



VET Content Endorsed Course
Stage 6 Course Description

Visual Arts, Craft and Design

for implementation from 2013

Visual Arts and Contemporary Craft (120 indicative hours)
Visual Arts and Contemporary Craft (240 indicative hours)
Design Fundamentals (120 indicative hours)
Design Fundamentals (240 indicative hours)
Design Fundamentals Specialisation Study (60 indicative hours)

based on the
Visual Arts, Crafts and Design Training Package (CUV11) version 1

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1 Introduction to the Visual Arts, Craft and Design VET CEC

Vocational Education and Training (VET) Content Endorsed Courses (CECs) provide students with the opportunity to gain industry-recognised national vocational qualifications under the Australian Qualifications Framework (AQF) as part of their NSW Higher School Certificate (HSC).

Courses within VET CECs count as Board Endorsed unit credit for the HSC and do not contribute towards an Australian Tertiary Admission Rank (ATAR).

1.1 Aim

The Visual Arts, Craft and Design VET CEC is designed to enable students to develop a range of technical, vocational and interpersonal competencies valued both within and beyond the workplace. They will also acquire underpinning knowledge and skills related to work and further education within the visual arts, craft and design industries.

It also provides for the development of employability skills such as communication and teamwork which are transferable to other industry areas as well as being key features of each qualification available through the VET CEC.

Through the study of this subject, students will gain experiences that can be applied to a range of contexts, including work, study and leisure, and that will assist them to make informed career choices.

1.2 Industry context – visual arts, craft and design

Cultural industries play a role in creating a vibrant and creative society. A key industry sector of the Australian economy, these industries contribute in their own right as well as through other industry areas because their skills underpin growth in the other industries. Cultural industries support Australian business through a range of essential and innovative services. Like many of the creative industries, the visual arts, craft and design industry in Australia is characterised by the diversity of ways in which practitioners apply their skills.

1.3 AQF VET qualifications available in the Visual Arts, Craft and Design VET CEC

The Visual Arts, Craft and Design VET CEC is based on qualifications and units of competency contained in the nationally endorsed *Visual Arts, Craft and Design Training Package (CUV11)*.

The AQF VET qualifications available in the Visual Arts, Craft and Design VET CEC are:

- Certificate II in Visual Arts (CUV20111)
- Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20211)¹
- Statement of Attainment towards Certificate III in Visual Arts (CUV30111)
- Certificate III in Design Fundamentals (CUV30311).

¹ ‘The local cultural knowledge necessary to achieve some of the units of competency in this qualification may only be accessible to Aboriginal or Torres Strait Islander people. Any organisation or individual planning to offer this qualification would be expected to work closely with the local Aboriginal or Torres Strait Islander community, for example through establishing a local Aboriginal or Torres Strait Islander reference group.’ DEEWR, 2011, *Visual Arts, Crafts and Design Training Package (CUV11)*.

1.4 AQF VET qualification and HSC VET course completion requirements

The requirements for the completion of an AQF VET qualification are different to the requirements for HSC VET course completion. Registered Training Organisations (RTOs) need to ensure that delivery of courses meets HSC course requirements and complies with Training Package rules.

1.4.1 AQF VET qualification requirements

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV11)*. A qualified assessor must conduct the assessment.

AQF VET qualifications are determined by the qualification rules for each Training Package, referred to as *qualification packaging rules*. The qualification packaging rules describe the number and range of **core** and **elective** units of competency required for eligibility for an AQF VET qualification.

Qualification packaging rules for each AQF VET qualification available through the Visual Arts, Craft and Design VET CEC are contained in the *Visual Arts, Craft and Design Training Package (CUV11)* at <http://training.gov.au> and Section 5 of this document. Table 4 (Section 5) lists the status of each unit of competency from the Visual Arts, Craft and Design HSC courses in relation to the qualifications available through this VET CEC.

Students may be eligible for the AQF VET qualification as a result of meeting the requirements of the packaging rules for that qualification prior to completing all HSC VET course requirements.

1.4.2 HSC VET course requirements

HSC VET courses in the Visual Arts, Craft and Design VET CEC are made up of:

- units of competency
 - HSC **mandatory** units of competency
 - HSC **elective** units of competency
- HSC outcomes and content
- HSC work placement requirements.

For a student to be considered to have satisfactorily completed a course in the Visual Arts, Craft and Design VET CEC they must meet the:

- HSC VET course requirements described in each HSC course structure in the VET CEC (refer to Sections 2.2–2.7 of this document)
- requirements for satisfactory course completion (refer to the Board's [Assessment Certification Examination \(ACE\) website](#)) – there must be sufficient evidence that the student has:
 - followed the course developed by the Board
 - applied themselves with diligence and sustained effort to the set tasks and experiences provided in the course
 - achieved some or all of the course outcomes.

HSC elective units of competency should be selected to meet qualification packaging rules for the intended qualification pathway. Selection of units of competency should also be guided by the job outcome sought and local industry requirements.

1.5 HSC VET course delivery

HSC VET courses can only be delivered by a Registered Training Organisation (RTO) with the relevant qualification and units of competency on their scope of registration. These can include:

- schools and colleges as part of school system RTOs
- TAFE NSW institutes
- other RTOs on behalf of schools and colleges.

Information about the delivery of VET courses for the HSC by RTOs other than schools and colleges as part of school system RTOs or TAFE NSW colleges are contained on the Board of Studies [Assessment Certification Examination \(ACE\) website](#).

Non-government schools also need to refer to the *Registered and Accredited Individual Non-government Schools (NSW) Manual* or the *Registration Systems and Member Non-government Schools (NSW) Manual*, both of which are available on the Board's website (www.boardofstudies.nsw.edu.au/manuals/#regaccreditsystemsmanuals).

RTOs offering training programs for the delivery and assessment of HSC Visual Arts, Craft and Design courses must meet the requirements of the:

- VET Quality Framework
- *Visual Arts, Craft and Design Training Package (CUV11)*
- HSC course.

The units of competency that can be delivered and assessed are determined by the scope of the registration of each RTO. **Teachers and trainers should check their accreditation and their RTO's scope of registration before determining which units of competency are to be included in their teaching and assessment programs. School or college principals should seek documentary evidence of the scope of any external RTO delivering an HSC VET course.** Scope of registration can be checked at <http://training.gov.au>.

1.6 Outcomes and content

The HSC outcomes and content for this VET CEC are defined in the units of competency (refer to Section 2 of this document).

2 Course structures

2.1 Visual Arts, Craft and Design HSC VET courses

This VET CEC specifies the range of industry-developed units of competency from the *Visual Arts, Craft and Design Training Package (CUV11)* for inclusion in the HSC. It describes how these units of competency are arranged in HSC VET courses to gain unit credit for the HSC.

The Visual Arts, Craft and Design VET CEC contains the following courses:

- Visual Arts and Contemporary Craft (120 indicative hours) – see Section 2.2 of this document
- Visual Arts and Contemporary Craft (240 indicative hours) – see Section 2.3 of this document
- Design Fundamentals (120 indicative hours) – see Section 2.4 of this document
- Design Fundamentals (240 indicative hours) – see Section 2.5 of this document
- Design Fundamentals Specialisation Study (60 indicative hours) – see Section 2.6 of this document.

Students can undertake the Visual Arts and Contemporary Craft (120 indicative hours) course or the Visual Arts and Contemporary Craft (240 indicative hours) course and/or the Design Fundamentals (120 indicative hours) course or Design Fundamentals (240 indicative hours) course.

In addition students undertaking the Design Fundamentals (240 indicative hours) course can access the Design Fundamentals Specialisation Study (60 indicative hours) course.

HSC VET courses and units of competency in the Visual Arts, Craft and Design VET CEC are detailed in Section 2 of this document.

2.1.1 Preliminary and HSC unit credit

To facilitate flexibility of VET in the HSC, courses in the Visual Arts, Craft and Design VET CEC may be delivered as Preliminary units, as HSC units or as a combination of Preliminary and HSC units.

Table 1 HSC credit units for Visual Arts, Craft and Design HSC courses

HSC VET course	HSC credit units
Visual Arts and Contemporary Craft (120 indicative hours)	2U
Visual Arts and Contemporary Craft (240 indicative hours)	4U
Design Fundamentals (120 indicative hours)	2U
Design Fundamentals (240 indicative hours)	4U
Design Fundamentals Specialisation Study (60 indicative hours)	1U

The HSC credit units will be allocated to students' Preliminary and/or HSC patterns of study as required.

The pattern of study (BOS course number) entered on *Schools Online (Administration)* should reflect the delivery of the HSC VET course over successive years. For example, delivery of the 240 HSC indicative hour course over two years should be entered as 2U x 2 years. Students will be credentialled for the HSC credit units entered each calendar year, provided they have satisfactorily completed the course requirements for that calendar year as determined by the school, college or RTO.

2.1.2 Units of competency

Courses for the Visual Arts, Craft and Design VET CEC are based on units of competency from the *Visual Arts, Craft and Design Training Package (CUV11)*. The units of competency available in this VET CEC are listed in Section 2 of this document.

