective	elective	elective
CUSGEN01A Use and adapt to changes in technology	Elective 120 & 240	Imported from Music Training Package	<i>elective (CUS)</i>	elective	elective	elective
CUSSOU01A Move and set up instruments and equipment	Elective 120 & 240	Imported from Music Training Package	<i>elective (CUS)</i>	elective	elective	elective
CUSSOU04A Record sound	Elective 120 & 240	Imported from Music Training Package	<i>elective (CUS)</i>	elective	elective	elective
BCGCM1005B * Carry out measurements and calculations	Elective 120 & 240	Technical General	elective (pre-requisite BCGCM1001B)	core (pre-requisite BCGCM1001B)	stream (pre-requisite BCGCM1001B)	elective (pre-requisite BCGCM1001B)
BCGCM1001B * Follow OH&S policies and procedures	Elective 120 & 240	Imported from General Construction Training Package	elective	elective	elective	elective

* These units of competency may only be selected as electives if you have **written approval** from your school system authority/RTO for their delivery in the Entertainment Industry Curriculum Framework.

Table 2 Statement of Attainment towards Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio or Lighting or Staging or Vision Systems

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Lighting	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Staging	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Vision Systems
<i>Qualification packaging rules</i>			4 core units, plus 5 stream units [#] , and 3 elective units Total = 12 units [#] 2 of 5 stream units available in Framework	4 core units, plus 4 stream units [#] , and 3 elective units Total = 11 units [#] 3 of 4 stream units available in Framework	4 core units, plus 4 stream units [#] , and 3 elective units Total = 11 units [#] 3 of 4 stream units available in Framework	4 core units, plus 4 stream units [#] , and 3 elective units Total = 11 units [#] 2 of 4 stream units available in Framework
Units of competency available in the Framework	HSC Course	Training Package occupational area	<i>Core, Elective or Stream</i>			
BSBCMN203A Communicate in the workplace	Compulsory 120 & 240	Industry Practice	elective	elective	elective	elective
CUEAUD06A Apply a general knowledge of vision systems to work activities	Elective 120, Compulsory 240	Vision Systems	elective	elective	elective	stream
CUECOR01B Manage own work and learning	Elective 120, Compulsory 240	Industry Practice	core	core	core	core
CUECOR02B Work with others	Compulsory 120 & 240	Industry Practice	core	core	core	core
CUECOR03A Provide quality service to customers	Elective 120, Compulsory 240	Industry Practice	elective	elective	elective	elective
CUECOR04A Deal with conflict and resolve complaints	Elective 120, Compulsory 240	Industry Practice	elective	elective	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Lighting	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Staging	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Vision Systems
CUEIND01B Source and apply entertainment industry knowledge	Compulsory 120 & 240	Industry Practice	core	core	core	core
CUELGT09A Apply a general knowledge of lighting to work activities	Elective 120, Compulsory 240	Lighting	elective	stream	elective	elective
CUESOU07A Apply a general knowledge of audio to work activities	Elective 120, Compulsory 240	Audio	stream	elective	elective	elective
CUESTA05A Apply a general knowledge of staging to work activities	Elective 120, Compulsory 240	Staging	elective	elective	stream	elective
CUFSAF01B Follow health, safety and security procedures	Compulsory 120 & 240	Health, Safety and Security	core	core	core	core
CUSGEN02B Work in a culturally diverse environment	Compulsory 120 & 240	Industry Practice	elective	elective	elective	elective
THHGHS03B Provide first aid	Elective 120, Compulsory 240	Health, Safety and Security	elective	elective	elective	elective
CUETGE05B Maintain physical production elements	Elective 120 & 240	Technical General	elective	elective	elective	elective
CUETGE15A Handle physical elements safely during bump in/bump out	Elective 120 & 240	Technical General	elective	elective	elective	elective
CUFBRD01A Communicate using a two way system	Elective 120 & 240	Technical General	elective	elective	elective	elective
MEM5.1AA Manual soldering/desoldering - electrical/electronic components	Elective 120 & 240	Technical General	elective	elective	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Lighting	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Staging	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Vision Systems
