VET Content Endorsed Course

Stage 6 Course Description

Visual Arts, Craft and Design

for implementation from 2012

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)

Acknowledgements

Contents

1 Introduction to Vocational Education and Training (VET) Content Endorsed Courses

Vocational Education and Training (VET) Content Endorsed Courses (CECs) give students the opportunity to gain credit towards the NSW Higher School Certificate (HSC) and credit towards national vocational qualifications under the Australian Qualifications Framework (AQF).

VET CECs are based on nationally endorsed Training Packages. They specify the range of industry-developed units of competency from the relevant Training Package(s) which are suitable for the HSC. They also define how units of competency are arranged in HSC VET courses to gain unit credit for the 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).

This VET CEC course description contains the HSC Visual Arts and Contemporary Craft and Design Fundamentals courses to be delivered for the HSC by schools, TAFE NSW colleges and other Registered Training Organisations (RTOs) on behalf of schools or TAFE NSW colleges.

2 The Higher School Certificate Program of Study

The purpose of the HSC program of study is to:
- provide a curriculum structure which encourages students to complete secondary education
- foster the intellectual, social and moral development of students, in particular developing their:
  - knowledge, skills, understanding and attitudes in the fields of study they choose
  - capacity to manage their own learning
  - desire to continue learning in formal or informal settings after school
  - capacity to work with others
  - respect for the cultural diversity of Australian society
- provide a flexible structure within which students can prepare for:
  - further education and training
  - employment
  - full and active participation as citizens
- provide formal assessment and certification of students' achievements
- provide a context within which schools also have the opportunity to foster students' physical and spiritual development.

3   VET in the NSW HSC

3.1   The national context

VET programs offered for the HSC are consistent with the National Training Framework (NTF). The NTF is the system of vocational education and training that:
- applies nationally
- is made up of the VET Quality Framework [formerly referred to as the Australian Quality Training Framework (AQTF)] and nationally endorsed Training Packages. This is the agreed quality framework for the national VET system.

The Australian Qualification Framework (AQF) is the policy framework that defines all qualifications recognised nationally in post-compulsory education and training in Australia. HSC VET course qualifications are recognised within the AQF.

3.2   Determination of AQF VET qualifications for HSC students

HSC VET CECs are based on units of competency and qualifications contained in nationally endorsed Training Packages. These 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 units of competency required for eligibility for an AQF VET qualification.

Course structures for the HSC are described in each CEC. In order to have satisfactorily completed a VET CEC course, students must follow the course structure, attempt the required units of competency with diligence and sustained effort and fulfil any work placement requirements.

The rules and structure of HSC VET courses are not always identical to the qualification packaging rules. In some cases more units of competency are required for the HSC course than are required for successful completion of the AQF VET qualification.

Students may still 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 course requirements.

Sections 7.4 to 7.9 outline the HSC courses, course requirements and units of competency within the Visual Arts, Craft and Design VET CEC.

Section 12 outlines the qualification packaging rules for each AQF VET qualification available through the Visual Arts, Craft and Design VET CEC (reproduced from the Training Package) and should be consulted when selecting elective units of competency.

4   Rationale

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.[1]

The *Visual Arts, Craft and Design Training Package (CUV03)* offers qualifications from Certificate 1 to Advanced Diploma across a range of industry areas. The Visual Arts, Craft and Design CEC is based on units of competency from this Training Package.

The inclusion of courses in visual arts and contemporary craft and design fundamentals in the HSC based on industry-recognised AQF VET qualifications will allow students to access employment opportunities. Courses within the Visual Arts, Craft and Design CEC provide an opportunity for students to gain a Certificate II in Visual Arts and Contemporary Craft or Certificate II in Aboriginal or Torres Strait Islander Cultural Arts or a Statement of Attainment towards Certificate III in Visual Arts and Contemporary Craft or Certificate III in Design Fundamentals as part of their HSC. Apart from being nationally recognised, these AQF VET qualifications articulate into higher-level qualifications in the visual arts, craft and design industries which students may pursue post school.

Learning in each HSC course within the Visual Arts, Craft and Design CEC provides opportunities for students to develop relevant technical, vocational and interpersonal competencies suitable for employment and further training in visual arts, craft and design. It also provides for the development of employability skills such as teamwork and communication which are transferable to other industry areas and are a key feature of the qualifications available through the VET CEC.

5   Aim

The Visual Arts, Craft and Design VET CEC is designed to enable students to acquire a range of technical, practical, personal and organisational skills valued both within and beyond the workplace. They will also acquire underpinning knowledge and skills related to work, employment and further training within the visual arts, craft and design industries. Through the study of this course, 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.

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[1] DEEWR, 2008, *Visual Arts, Craft and Design Training Package (CUV03)*, Volume 1; www.ibsa.orga.au

6 Visual Arts, Craft and Design VET Content Endorsed Course (CEC)

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

The Visual Arts, Craft and Design VET CEC is based on the national *Visual Arts, Craft and Design Training Package (CUV03).*

The AQF VET qualifications available in the Visual Arts, Craft and Design VET CEC are:
* Certificate II in Visual Arts and Contemporary Craft (CUV20103)
* Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20203)[2]
* Statement of Attainment towards Certificate III in Visual Arts and Contemporary Craft (CUV30103)
* Certificate III in Design Fundamentals (CUV30303).

Section 12 of this document outlines the qualification packaging rules for these qualifications.

6.2 Units of competency

Details about individual units of competency in courses in the Visual Arts, Craft and Design VET CEC are contained in the *Visual Arts, Craft and Design Training Package (CUV03)*. This Training Package is available at www.training.gov.au.