Each HSC VET course indicates whether a unit of competency is mandatory or elective for that course (refer to Sections 2.2–2.7 of this document).

Allocation of HSC indicative hours of credit

Units of competency drawn from Training Packages are not defined in terms of duration. The amount of time required by individual students to achieve competency will vary according to their aptitude and experience. Where a training program is designed for delivery by an RTO, the RTO will specify the length of the training program according to the delivery strategies and/or curriculum resources chosen.

However, for the purposes of the HSC, VET courses must be described in terms of their indicative hours. For this reason, indicative hours for unit credit towards the HSC have been assigned to each unit of competency in the VET CEC. It is emphasised that the assignment of indicative hours does not imply that all students will fulfil all requirements of a unit of competency within these hours. RTOs may determine that additional or fewer hours are required for the achievement of particular competencies. However, this does not alter the HSC indicative hours allocated, only the delivery hours.

Students may need to spend additional time practising skills in a work environment and in completing projects and assignments in order to fulfil Training Package assessment requirements.

The HSC indicative hours assigned to each unit of competency included in the Visual Arts, Craft and Design VET CEC for the purpose of unit credit towards the HSC are listed in Section 2 of this document.

2.1.3 Work placement requirements

Work placement is strongly recommended within this VET CEC and appropriate hours have been assigned to each HSC VET course according to the AQF VET qualification being undertaken.

Learning in the workplace will enable students to:

- progress towards the achievement of industry competencies
- develop appropriate attitudes towards work

- learn a range of behaviours appropriate to the industry
- practise and apply skills acquired in the classroom or workshop
- develop additional skills and knowledge, including employability skills.

It is strongly recommended that students complete the following work placement for Visual Arts, Craft and Design VET CEC courses:

Table 2 Minimum work placement hours recommended for Visual Arts, Craft and Design HSC courses

Visual Arts, Craft and Design VET CEC course	Recommended work placement
Visual Arts and Contemporary Craft (120 indicative hours)	–
Visual Arts and Contemporary Craft (240 indicative hours)	70 hours
Design Fundamentals (120 indicative hours)	–
Design Fundamentals (240 indicative hours)	70 hours
Design Fundamentals Specialisation Study (60 indicative hours)	No additional work placement required

Further information and advice on the implementation of work placement are contained in policy statements or guidelines available from the relevant school system or RTO.

Under some circumstances, students' part-time work in an appropriate workplace may be used to fulfil work placement requirements. For further details, teachers and principals should consult the [Assessment Certification Examination \(ACE\) website](#) or relevant Board of Studies Official Notices.

2.2 Visual Arts and Contemporary Craft (120 indicative hours)

AQF VET qualification

Depending on the selection and achievement of units of competency, the possible qualification outcomes for the Visual Arts and Contemporary Craft (120 indicative hours) course are:

- Statement of Attainment towards Certificate II in Visual Arts (CUV20111)
- Statement of Attainment towards Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20211).²

Course requirements

- Students must attempt:
 - **ONE** HSC mandatory unit of competency

Unit code and title	HSC indicative hours of credit
BSBOHS201A Participate in OHS processes	15
Total HSC indicative hours for mandatory units of competency	15

- **AND** units of competency to a minimum value of **105 HSC indicative hours** from Visual Arts and Contemporary Craft (240 indicative hours) (Section 2.3) and/or the HSC elective pool (Table 3, Section 2.7).

Table 4 (Section 5) lists the status of each unit of competency from the Visual Arts, Craft and Design HSC courses in relation to the qualifications available through this VET CEC.

Exclusions

- Visual Arts and Contemporary Craft (240 indicative hours).
- Students undertaking a *Visual Arts and Contemporary Craft* course and a *Design Fundamentals* course should choose different elective units of competency where possible to meet qualification outcomes.
- Students undertaking a *Visual Arts and Contemporary Craft* and a *Fashion Design and Technology* and/or *Fashion Visualisation* course should choose elective units of competency other than those in the Fashion design category (Section 2.7) to meet qualification outcomes.

² ‘The local cultural knowledge necessary to achieve some of the units of competency in this qualification may only be accessible to Aboriginal or Torres Strait Islander people. Any organisation or individual planning to offer this qualification would be expected to work closely with the local Aboriginal or Torres Strait Islander community, for example through establishing a local Aboriginal or Torres Strait Islander reference group.’ DEEWR, 2011, *Visual Arts, Crafts and Design Training Package (CUV11)*, Volume 1.

- A number of Board Developed HSC courses include a requirement for the development of project work for either internal or external assessment. Projects or products developed as part of HSC VET courses are not to be used either in full or in part for assessment in any other HSC course.

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online (Administration) entry advice
Visual Arts and Contemporary Craft (120 hours)	2 units x 1 year	43425	Enter this course number in either Preliminary (Year 11) or HSC (Year 12)

2.3 Visual Arts and Contemporary Craft (240 indicative hours)

AQF VET qualification

Depending on the selection and achievement of units of competency, the possible qualification outcomes for the Visual Arts and Contemporary Craft (240 indicative hours) course are:

- Certificate II in Visual Arts (CUV20111)
- Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20211)³
- Statement of Attainment towards Certificate III in Visual Arts (CUV30111).

Course requirements

- Students must attempt:
 - **TWO** HSC mandatory units of competency

Unit code and title	HSC indicative hours of credit
BSBOHS201A Participate in OHS processes	15
and	
CUVPRP201A Make simple creative work	20
or	
CUVPRP301A Produce creative work	25
Total HSC indicative hours for mandatory units of competency	35–40

- **AND** units of competency from the HSC elective pool (Table 3, Section 2.7) to bring course total to a minimum of **240 HSC indicative hours**.

Table 4 (Section 5) lists the status of each unit of competency from the Visual Arts, Craft and Design HSC courses in relation to the qualifications available through this VET CEC.

- It is strongly recommended that students complete a minimum of 70 hours of work placement (see Section 2.1.3 of this document).

³ ‘The local cultural knowledge necessary to achieve some of the units of competency in this qualification may only be accessible to Aboriginal or Torres Strait Islander people. Any organisation or individual planning to offer this qualification would be expected to work closely with the local Aboriginal or Torres Strait Islander community, for example through establishing a local Aboriginal or Torres Strait Islander reference group.’ DEEWR, 2011, *Visual Arts, Crafts and Design Training Package (CUV11)*, Volume 1.

Exclusions

- Visual Arts and Contemporary Craft (120 indicative hours).
- Students undertaking a *Visual Arts and Contemporary Craft* course and a *Design Fundamentals* course should choose different elective units of competency where possible to meet qualification outcomes.
- Students undertaking a *Visual Arts and Contemporary Craft* and a *Fashion Design and Technology* and/or *Fashion Visualisation* course should choose elective units of competency other than those in the Fashion design category (Section 2.7) to meet qualification outcomes.
- A number of Board Developed HSC courses include a requirement for the development of project work for either internal or external assessment. Projects or products developed as part of HSC VET courses are not to be used either in full or in part for assessment in any other HSC course.

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online (Administration) entry advice
Visual Arts and Contemporary Craft (240 hours)	2 units x 2 years	43426	Enter this course number in both Preliminary (Year 11) and HSC (Year 12)
	or		
	4 units x 1 year	43435	Enter this course number in either Preliminary (Year 11) or HSC (Year 12)

The pattern of study entered should reflect the delivery of the course over successive years. Students will be credentialled for the HSC unit credit entered each calendar year provided they have satisfactorily completed the course requirements for that calendar year as determined by the school or college or RTO.

2.4 Design Fundamentals (120 indicative hours)

AQF VET qualification

Depending on the selection and achievement of units of competency, the possible qualification outcome for the Design Fundamentals (120 indicative hours) course is:

- Statement of Attainment towards Certificate III in Design Fundamentals (CUV30311).

Course requirements

- Students must attempt:
 - **ONE** HSC mandatory unit of competency

Unit code and title	HSC indicative hours of credit
BSBOHS201A Participate in OHS processes	15
Total HSC indicative hours for mandatory units of competency	15

- **AND** units of competency to a minimum value of **105 HSC indicative hours** from the HSC elective pool (Table 3, Section 2.7).

Table 4 (Section 5) lists the status of each unit of competency from the Visual Arts, Craft and Design HSC courses in relation to the qualifications available through this VET CEC.

Exclusions

- Design Fundamentals (240 indicative hours).
- Students undertaking a *Visual Arts and Contemporary Craft* course and a *Design Fundamentals* course should choose different elective units of competency where possible to meet qualification outcomes.
- Students undertaking a *Design Fundamentals* course and a *Fashion Design and Technology* and/or *Fashion Visualisation* course should choose elective units of competency other than those in the Fashion design category (Section 2.7) to meet qualification outcomes.
- A number of Board Developed HSC courses include a requirement for the development of project work for either internal or external assessment. Projects or products developed as part of HSC VET courses are not to be used either in full or in part for assessment in any other HSC course.