MEM18.1AB Use hand tools	Elective 120 & 240	Technical General	elective	stream	stream	stream
MEM18.2AA Use power tools/hand held operations	Elective 120 & 240	Technical General	elective	elective	elective	elective
CUECOS02B Apply art finishing	Elective 120 & 240	Costume	elective	elective	elective	elective
CUECOS09A Develop and apply knowledge of costume	Elective 120 & 240	Costume	elective	elective	elective	elective
CUFOS04B Modify, repair and maintain costumes	Elective 120 & 240	Costume	elective	elective	elective	elective
CUFMUP02A Design, apply and remove make-up	Elective 120 & 240	Make-up	elective	elective	elective	elective
CUEPRP02A Research, obtain and prepare props	Elective 120 & 240	Props	elective	elective	elective	elective
CUEPRP03A Apply a general knowledge of props construction	Elective 120 & 240	Props	elective	elective	elective	elective
CUEPRP05A Make prop furniture	Elective 120 & 240	Props	elective	elective	elective	elective
CUEPRP07A Make props using mixed media	Elective 120 & 240	Props	elective	elective	elective	elective
CUFPRP04A Repair, maintain and alter props	Elective 120 & 240	Props	elective	elective	elective	elective
CUESCE05A Apply a general knowledge of scenic art	Elective 120 & 240	Scenic Art	elective	elective	elective	elective
CUESCE06A Use scenic art painting techniques	Elective 120 & 240	Scenic Art	elective	elective	elective	elective
CUFSCE05A Repair, maintain and alter scenic art	Elective 120 & 240	Scenic Art	elective	elective	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Lighting	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Staging	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Vision Systems
CUESET05B Apply set construction techniques	Elective 120 & 240	Sets	elective	elective	elective	elective
CUFSET03B Make sets	Elective 120 & 240	Sets	elective	elective	elective	elective
CUESOU09A Manage and compile audio replay material	Elective 120 & 240	Audio	stream	elective	elective	elective
CUELGT03B Install and operate follow spots	Elective 120 & 240	Lighting	elective	elective	elective	elective
CUELGT05B Record and operate standard lighting cues	Elective 120 & 240	Lighting	elective	stream	elective	elective
CUESTA02B Operate staging elements	Elective 120 & 240	Staging	elective	elective	stream	elective
CUEFOH03B Provide seating and ticketing advice	Elective 120 & 240	Front of House	elective	elective	elective	elective
CUEFOH04B Usher patrons	Elective 120 & 240	Front of House	elective	elective	elective	elective
CUEFOH07A Process financial transactions	Elective 120 & 240	Front of House	elective	elective	elective	elective
CUEFOH09A Provide venue information and assistance	Elective 120 & 240	Front of House	elective	elective	elective	elective
CUEFOH10A Monitor entry to a venue	Elective 120 & 240	Front of House	elective	elective	elective	elective
WRRS1B Sell products and services	Elective 120 & 240	Front of House	elective	elective	elective	elective
CUEMAR01B Assist with marketing	Elective 120 & 240	Marketing	elective	elective	elective	elective

Qualifications available in the Entertainment Industry Curriculum Framework			Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Audio	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Lighting	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Staging	Certificate III in Live Production, Theatre and Events (Technical Operations) with a specialisation in Vision Systems
CUSBGE01A Develop and update music industry knowledge	Elective 120 & 240	Imported from Music Training Package	elective	elective	elective	elective
CUSGEN01A Use and adapt to changes in technology	Elective 120 & 240	Imported from Music Training Package	elective	elective	elective	elective
CUSSOU01A Move and set up instruments and equipment	Elective 120 & 240	Imported from Music Training Package	elective	elective	elective	elective
CUSSOU04A Record sound	Elective 120 & 240	Imported from Music Training Package	elective	elective	elective	elective
BCGCM1005B * Carry out measurements and calculations	Elective 120 & 240	Technical General	elective (pre-requisite BCGCM1001B)	elective (pre-requisite BCGCM1001B)	elective (pre-requisite BCGCM1001B)	elective (pre-requisite BCGCM1001B)
BCGCM1001B * Follow OH&S policies and procedures	Elective 120 & 240	Imported from General Construction Training Package	elective	elective	elective	elective

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