

## Stage 5 VET BEC – Creative Industries

BOS course name	BOS course number	Schools Online (Administration) entry advice
Creative Industries	tba (school or private provider delivered)	This course number should always be entered as a 'Year 10' entry.  This applies to students doing the course in either Year 9 or Year 10.
	tba (TAFE NSW delivered)	The course entry needs to be made in the calendar year that the course is undertaken.

<b>Possible AQF VET qualification</b>	Certificate I in Creative Industries (CUF10107)
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<b>Work-based learning</b>	It is strongly recommended that work-based learning opportunities be used as a teaching and learning strategy throughout the course. These could include group project work, individual research or other activities that meet the learning needs of students. There is a range of career, enterprise and work education programs currently operating in schools that may be linked to the Creative Industries course.
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<b>Exclusions</b>	none
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*For TAFE NSW delivery only:*

<b>TAFE course name</b>	tba	<b>TAFE course number</b>	tba
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### Course requirements

This course will be credentialled as a 100-hour elective.

Students must attempt:

- three mandatory units of competency
- elective units of competency to a minimum of 50 indicative hours. (To obtain a Certificate I in Creative Industries (CUF10107) students must achieve three elective units of competency.)

Students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 4.3 of the *Assessment, Certification and Examination (ACE) Manual*.

### Access to VET by students in Years 9 and 10

Undertaking a VET course in Years 9 and 10 is an option for students as part of a broad general education leading to recognised schooling and VET sector qualifications. Students must also complete the mandatory curriculum requirements for Stage 5, including the development of essential literacy and numeracy skills.

Further information, including *Guidelines for access to VET courses by students in Years 9 and 10*, is available on the Board of Studies website at [www.boardofstudies.nsw.edu.au/voc\\_ed/stage-5.html](http://www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html)

## Course content

Unit code	Unit title	Unit-specific prerequisite	Status for AQF VET qualification	Indicative hours of credit
<b>MANDATORY Attempt the following units of competency</b>				
BSBOHS201A	Participate in OHS processes	nil	core	15
CUFIND201A	Develop and apply creative arts industry knowledge	nil	core	20
ICAU1128B	Operate a personal computer	nil	core	15
<b>Total indicative hours for mandatory units of competency</b>				<b>50</b>

<b>ELECTIVE Attempt units of competency to a minimum of 50 indicative hours</b>				
<i>(Note: to obtain a Certificate I in Creative Industries (CUF10107) students must achieve 3 elective units of competency.)</i>				
BSBCRT101A	Apply critical thinking techniques	nil	group A - listed elective	10
BSBLED101A	Plan skills development	nil	group A - listed elective	20
CUETGE15B	Handle physical elements safely during bump in/ bump out	nil	group A - listed elective	20
CUSMPF101A	Develop skills to play or sing music	nil	group A - listed elective	25
CUSMPF102A	Develop ensemble skills to perform simple musical parts	nil	group A - listed elective	25
CUVVSP14B	Apply techniques to produce drawings	nil	group A - listed elective	25
CUVVSP34B	Apply techniques to produce paintings	nil	group A - listed elective	25
HLTFA201A	Provide basic emergency life support	nil	group A - listed elective	10
ICAU1133B	Send and retrieve information using web browsers and email	nil	group B - listed elective*	10
ICAU1204B	Locate and use relevant on-line information	nil	group B - listed elective*	15

\* only one of these units of competency can contribute to this qualification

## AQF VET qualification

To attain Certificate I in Creative Industries (CUF10107) students must achieve six units of competency including:

- a) three core units of competency
- b) three elective units of competency (minimum two listed electives – Group A and/or B).