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online (Administration) entry advice
Design Fundamentals (120 hours)	2 units x 1 year	43741	Enter this course number in either Preliminary (Year 11) or HSC (Year 12)

2.5 Design Fundamentals (240 indicative hours)

AQF VET qualification

Depending on the selection and achievement of units of competency, the possible qualification outcome for the Design Fundamentals (240 indicative hours) course is:

- Certificate III in Design Fundamentals (CUV30311).

Course requirements

- Students must attempt:
 - **ONE** HSC mandatory unit of competency

Unit code and title	HSC indicative hours of credit
BSBOHS201A Participate in OHS processes	15
Total HSC indicative hours for mandatory units of competency	15

- **AND** units of competency to a minimum value of **225 HSC indicative hours** from the HSC elective pool (Table 3, Section 2.7).

Table 4 (Section 5) lists the status of each unit of competency from the Visual Arts, Craft and Design HSC courses in relation to the qualifications available through this VET CEC.

- It is strongly recommended that students complete a minimum of 70 hours of work placement (see Section 2.1.3 of this document).

Exclusions

- Design Fundamentals (120 indicative hours).
- Students undertaking a *Visual Arts and Contemporary Craft* course and a *Design Fundamentals* course should choose different elective units of competency where possible to meet qualification outcomes.
- Students undertaking a *Design Fundamentals* course and a *Fashion Design and Technology* and/or *Fashion Visualisation* course should choose elective units of competency other than those in the Fashion design category (Section 2.7) to meet qualification outcomes.
- A number of Board Developed HSC courses include a requirement for the development of project work for either internal or external assessment. Projects or products developed as part of HSC VET courses are not to be used either in full or in part for assessment in any other HSC course.

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online (Administration) entry advice
Design Fundamentals (240 hours)	2 units x 2 years	43742	Enter this course number in both Preliminary (Year 11) and HSC (Year 12)
	or		
	4 units x 1 year	43743	Enter this course number in either Preliminary (Year 11) or HSC (Year 12)

The pattern of study entered should reflect the delivery of the course over successive years. Students will be credentialled for the HSC unit credit entered each calendar year provided they have satisfactorily completed the course requirements for that calendar year as determined by the school or college or RTO.

2.6 Design Fundamentals Specialisation Study (60 indicative hours)

AQF VET qualification

Depending on the selection and achievement of units of competency, the possible qualification outcome for the Design Fundamentals Specialisation Study (60 indicative hours) course is:

- Certificate III in Design Fundamentals (CUV30311).

Course eligibility

The Design Fundamentals Specialisation Study is only available to students who are currently entered in, or have completed, the Design Fundamentals (240 indicative hours) course.

Course requirements

- Students must attempt units of competency not previously attempted to a minimum value of 60 HSC indicative hours from Table 3 (Section 2.7).

Exclusions

- Students undertaking a *Visual Arts and Contemporary Craft* course and a *Design Fundamentals* course should choose different elective units of competency where possible to meet qualification outcomes.
- Students undertaking a *Design Fundamentals* course and a *Fashion Design and Technology* and/or *Fashion Visualisation* course should choose elective units of competency other than those in the Fashion design category (Section 2.7) to meet qualification outcomes.
- A number of Board Developed HSC courses include a requirement for the development of project work for either internal or external assessment. Projects or products developed as part of HSC VET courses are not to be used either in full or in part for assessment in any other HSC course.

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online (Administration) entry advice
Design Fundamentals Specialisation Study (60 hours)	1 unit x 1 year	43746	Enter this course number in either Preliminary (Year 11) or HSC (Year 12)

2.7 Visual Arts, Craft and Design units of competency

Details of units of competency listed in Table 3 are available in the *Visual Arts, Craft and Design Training Package (CUV11)* at <http://training.gov.au>.

Table 3 HSC elective pool – units of competency

Unit code and title	HSC indicative hours of credit
Aboriginal and Torres Strait Islander cultural arts	
CUVATS101A Develop understanding of own Aboriginal or Torres Strait Islander identity	30
Art, craft and design	
CUVACD101A Use basic drawing techniques	15
CUVACD201A Develop drawing skills to communicate ideas	20
CUVACD301A Produce drawings to communicate ideas	30
CUVACD302A Produce computer-aided drawings	35
CUVACD303A Produce technical drawings	35
CUVACD304A Make scale models	25
Copyright and IP	
CUFCMP301A Implement copyright arrangements	10
Creative thinking	
BSBCRT101A Apply critical thinking techniques	10
BSBCRT301A Develop and extend critical and creative thinking skills	20
Design	
BSBDES201A Follow a design process	20
BSBDES202A Evaluate the nature of design in a specific industry context	15
BSBDES301A Explore the use of colour	20
BSBDES302A Explore and apply the creative design process to 2D forms	25
BSBDES303A Explore and apply the creative design process to 3D forms	25
BSBDES304A Source and apply design industry knowledge	20
BSBDES305A Source and apply information on the history and theory of design	20
Digital media	
CUFDIG201A Maintain interactive content	15
CUFDIG301A Prepare video assets	20
CUFDIG302A Author interactive sequences	20
CUFDIG304A Create visual design components	20

Table 3 cont/d

Unit code and title	HSC indicative hours of credit
Diversity	
BSBDIV301A Work effectively with diversity	15
Fashion design	
LMTFD2001B Design and produce a simple garment	25
LMTFD2002B Apply printing techniques to produce indigenous textile designs Prerequisite: LMTCL2003B	20
LMTFD2003B Apply dyeing techniques to produce indigenous textile designs Prerequisite: LMTCL2003B	20
LMTFD2004B Work within an indigenous cultural framework	25
LMTFD2005B Identify design process for fashion designs	20
LMTFD3001B Market design product to local outlets	20
LMTFD3002B Design and produce indigenous printed textiles to a brief Prerequisite: LMTFD2002B LMTFD2003B LMTFD2004B	30
LMTFD3003B Prepare design concept for a simple garment Prerequisite: LMTCL2011B LMTFD2005B	20
LMTFD3004B Draw a trade drawing for fashion design	20
Financial administration	
BSBFIA301A Maintain financial records	30
General administration	
BSBADM311A Maintain business resources	15
BSBWOR204A Use business technology	15
Graphic design	
CUVGRD301A Prepare files for publication	25
CUVGRD302A Use typography techniques	20
Industry capability	
CUFIND201A Develop and apply creative arts industry knowledge	20
CUSIND302A Plan a career in the creative arts industry	15
Information technology	
BSBITU101A Operate a personal computer	5
BSBITU102A Develop keyboard skills	15
BSBITU201A Produce simple word processed documents	20
BSBITU203A Communicate electronically	15

Table 3 cont/d

Unit code and title	HSC indicative hours of credit
Information technology cont/d	
BSBITU302B Create electronic presentations	20
BSBITU309A Produce desktop published documents	25
ICAICT203A Operate application software packages	20
ICAICT204A Operate a digital media technology package	15
ICAICT308A Use advanced features of computer applications	30
Innovation	
BSBINN201A Contribute to workplace innovation	15
BSBINN301A Promote innovation in a team environment	30
Micro business	
BSBSMB201A Identify suitability for micro business	30
BSBSMB301A Investigate micro business opportunities	30
Photo imaging	
CUFDIG303A Produce and prepare photo images	15
CUVPHI302A Capture photographic images	20
Pre-press	
ICPPP221C Select and apply type	40
ICPPP224C Produce pages using a page layout application	25
ICPPP322C Digitise images for reproduction	20
Professional practice	
CUVPRP202A Participate in planning work for nominated sites	15
CUVPRP203A Store finished creative work	5
CUVPRP301A Produce creative work	25
CUVPRP302A Document the work progress	10
CUVPRP303A Select and prepare creative work for exhibition	10
Research	
CUVRES201A Source and use information relevant to own arts practice	15
CUVRES301A Apply knowledge of history and theory to own arts practice	20
Sustainability	
BSBSUS201A Participate in environmentally sustainable work practices	15

Table 3 cont/d

Unit code and title	HSC indicative hours of credit
Visual communication	
<u>CUFANM301A Create 2D digital animations</u>	30
<u>CUFANM302A Create 3D digital animations</u>	40
<u>CUFANM303A Create 3D digital models</u>	30
<u>CUVCER201A Develop ceramic skills</u>	25
<u>CUVCER301A Produce ceramics</u>	25
<u>CUVDIG201A Develop digital imaging skills</u>	20
<u>CUVDIG202A Develop video art skills</u>	25
<u>CUVDIG301A Produce digital images</u>	25
<u>CUVDIG302A Produce video art</u>	25
<u>CUVDRA201A Develop drawing skills</u>	25
<u>CUVDRA301A Produce drawings</u>	25
<u>CUVGLA201A Develop glassworking skills</u>	25
<u>CUVGLA301A Produce glasswork</u>	25
<u>CUVJWL201A Develop jewellery-making skills</u>	25
<u>CUVPAI201A Develop painting skills</u>	25
<u>CUVPAI301A Produce paintings</u>	25
<u>CUVPHI302A Capture photographic images</u>	20
<u>CUVPHI304A Process colour materials in a wet darkroom context</u>	25
<u>CUVPHI305A Use wet darkroom techniques to produce monochrome photographs</u>	25
<u>CUVPRI201A Develop printmaking skills</u>	25
<u>CUVPRI301A Produce prints</u>	25
<u>CUVSCU201A Develop sculptural skills</u>	25
<u>CUVSCU301A Produce sculpture</u>	25
<u>CUVTEX201A Develop skills in textile work</u>	25
<u>CUVTEX301A Produce textile work</u>	25
<u>CUVWOO201A Develop woodworking skills</u>	25
<u>CUVWOO301A Produce wood objects</u>	25
<u>LMFCR0003B Carry out measurements and calculations</u>	20

Table 3 cont/d

Unit code and title	HSC indicative hours of credit
Workplace effectiveness	
BSBWOR202A Organise and complete daily work activities	15
BSBWOR203A Work effectively with others	15
BSBWOR301A Organise personal work priorities and development	20
CUECOR01C Manage own work and learning	5
CUECOR02C Work with others	15
Writing	
BSBWRT301A Write simple documents	20
CUFWRT301A Write content for a range of media	20
CUFWRT302A Write simple stories	20
Imported units of competency contained in CUV11	
LMFID3002A Source and specify decoration products	25
Other imported units of competency	
LMFID3005A Style a retail display	30
LMTCL2003B Identify fibres and fabrics	20
LMTCL2011B Draw and interpret a basic sketch	20
SIRXMER201 Merchandise products	20
SIRXMER202 Plan, create and maintain displays	15

3 Assessment requirements and advice

Assessment is the process of gathering information and making judgements about student achievement for a variety of purposes. In the HSC, those purposes include:

- assisting student learning
- evaluating and improving teaching and learning programs
- providing evidence of satisfactory achievement
- providing HSC results.

For HSC VET courses, they also include:

- confirming whether an individual can perform to the standards expected in the workplace, as expressed in the relevant endorsed unit of competency
- determining eligibility for AQF VET qualifications.

3.1 Competency-based assessment

The courses in the Visual Arts, Craft and Design VET CEC are competency-based courses. The Board of Studies and the VET Quality Framework require that a competency-based approach to assessment is used. Assessment must meet the requirements of the *Visual Arts, Craft and Design Training Package (CUV11)*.

In a competency-based course, assessment of competencies is standards-referenced. This means that a participant's performance is judged against a prescribed standard contained in each unit of competency, not against the performance of other participants.

The purpose of assessment is to judge competence on the basis of the performance criteria set out under each element of competency. A participant is judged either 'competent' or 'not yet competent'. This judgement is made on the basis of a range of evidence, which may be in a variety of forms.

Competency-based assessment focuses on the requirements of the workplace. Competence incorporates all aspects of work performance, including problem-solving and the capacity to apply knowledge and skills in both familiar and new situations. Assessment of competence involves the assessment of skills and knowledge combined.

It is not necessary, nor is it desirable, for individual performance criteria to be demonstrated separately for assessment purposes. Rather, **assessors should adopt an integrated or holistic approach to assessment**. This means that a number of elements of competency or even several units of competency are assessed together. This method of assessment is strongly recommended because the concept of competency involves the integration of a wide range of skills, knowledge and attitudes.

The evidence guide in a unit of competency identifies the specific skills and knowledge required to demonstrate achievement of the unit of competency.

3.2 Training Package requirements

To achieve an AQF VET Certificate or Statement of Attainment, a student or worker must be assessed as competent according to the requirements set out in the national Training Package.

A qualified assessor under the auspices of the RTO that is to issue the qualification must conduct the assessment.

3.2.1 Assessment guidelines

The assessment guidelines of a Training Package are part of the mandatory components of the package.

The role of the assessment guidelines is to set out principles and provide guidance that ensure fair, valid and consistent assessment.

The full text of the assessment guidelines and units of competency is included in the *Visual Arts, Craft and Design Training Package (CUV11)* available at <http://training.gov.au>.

In addition to the assessment guidelines, the Training Package contains an evidence guide for the assessment of each unit of competency in courses in the VET CEC.

3.2.2 Using qualified assessors

The Training Package specifies that a qualified assessor must conduct the assessment.

The VET Quality Framework specifies mandatory competency requirements for assessors. Standard SNR15 from the *Standards for NVR Registered Training Organisations* is as follows:

- 15.4 Training and assessment is delivered by trainers and assessors who:
- a) have the necessary training and assessment competencies as determined by the National Quality Council or its successors; and
 - b) have the relevant vocational competencies at least to the level being delivered or assessed; and
 - c) can demonstrate current industry skills directly relevant to the training/assessment being undertaken; and
 - d) continue to develop their vocational education and training (VET) knowledge and skills as well as their industry currency and trainer/assessor competence.

All assessors who are engaged in assessing units of competency from the Visual Arts, Craft and Design Training Package must be either:

- employed by an RTO
- OR
- acting under the registration of an RTO (for example, a teacher working at a delivery site of a school sector RTO).

4 Other important information

4.1 Recognition of Prior Learning (RPL) and credit transfer within VET courses

Students undertaking HSC courses in the Visual Arts, Craft and Design VET CEC may already hold units of competency or have current knowledge, skills and experience relevant to the units of competency in the courses.

Students can be granted credit (RPL or credit transfer) for:

- units of competency within AQF VET qualifications
- HSC VET course outcomes and content as defined by the indicative hour requirements of HSC VET courses
- work placement requirements.

The RPL requirements of the VET Quality Framework and the Board of Studies must be met.

Further information about the arrangements for RPL and credit transfer within VET courses, including processes, application forms and examples of possible scenarios, is available on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/rpl.html.

4.2 Students with special education needs

Courses in the Visual Arts, Craft and Design VET CEC are available to all students.

Students with special education needs may access:

- all courses in the Visual Arts, Craft and Design VET CEC under regular course arrangements
- OR**
- units of competency selected through the collaborative curriculum planning process from the relevant course units of competency detailed in Section 2 of this document.

It is recommended that the collaborative curriculum planning should prioritise units of competency that provide essential foundation skills for employment in the visual arts, craft and design industries and work towards the achievement of an AQF VET Certificate.

Work placement

It is strongly recommended that students with special education needs undertake the minimum work placement requirements for courses in the Visual Arts, Craft and Design VET CEC, described in Section 2.1.3 of this document.

Assessment

Students with special education needs are subject to the assessment requirements detailed in Section 3 of this document. Some students may require adjustments to assessment strategies as well as additional time to demonstrate the required level of competence.

AQF VET qualifications

Eligibility for AQF VET qualifications is the same for all students. To receive AQF VET qualifications, students with special education needs must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV11)*. A qualified assessor must conduct the assessment.

Further information

Further advice on VET courses for students with special education needs is contained in the *VET Courses and Students with Special Education Needs* fact sheet. This document is available on the Board's website at

www.boardofstudies.nsw.edu.au/special_ed/faq_11_12.html.

4.3 Access by students in Years 9 and 10 (Stage 5)

In certain circumstances students in Years 9 and 10 may access HSC VET course(s). Further information is available on the Board of Studies website at

www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html.

For further advice contact your school system and/or RTO.

5 Minimum requirements for AQF VET qualifications

The following pages outline the qualification packaging rules for the AQF VET qualifications available in this VET CEC. This information is reproduced directly from the *Visual Arts, Craft and Design Training Package (CUV11)*. It is included so that the minimum requirements for achieving the industry qualifications are clear. Students who meet these requirements will be eligible for the relevant AQF VET Certificate, whether or not they have met the additional requirements of the HSC course.

Please note: Only the shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 2.

CUV20111 Certificate II in Visual Arts

Description

This qualification allows learners to develop the basic creative and technical skills that underpin visual arts and craft practice. It is suitable for delivery in schools and local communities. There are no direct job outcomes from this qualification.

Pathways Information

Pathways into the qualification

People may enter this qualification with limited or no vocational experience and without a relevant lower level qualification.

Pathways from the qualification

After achieving this qualification, people could progress to a wide range of other qualifications in visual arts and craft, or the creative industries more broadly.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Entry Requirements

There are no entry requirements for this qualification.

Packaging Rules

Total number of units = 9

4 core units *plus*

5 elective units

The elective units consist of:

- up to 5 from the list of elective units below
- up to 5 from Certificate II or above in any currently endorsed Training Package
- 1 from an accredited course at Certificate I, II or III.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBOHS201A	Participate in OHS processes
CUVACD101A	Use basic drawing techniques
CUVPRP201A	Make simple creative work
CUVRES201A	Source and use information relevant to own arts practice

Electives units

Aboriginal and Torres Strait Islander cultural arts

CULMS001B	Work with Aboriginal or Torres Strait Islander cultural material
CUVATS101A	Develop understanding of own Aboriginal or Torres Strait Islander identity
LMTFD2004B	Work within an indigenous cultural framework

Creative thinking

BSBCRT101A	Apply critical thinking techniques
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Design

BSBDES201A	Follow a design process
BSBDES202A	Evaluate the nature of design in a specific industry context

Information technology

BSBITU101A	Operate a personal computer
BSBITU102A	Develop keyboard skills
BSBITU201A	Produce simple word processed documents
BSBITU203A	Communicate electronically
ICAICT204A	Operate a digital media technology package

Industry capability

CUFIND201A	Develop and apply creative arts industry knowledge
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Innovation

BSBINN201A	Contribute to workplace innovation
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Micro business

BSBSMB201A	Identify suitability for micro business
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Professional practice

CUVPRP202A	Participate in planning work for nominated sites
CUVPRP203A	Store finished creative work

Sustainability

BSBSUS201A	Participate in environmentally sustainable work practices
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Visual communication

CUVCER201A	Develop ceramic skills
CUVDIG201A	Develop digital imaging skills

CUVDIG202A	Develop video art skills
CUVDRA201A	Develop drawing skills
CUVGLA201A	Develop glassworking skills
CUVJWL201A	Develop jewellery-making skills
CUVPAI201A	Develop painting skills
CUVPRI201A	Develop printmaking skills
CUVSCU201A	Develop sculptural skills
CUVTEX201A	Develop skills in textile work
CUVWOO201A	Develop woodworking skills
LMFCR0003B	Carry out measurements and calculations
LMFGG2001B	Use glass and glazing sector hand and power tools
LMFGG3007B	Form glass
LMFPF1001B	Frame a simple artwork
LMFPF2007B	Assemble artwork package (basic)
LMFSL3003A	Fire glass
LMTFD2001B	Design and produce a simple garment
LMTFD2002B*	Apply printing techniques to produce indigenous textile designs
LMTFD2003B*	Apply dyeing techniques to produce indigenous textile designs
MSAPCII295A	Operate manufacturing equipment
MSAPCII296A	Make a small furniture item from timber
MSAPCII297A	Make an object from cloth using an existing pattern
MSAPCII298A	Make an object from metal
MSAPCII299A	Make an object from plastic
MSATCM305A	Demonstrate basic knowledge of casting operations
PMC552020C	Operate slip casting equipment
PMC552024C	Hand mould products
Workplace effectiveness	
BSBWOR202A	Organise and complete daily work activities
BSBWOR203A	Work effectively with others
BSBWOR204A	Use business technology

* Note the following prerequisite unit requirement.

Unit code and title	Prerequisite unit required
LMTFD2002B Apply printing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics
LMTFD2003B Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on packaging options.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • liaising with people from arts organisations • passing on key safety information to colleagues • collecting information to develop an idea for own work • talking about ideas with others
Teamwork	<ul style="list-style-type: none"> • checking safety procedures with other team members • obtaining feedback on concepts
Problem-solving	<ul style="list-style-type: none"> • adjusting work practices to suit particular contexts • identifying safety issues and reporting them to appropriate person • refining ideas to incorporate feedback from others • identifying action to be taken for simple problems
Initiative and enterprise	<ul style="list-style-type: none"> • developing ideas from a range of information sources
Planning and organising	<ul style="list-style-type: none"> • collecting information to develop an idea for own work • organising work tasks to ensure safety • preparing work for storage and storing it appropriately • identifying the steps and resources required to produce the proposed work
Self-management	<ul style="list-style-type: none"> • following workplace procedures, particularly in relation to OHS • maintaining personal safety standards
Learning	<ul style="list-style-type: none"> • keeping up-to-date with industry developments • improving technical skills through practice
Technology	<ul style="list-style-type: none"> • using the internet for sourcing information • using tools to make creative work

Please note: Only the shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 2.

CUV20211 Certificate II in Aboriginal or Torres Strait Islander Cultural Arts

Description

This qualification allows learners to develop the basic art-making skills that underpin visual arts and craft practice. The qualification is suitable for VET in schools programs.

The local cultural knowledge necessary to achieve some of the units of competency in this qualification may only be accessible to Aboriginal or Torres Strait Islander people. Any organisation or individual planning to offer this qualification would be expected to work closely with the local Aboriginal or Torres Strait Islander community, for example through establishing a local Aboriginal or Torres Strait Islander reference group.

Pathways Information

Pathways into the qualification

People may enter this qualification with limited or no vocational experience and without a relevant lower level qualification.

Pathways from the qualification

After achieving this qualification, people could progress to a wide range of other qualifications in visual arts and craft or the creative industries more broadly.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Entry Requirements

There are no entry requirements for this qualification.

Packaging Rules

Total number of units = 10

5 core units *plus*

5 elective units

The elective units consist of:

- up to 5 from the list of elective units below
- up to 5 from Certificate II or above in any currently endorsed Training Package
- 1 from an accredited course at Certificate I, II or III.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBOHS201A	Participate in OHS processes
CUVACD101A	Use basic drawing techniques
CUVATS101A	Develop understanding of own Aboriginal or Torres Strait Islander identity
CUVPRP201A	Make simple creative work
CUVRES201A	Source and use information relevant to own arts practice

Electives units

Aboriginal and Torres Strait Islander cultural arts

CULMS001B	Work with Aboriginal or Torres Strait Islander cultural material
LMTFD2004B	Work within an indigenous cultural framework

Creative thinking

BSBCRT101A	Apply critical thinking techniques
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Dance

CUADAN201A	Develop basic dance techniques
CUADAN204A	Perform basic Aboriginal and Torres Strait Islander dance technique
CUAOHS101A	Follow basic safe dance practices

Design

BSBDES201A	Follow a design process
BSBDES202A	Evaluate the nature of design in a specific industry context

Information technology

BSBITU101A	Operate a personal computer
BSBITU102A	Develop keyboard skills
BSBITU201A	Produce simple word processed documents
BSBITU203A	Communicate electronically

Micro business

BSBSMB201A	Identify suitability for micro business
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Sustainability

BSBSUS201A	Participate in environmentally sustainable work practices
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Industry capability

CUFIND201A	Develop and apply creative arts industry knowledge
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Innovation

BSBINN201A	Contribute to workplace innovation
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Professional practice

CUVPRP202A	Participate in planning work for nominated sites
CUVPRP203A	Store finished creative work

Visual communication

CUVCER201A	Develop ceramic skills
CUVDIG201A	Develop digital imaging skills
CUVDIG202A	Develop video art skills
CUVDRA201A	Develop drawing skills
CUVGLA201A	Develop glassworking skills
CUVJWL201A	Develop jewellery-making skills
CUVPAI201A	Develop painting skills
CUVPRI201A	Develop printmaking skills
CUVSCU201A	Develop sculptural skills
CUVTEX201A	Develop skills in textile work
CUVWOO201A	Develop woodworking skills
LMFCR0003B	Carry out measurements and calculations
LMFGG2001B	Use glass and glazing sector hand and power tools
LMFGG3007B	Form glass
LMFPF1001B	Frame a simple artwork
LMFPF2007B	Assemble artwork package (basic)
LMFSL3003A	Fire glass
LMTFD2001B	Design and produce a simple garment
LMTFD2002B*	Apply printing techniques to produce indigenous textile designs
LMTFD2003B*	Apply dyeing techniques to produce indigenous textile designs
MSAPCII295A	Operate manufacturing equipment
MSAPCII296A	Make a small furniture item from timber
MSAPCII297A	Make an object from cloth using an existing pattern
MSAPCII298A	Make an object from metal
MSAPCII299A	Make an object from plastic
MSATCM305A	Demonstrate basic knowledge of casting operations
PMC552020C	Operate slip casting equipment
PMC552024C	Hand mould products

Workplace effectiveness

BSBWOR202A	Organise and complete daily work activities
BSBWOR203A	Work effectively with others
BSBWOR204A	Use business technology

* Note the following prerequisite unit requirement.

Unit code and title	Prerequisite unit required
LMTFD2002B Apply printing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics
LMTFD2003B Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on packaging options.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • discussing issues of family and kinship with one's own Aboriginal or Torres Strait Islander community • talking about ideas with others • passing on key safety information to colleagues
Teamwork	<ul style="list-style-type: none"> • checking safety procedures with other team members • obtaining feedback on concepts
Problem-solving	<ul style="list-style-type: none"> • refining ideas to incorporate feedback from others • identifying sensitive issues and using information in a culturally appropriate way • identifying safety issues and reporting them to appropriate person • identifying action to be taken for simple problems
Initiative and enterprise	<ul style="list-style-type: none"> • developing ideas from a range of sources
Planning and organising	<ul style="list-style-type: none"> • collecting and organising information on one's own Aboriginal or Torres Strait Islander cultural heritage • collecting information to develop an idea for own work • identifying the steps and resources required to produce the proposed work • organising work tasks to ensure safety • preparing work for storage and storing it appropriately
Self-management	<ul style="list-style-type: none"> • following workplace procedures, particularly in relation to OHS • maintaining personal safety standards
Learning	<ul style="list-style-type: none"> • improving artistic skills through practice
Technology	<ul style="list-style-type: none"> • using the internet for sourcing information • using tools to make creative work

Please note: Only the shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 2.

CUV30111 Certificate III in Visual Arts

Description

This qualification enables learners to use a range of skills and techniques to produce art and craft works. They have the ability to select, adapt and transfer skills to different situations. Job outcomes are limited at this level.

Pathways Information

Pathways into the qualification

People may enter this qualification with limited or no vocational experience and without a lower level qualification.

Pathways from the qualification

This qualification prepares people for the higher-level learning that supports professional art practice.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Entry Requirements

There are no entry requirements for this qualification.

Packaging Rules

Total number of units = 12

4 core units *plus*

8 elective units

The elective units consist of:

- 4 from Group A
- of the remaining 4 units:
 - up to 4 may be from Group A and/or Group B
 - up to 4 may be from Certificate II or above in any currently endorsed Training Package
 - up to 2 may be from an accredited course at Certificate II, III or IV.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBOHS201A	Participate in OHS processes
CUVACD201A	Develop drawing skills to communicate ideas
CUVPRP301A	Produce creative work
CUVRES301A	Apply knowledge of history and theory to own arts practice

Electives units

Group A

Aboriginal and Torres Strait Islander cultural arts

CUVATS301A	Develop and apply knowledge of Aboriginal or Torres Strait Islander cultural arts
CUVATS302A	Produce work that expresses own Aboriginal or Torres Strait Islander identity

Art, craft and design

CUVACD301A	Produce drawings to communicate ideas
CUVACD302A	Produce computer-aided drawings
CUVACD303A	Produce technical drawings
CUVACD304A	Make scale models

Creative thinking

BSBCRT101A	Apply critical thinking techniques
BSBCRT301A	Develop and extend critical and creative thinking skills

Design

BSBDES201A	Follow a design process
BSBDES202A	Evaluate the nature of design in a specific industry context
BSBDES301A	Explore the use of colour
BSBDES302A	Explore and apply the creative design process to 2D forms
BSBDES303A	Explore and apply the creative design process to 3D forms
BSBDES304A	Source and apply design industry knowledge
BSBDES305A	Source and apply information on the history and theory of design

General administration

CUVPRP406A	Plan work space
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Industry capability

CUAIND301A	Work effectively in the creative arts industry
CUSIND302A	Plan a career in the creative arts industry

Professional practice

CUVPRP302A	Document the work progress
CUVPRP303A	Select and prepare creative work for exhibition
CUVPRP304A	Participate in collaborative creative projects

Visual communication

CUFANM302A	Create 3D digital animations
CUFANM303A	Create 3D digital models
CUFDIG302A	Author interactive sequences
CUFDIG303A	Produce and prepare photo images
CUFDIG304A	Create visual design components
CUVCAL301A	Produce calligraphy
CUVCER301A	Produce ceramics
CUVDIG301A	Produce digital images
CUVDIG302A	Produce video art
CUVDRA301A	Produce drawings
CUVGLA201A	Develop glassworking skills
CUVGLA301A	Produce glasswork
CUVPAI301A	Produce paintings
CUVPHI302A	Capture photographic images
CUVPHI304A	Process colour materials in a wet darkroom context
CUVPHI305A	Use wet darkroom techniques to produce monochrome photographs
CUVPRI301A	Produce prints
CUVSCU301A	Produce sculpture
CUVTEX301A	Produce textile work
CUVWOO301A	Produce wood objects
LMFGG3007B	Form glass
LMFGG3008B	Apply patterns and designs to glass
LMFSL3002A	Paint glass
LMFSL3003A	Fire glass
LMTTD4005A	Produce screen printed textiles
LMTTD4007A	Analyse textile design influences
LMTTD4010A	Apply manipulation techniques to create experimental textile samples
LMTTD4012A*	Analyse use of colour in textiles
MSAPCII295A	Operate manufacturing equipment
MSATCM305A	Demonstrate basic knowledge of casting operations
PMBPREP206C	Prepare materials to formulae
PMBPREP301C	Set up and prepare for production
PMBPROD330A	Make moulds for formed products
PMBPROD356C	Construct moulds for composite products
PMBPROD358C	Develop patterns
PMC552002C	Operate equipment to blend/mix materials
PMC552004C	Prepare for production
PMC552005C	Process greenware/green products

PMC552020C	Operate slip casting equipment
PMC552021C	Operate manual glazing equipment
PMC552023C	Finish products after firing
PMC552024C	Hand mould products
PMC552030C	Operate a firing kiln
PMC553020C	Prepare moulds and dies
PMC554090B	Undertake simple refractory design

* Note the following prerequisite unit requirement.

Unit code and title	Prerequisite unit required
LMTTD4012A Analyse use of colour in textiles	LMTCL2003B Identify fibres and fabrics LMTTD4013A Prepare stencils and screens for textile printing

Group B

Copyright and IP

CUFCMP301A Implement copyright arrangements

Diversity

BSBDIV301A Work effectively with diversity

General administration

BSBADM311A Maintain business resources

BSBWOR204A Use business technology

Financial administration

BSBFIA301A Maintain financial records

Innovation

BSBINN301A Promote innovation in a team environment

Information technology

ICAICT203A Operate application software packages

ICAICT204A Operate a digital media technology package

ICAICT308A Use advanced features of computer applications

Micro business

BSBSMB201A Identify suitability for micro business

BSBSMB301A Investigate micro business opportunities

Sustainability

BSBSUS201A Participate in environmentally sustainable work practices

Workplace effectiveness

BSBWOR301A	Organise personal work priorities and development
CUECOR01C	Manage own work and learning
CUECOR02C	Work with others

Writing

BSBWRT301A	Write simple documents
CUFWRT301A	Write content for a range of media
CUFWRT302A	Write simple stories

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on packaging options.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • passing on key safety information to colleagues • presenting ideas to others • communicating ideas through creative work
Teamwork	<ul style="list-style-type: none"> • checking safety procedures with other team members • discussing ideas and work issues with colleagues
Problem-solving	<ul style="list-style-type: none"> • identifying safety issues and reporting them to appropriate person • refining ideas to incorporate feedback from others • adjusting techniques to achieve a particular effect
Initiative and enterprise	<ul style="list-style-type: none"> • developing several possible ways of communicating an idea • producing a range of ideas in response to a brief
Planning and organising	<ul style="list-style-type: none"> • collecting and analysing information to develop ideas • organising the presentation of a concept to others • organising work tasks to ensure safety • preparing and maintaining documentation • identifying techniques and processes required to produce art works
Self-management	<ul style="list-style-type: none"> • following workplace procedures, particularly in relation to OHS • maintaining personal safety standards • challenging one's own ideas and approaches
Learning	<ul style="list-style-type: none"> • evaluating information gained from research and integrating ideas into the development of own work • using practice, feedback and evaluation opportunities to continuously improve skills and knowledge • improving skills through experimentation with materials and techniques
Technology	<ul style="list-style-type: none"> • using the internet for research • using tools and equipment to produce creative work

Please note: Only the shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 2.

CUV30311 Certificate III in Design Fundamentals

Description

This qualification provides a pathway to a career in design. There are limited job outcomes at this level, though in areas such as graphic design and digital media there may be some employment opportunities in junior roles.

Pathways Information

Pathways into the qualification

People may enter this qualification with limited or no vocational experience and without a lower level qualification.

Pathways from the qualification

This qualification prepares people for design learning at higher levels across a broad range of design disciplines.

Licensing/Regulatory Information

No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.

Entry Requirements

There are no entry requirements for this qualification.

Packaging Rules

Total number of units = 12

7 core units *plus*

5 elective units

The elective units consist of:

- 2 from the list of elective units below
- of the remaining 3 units:
 - up to 3 may be from the list of elective units below
 - up to 3 may be from Certificate III in any currently endorsed Training Package
 - 1 may be from a Certificate II or IV in any currently endorsed Training Package
 - 1 may be from an accredited course at Certificate II or above.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBDES201A	Follow a design process
BSBDES301A	Explore the use of colour
BSBDES302A	Explore and apply the creative design process to 2D forms
BSBDES303A	Explore and apply the creative design process to 3D forms
BSBDES304A	Source and apply design industry knowledge
BSBOHS201A	Participate in OHS processes
CUVACD301A	Produce drawings to communicate ideas

Elective units

Art, craft and design

CUVACD302A	Produce computer-aided drawings
CUVACD303A	Produce technical drawings
CUVACD304A	Make scale models

Copyright and IP

CUFCMP301A	Implement copyright arrangements
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Design process

BSBDES202A	Evaluate the nature of design in a specific industry context
BSBDES305A	Source and apply information on the history and theory of design

Digital media

CUFDIG201A	Maintain interactive content
CUFDIG301A	Prepare video assets
CUFDIG302A	Author interactive sequences
CUFDIG304A	Create visual design components

Fashion design

LMTFD2001B	Design and produce a simple garment
LMTFD2002B*	Apply printing techniques to produce indigenous textile designs
LMTFD2003B*	Apply dyeing techniques to produce indigenous textile designs
LMTFD2004B	Work within an indigenous cultural framework
LMTFD2005B	Identify design process for fashion designs
LMTFD3001B	Market design product to local outlets
LMTFD3002B*	Design and produce indigenous printed textiles to a brief
LMTFD3003B*	Prepare design concept for a simple garment
LMTFD3004B	Draw a trade drawing for fashion design

Photo imaging

CUFDIG303A	Produce and prepare photo images
CUVPHI302A	Capture photographic images
CUVPHI303A	Process photo images to work-print and file stage

Graphic design

CUVCAL401A Experiment with techniques to produce calligraphy

CUVGRD301A Prepare files for publication

CUVGRD302A Use typography techniques

Industry capability

CUSIND302A Plan a career in the creative arts industry

Information technology

BSBITU302B Create electronic presentations

BSBITU309A Produce desktop published documents

ICAICT308A Use advanced features of computer applications

Pre-press

ICPPP221C Select and apply type

ICPPP322C Digitise images for reproduction

ICPPP324C* Create pages using a page layout application

ICPPP325C Create graphics using a graphics application

ICPPP333C Electronically combine complex images

ICPPP382C Produce computer image for screen printing

ICPPP396A* Generate high-end PDF files

Professional practice

CUVPRP301A Produce creative work

CUVPRP304A Participate in collaborative creative projects

Visual communication

CUFANM303A Create 3D digital models

Workplace effectiveness

CUECOR01C Manage own work and learning

Writing

CUFWRT301A Write content for a range of media

* Note the following prerequisite unit requirement.

Unit code and title	Prerequisite unit required
ICPPP324C Create pages using a page layout application	ICPPP224C Produce pages using a page layout application
ICPPP396A Generate high-end PDF files	ICPPP284A Produce PDF files for online or screen display
LMTFD2002B Apply printing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics
LMTFD2003B Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics

Unit code and title	Prerequisite unit required
LMTFD3002B Design and produce indigenous printed textiles to a brief	LMTFD2002B Apply printing techniques to produce indigenous textile designs (Prerequisite: LMTCL2003B Identify fibres and fabrics) LMTFD2003B Apply dyeing techniques to produce indigenous textile designs (Prerequisite: LMTCL2003B Identify fibres and fabrics) LMTFD2004B Work within an indigenous cultural framework
LMTFD3003B Prepare design concept for a simple garment	LMTFD2003B Apply dyeing techniques to produce indigenous textile designs (Prerequisite: LMTCL2003B Identify fibres and fabrics) LMTCL2011B Draw and interpret a basic sketch LMTFD2005B Identify design process for fashion designs

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on packaging options.

Employability skill	Industry/enterprise requirements for this qualification include:
Communication	<ul style="list-style-type: none"> • passing on key safety information to colleagues • presenting ideas to others • communicating ideas through drawing and other visual representation tools
Teamwork	<ul style="list-style-type: none"> • checking safety procedures with other team members • discussing ideas, industry developments and work issues with others
Problem-solving	<ul style="list-style-type: none"> • identifying safety issues and reporting them to appropriate person • refining ideas to incorporate feedback from others • adjusting techniques to achieve a particular effect • responding to technical problems in work
Initiative and enterprise	<ul style="list-style-type: none"> • developing different approaches to a design challenge • producing a range of samples in response to a brief
Planning and organising	<ul style="list-style-type: none"> • collecting and analysing information to develop ideas • organising work tasks to ensure safety • identifying techniques, processes and resources required to produce design solutions

Employability skill	Industry/enterprise requirements for this qualification include:
Planning and organising cont/d	<ul style="list-style-type: none">• sourcing and analysing information to inform design practice• organising resources, taking into account cost and other constraints
Self-management	<ul style="list-style-type: none">• following workplace procedures, particularly in relation to OHS• maintaining personal safety standards• challenging one's own ideas and approaches• planning a career in design
Learning	<ul style="list-style-type: none">• evaluating information gained from research and integrating ideas into the development of own work• using practice, feedback and discussion and evaluation opportunities to continuously improve skills and knowledge• improving skills through experimentation• keeping up-to-date with industry developments
Technology	<ul style="list-style-type: none">• using the internet for research• using a range of technology relevant to a given area of design

Table 4 Status of units of competency from the Visual Arts, Craft and Design HSC courses for Certificates II in Visual Arts and Aboriginal or Torres Strait Islander Cultural Arts and Certificates III in Visual Arts and Design Fundamentals

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
<i>Qualification packaging rules</i>				9 units • 4 core • 5 electives	10 units • 5 core • 5 electives	12 units • 4 core • 8 electives - min 4 Group A	12 units • 7 core • 5 electives - min 2 listed - max 1 @ Cert II
BSBOHS201A	Participate in OHS processes	15	HSC mandatory (VA&CC 120 & 240) (DF 120 & 240)	core	core	core	core
CUVPRP201A	Make simple creative work	20	HSC mandatory (VA&CC 240 – choose 1 of 2) HSC elective (VA&CC 120)	core	core	–	–
CUVPRP301A	Produce creative work	25	HSC mandatory (VA&CC 240 – choose 1 of 2) (DF 240) HSC elective (VA&CC 120) (DF 120 & 240)	elective	elective	core	listed elective
CUVATS101A	Develop understanding of own Aboriginal or Torres Strait Islander identity	30	HSC elective (all courses)	listed elective	core	elective	–
CUVACD101A	Use basic drawing techniques	15	HSC elective (all courses)	core	core	elective	–
CUVACD201A	Develop drawing skills to communicate ideas	20	HSC elective (all courses)	elective	elective	core	elective (max 1 @ Cert II)

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUVACD301A	Produce drawings to communicate ideas	30	HSC elective (all courses)	elective	elective	elective Group A	core
CUVACD302A	Produce computer-aided drawings	35	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUVACD303A	Produce technical drawings	35	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUVACD304A	Make scale models	25	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUFCMP301A	Implement copyright arrangements	10	HSC elective (all courses)	elective	elective	elective Group B	listed elective
BSBCRT101A	Apply critical thinking techniques	10	HSC elective (all courses)	listed elective	listed elective	elective Group A	elective
BSBCRT301A	Develop and extend critical and creative thinking skills	20	HSC elective (all courses)	elective	elective	elective Group A	elective
BSBDES201A	Follow a design process	20	HSC elective (all courses)	listed elective	listed elective	elective Group A	core
BSBDES202A	Evaluate the nature of design in a specific industry context	15	HSC elective (all courses)	listed elective	listed elective	elective Group A	listed elective
BSBDES301A	Explore the use of colour	20	HSC elective (all courses)	elective	elective	elective Group A	core
BSBDES302A	Explore and apply the creative design process to 2D forms	25	HSC elective (all courses)	elective	elective	elective Group A	core
BSBDES303A	Explore and apply the creative design process to 3D forms	25	HSC elective (all courses)	elective	elective	elective Group A	core

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
BSBDES304A	Source and apply design industry knowledge	20	HSC elective (all courses)	elective	elective	elective Group A	core
BSBDES305A	Source and apply information on the history and theory of design	20	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUFDIG201A	Maintain interactive content	15	HSC elective (all courses)	elective	elective	elective	listed elective
CUFDIG301A	Prepare video assets	20	HSC elective (all courses)	elective	elective	elective	listed elective
CUFDIG302A	Author interactive sequences	20	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUFDIG304A	Create visual design components	20	HSC elective (all courses)	elective	elective	elective Group A	listed elective
BSBDIV301A	Work effectively with diversity	15	HSC elective (all courses)	elective	elective	elective Group B	elective
LMTFD2001B	Design and produce a simple garment	25	HSC elective (all courses)	listed elective	listed elective	elective	listed elective
LMTFD2002B	Apply printing techniques to produce indigenous textile designs	20	HSC elective (all courses)	listed elective	listed elective	elective	listed elective
LMTFD2003B	Apply dyeing techniques to produce indigenous textile designs	20	HSC elective (all courses)	listed elective	listed elective	elective	listed elective
LMTFD2004B	Work within an indigenous cultural framework	25	HSC elective (all courses)	listed elective	listed elective	elective	listed elective
LMTFD2005B	Identify design process for fashion designs	20	HSC elective (all courses)	elective	elective	elective	listed elective
LMTFD3001B	Market design product to local outlets	20	HSC elective (all courses)	elective	elective	elective	listed elective
LMTFD3002B	Design and produce indigenous printed textiles to a brief	30	HSC elective (all courses)	elective	elective	elective	listed elective
LMTFD3003B	Prepare design concept for a simple garment	20	HSC elective (all courses)	elective	elective	elective	listed elective
LMTFD3004B	Draw a trade drawing for fashion design	20	HSC elective (all courses)	elective	elective	elective	listed elective

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
BSBFIA301A	Maintain financial records	30	HSC elective (all courses)	elective	elective	elective Group B	elective
BSBADM311A	Maintain business resources	15	HSC elective (all courses)	elective	elective	elective Group B	elective
BSBWOR204A	Use business technology	15	HSC elective (all courses)	listed elective	listed elective	elective Group B	elective (max 1 @ Cert II)
CUVGRD301A	Prepare files for publication	25	HSC elective (all courses)	elective	elective	elective	listed elective
CUVGRD302A	Use typography techniques	20	HSC elective (all courses)	elective	elective	elective	listed elective
BSBITU101A	Operate a personal computer	5	HSC elective (all courses)	listed elective	listed elective	elective	–
BSBITU102A	Develop keyboard skills	15	HSC elective (all courses)	listed elective	listed elective	elective	–
BSBITU201A	Produce simple word processed documents	20	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBITU203A	Communicate electronically	15	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBITU302B	Create electronic presentations	20	HSC elective (all courses)	elective	elective	elective	listed elective
BSBITU309A	Produce desktop published documents	25	HSC elective (all courses)	elective	elective	elective	listed elective
ICAICT203A	Operate application software packages	20	HSC elective (all courses)	elective	elective	elective Group B	elective (max 1 @ Cert II)
ICAICT204A	Operate a digital media technology package	15	HSC elective (all courses)	listed elective	elective	elective Group B	elective (max 1 @ Cert II)
ICAICT308A	Use advanced features of computer applications	30	HSC elective (all courses)	elective	elective	elective Group B	listed elective
CUFIND201A	Develop and apply creative arts industry knowledge	20	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUSIND302A	Plan a career in the creative arts industry	15	HSC elective (all courses)	elective	elective	elective Group A	listed elective
BSBINN201A	Contribute to workplace innovation	15	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBINN301A	Promote innovation in a team environment	30	HSC elective (all courses)	elective	elective	elective Group B	elective
BSBSMB201A	Identify suitability for micro business	30	HSC elective (all courses)	listed elective	listed elective	elective Group B	elective (max 1 @ Cert II)
BSBSMB301A	Investigate micro business opportunities	30	HSC elective (all courses)	elective	elective	elective Group B	elective
CUVDRA301A	Produce drawings	25	HSC elective (all courses)	elective	elective	elective	elective
CUFDIG303A	Produce and prepare photo images	15	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUVPHI302A	Capture photographic images	20	HSC elective (all courses)	elective	elective	elective	listed elective
ICPPP221C	Select and apply type	40	HSC elective (all courses)	elective	elective	elective	listed elective
ICPPP224C	Produce pages using a page layout application	25	HSC elective (all courses)	elective	elective	elective	elective (max 1 @ Cert II)
ICPPP322C	Digitise images for reproduction	20	HSC elective (all courses)	elective	elective	elective	listed elective
CUVPRP202A	Participate in planning work for nominated sites	15	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVPRP203A	Store finished creative work	5	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVPRP302A	Document the work progress	10	HSC elective (all courses)	elective	elective	elective Group A	elective

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUVPRP303A	Select and prepare creative work for exhibition	10	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVRES201A	Source and use information relevant to own arts practice	15	HSC elective (all courses)	core	core	elective	elective (max 1 @ Cert II)
CUVRES301A	Apply knowledge of history and theory to own arts practice	20	HSC elective (all courses)	elective	elective	core	elective
BSBSUS201A	Participate in environmentally sustainable work practices	15	HSC elective (all courses)	listed elective	listed elective	elective Group B	elective (max 1 @ Cert II)
CUFANM301A	Create 2D digital animations	30	HSC elective (all courses)	elective	elective	elective	elective
CUFANM302A	Create 3D digital animations	40	HSC elective (all courses)	elective	elective	elective Group A	elective
CUFANM303A	Create 3D digital models	30	HSC elective (all courses)	elective	elective	elective Group A	listed elective
CUVCER201A	Develop ceramic skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVCER301A	Produce ceramics	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVDIG201A	Develop digital imaging skills	20	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVDIG202A	Develop video art skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVDIG301A	Produce digital images	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVDIG302A	Produce video art	25	HSC elective (all courses)	elective	elective	elective Group A	elective

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Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUVDRA201A	Develop drawing skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVDRA301A	Produce drawings	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVGLA201A	Develop glassworking skills	25	HSC elective (all courses)	listed elective	listed elective	elective Group A	elective (max 1 @ Cert II)
CUVGLA301A	Produce glasswork	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVJWL201A	Develop jewellery-making skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVPAI201A	Develop painting skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVPAI301A	Produce paintings	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVPHI302A	Capture photographic images	20	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVPHI304A	Process colour materials in a wet darkroom context	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVPHI305A	Use wet darkroom techniques to produce monochrome photographs	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVPRI201A	Develop printmaking skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVPRI301A	Produce prints	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVSCU201A	Develop sculptural skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUVSCU301A	Produce sculpture	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVTEX201A	Develop skills in textile work	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVTEX301A	Produce textile work	25	HSC elective (all courses)	elective	elective	elective Group A	elective
CUVWOO201A	Develop woodworking skills	25	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
CUVWOO301A	Produce wood objects	25	HSC elective (all courses)	elective	elective	elective Group A	elective
LMFCR0003B	Carry out measurements and calculations	20	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBWOR202A	Organise and complete daily work activities	15	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBWOR203A	Work effectively with others	15	HSC elective (all courses)	listed elective	listed elective	elective	elective (max 1 @ Cert II)
BSBWOR301A	Organise personal work priorities and development	20	HSC elective (all courses)	elective	elective	elective Group B	elective
CUECOR01C	Manage own work and learning	5	HSC elective (all courses)	elective	elective	elective Group B	listed elective
CUECOR02C	Work with others	15	HSC elective (all courses)	elective	elective	elective Group B	elective
BSBWRT301A	Write simple documents	20	HSC elective (all courses)	elective	elective	elective Group B	elective
CUFWRT301A	Write content for a range of media	20	HSC elective (all courses)	elective	elective	elective Group B	listed elective

Visual Arts, Crafts and Design VET Content Endorsed Course Description

Unit code	Unit title	HSC indicative hours	Visual Arts, Crafts & Design VET CEC	Cert II in Visual Arts CUV20111	Cert II Aboriginal & Torres Strait Islander Cultural Arts CUV20211	Cert III in Visual Arts CUV30111	Cert III in Design Fundamentals CUV30311
CUFWRT302A	Write simple stories	20	HSC elective (all courses)	elective	elective	elective Group B	elective
LMFID3002A	Source and specify decoration products	25	HSC elective (all courses)	elective	elective	elective	elective
LMFID3005A	Style a retail display	30	HSC elective (all courses)	elective	elective	elective	elective
LMTCL2003B	Identify fibres and fabrics	20	HSC elective (all courses)	elective	elective	elective	elective (max 1 @ Cert II)
LMTCL2011B	Draw and interpret a basic sketch	20	HSC elective (all courses)	elective	elective	elective	elective (max 1 @ Cert II)
SIRXMER201	Merchandise products	20	HSC elective (all courses)	elective	elective	elective	elective (max 1 @ Cert II)
SIRXMER202	Plan, create and maintain displays	15	HSC elective (all courses)	elective	elective	elective	elective (max 1 @ Cert II)

Appendix Modification history

The Visual Arts, Craft and Design VET CEC is based on the national *Visual Arts, Craft and Design Training Package (CUV11)*.

Training Packages are not static documents – they are amended periodically to reflect the latest industry practices. This work is undertaken by the Industry Skills Council (developers of the Training Package) under continuous improvement processes.

This VET CEC will be updated as appropriate to ensure it is based on the most recent version of the Training Package and continues to meet the needs of key stakeholders.

The modification history is outlined in the table below.

Date	Comments
July 2012	Exclusions updated (Section 2). Changes to BOS course numbers (Section 2). Fashion design units of competency added to the HSC elective pool (Sections 2.7 & 5): <ul style="list-style-type: none"> • LMTCL2003B <i>Identify fibres and fabrics</i> • LMTCL2011B <i>Draw and interpret a basic sketch</i> • LMTFD2001B <i>Design and produce a simple garment</i> • LMTFD2002B <i>Apply printing techniques to produce indigenous textile designs</i> • LMTFD2003B <i>Apply dyeing techniques to produce indigenous textile designs</i> • LMTFD2004B <i>Work within an indigenous cultural framework</i> • LMTFD2005B <i>Identify design process for fashion designs</i> • LMTFD3001B <i>Market design product to local outlets</i> • LMTFD3002B <i>Design and produce indigenous "rt kpvf textiles" to a brief</i> • LMTFD3003B <i>Prepare design concept for a simple garment.</i> Assessment Certification Examination (ACE) website replaces Assessment, Certification and Examination (ACE) Manual.
December 2011	Endorsement of the Visual Arts, Craft and Design VET CEC (based on CUV11v1).