The units of competency that can be delivered and assessed are determined by the scope of the registration of each registered training organisation (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 principals should seek documentary evidence of the scope of any external RTO delivering an HSC VET course.** Scope of registration can be checked at www.training.gov.au.

Information about the delivery of VET courses for the HSC by RTOs other than schools or TAFE NSW colleges is contained in the Board of Studies *Assessment, Certification and Examination (ACE) Manual* and relevant Board of Studies Official Notices (refer to the Board's website www.boardofstudies.nsw.edu.au).

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[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, 2008, *Visual Arts, Craft and Design Training Package (CUV03)*, Volume 1.

7　Course Structures

7.1　Courses within the Visual Arts, Craft and Design VET CEC

A VET CEC describes the units of competency that have been identified as being suitable for the purposes of the HSC. Units of competency in the Visual Arts, Craft and Design VET CEC are detailed in **Sections 7.4–7.7** and Table 1 in **Section 7.9**.

Each course in a VET CEC describes how the available units of competency can be grouped to gain units of credit towards the HSC.

The Visual Arts, Craft and Design VET CEC contains the following courses:
- Visual Arts and Contemporary Craft (120 indicative hours) – see Sections 7.4 and 7.9
- Visual Arts and Contemporary Craft (240 indicative hours) – see Sections 7.5 and 7.9
- Design Fundamentals (120 indicative hours) – see Sections 7.6 and 7.9
- Design Fundamentals (240 indicative hours) – see Sections 7.7 and 7.9
- Design Fundamentals Specialisation Study (60 indicative hours) – Sections 7.8 and 7.9.

7.1.1 The selection of units of competency

Units of competency should be selected within course structures to maximise students' eligibility for AQF VET qualifications and an occupational outcome. **Section 12** provides the qualification packaging rules for the qualifications available through the Visual Arts, Craft and Design VET CEC (reproduced from the Training Package). **Table 2** (pp 43–48) lists the status of each unit of competency in relation to the qualifications. This information should be consulted when selecting elective units of competency.

An integrated or holistic approach to course delivery and assessment should be adopted.

7.2　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, 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 within 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 indicative hours allocated, only the delivery hours.

It is also expected that students will 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 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 detailed in **Sections 7.4–7.7** and Table 1 in **Section 7.9**.

7.3   Recognition of Prior Learning (RPL) and credit transfer

Recognition of Prior Learning (RPL) and credit transfer refer to the acknowledgement of evidence of a student's achievement of competencies or learning outcomes. They are processes that allow students to have their previous learning – both formal and informal – count towards their HSC VET courses and AQF VET qualifications.

RPL is an assessment process that assesses the individual student's non-formal and informal learning to determine the extent to which that individual has achieved the competency standards. **Where the outcomes of this process indicate that the student is competent, structured training is not required.**

Credit transfer is a process that provides credit for a unit of competency previously achieved. **Students should be given recognition for units of competency already held. Structured training or assessment for these units is not required.**

The RPL requirements of the VET Quality Framework (formerly referred to as the AQTF) and the Board of Studies must be met.

7.3.1   RPL and credit transfer in 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 within 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
- mandatory work placement requirements.

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

7.4   Visual Arts and Contemporary Craft (120 indicative hours)

Purpose

The purpose of this course is to provide students with the opportunity to develop basic knowledge and skills for the visual arts and contemporary craft industries.

HSC unit credit

HSC unit credit for VET courses can be accredited to the Preliminary and/or HSC pattern of study.

This course is accredited for a total of two units at the Preliminary and/or HSC level.

To count a course towards the HSC program of study students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 8.4 of the *Assessment, Certification and Examination (ACE) Manual*.

Course requirements

*   Students must attempt:
    *   the following **TWO** compulsory units of competency:

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
BSBOHS201A	Participate in OHS processes	Nil	15
CUVCOR02B	Develop and articulate concept for own work	Nil	15

Total HSC indicative hours for compulsory units of competency	30

*   **AND** units of competency to a minimum value of 90 HSC indicative hours from the elective pool (Table 1, Section 7.9, pp 22–25).

Table 2 (pp 43–48) lists the status of each unit of competency in relation to the qualifications available through this course. This section should guide the selection of units of competency to meet qualification requirements. The selection of units of competency must be guided by the job outcome sought, local industry requirements and the level of the qualification (see pp 32–42 of this document).

*   It is strongly recommended that students complete a minimum of 35 hours of work placement.

AQF VET qualification

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*. A qualified assessor must conduct the assessment.

Depending on the selection and achievement of units of competency, the possible qualification outcomes are:

• Statement of Attainment towards Certificate II in Visual Arts and Contemporary Craft (CUV20103)

• Statement of Attainment towards Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20203).[3]

Qualification packaging rules are in Section 12 of this document.

Access including access by students in Stage 5

In certain circumstances students in Stage 5 may access this Stage 6 VET course. Further information is available on the Board of Studies website at www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online entry advice
Visual Arts and Contemporary Craft (120 hours)	2 units x 1 year	59860* (school/private provider delivered) 43425 (TAFE NSW delivered)	Enter this course number for either Preliminary (Year 11) or HSC (Year 12)

* For quality assurance purposes, where this course is to be delivered by a school or private provider, it is necessary for the school to apply to be endorsed to offer the course. Details of the *Application to Link to a Board Endorsed VET Course* can be found on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/link-board-endorsed-courses.html

Exclusions

• Students undertaking both 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.

• 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.

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[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, 2008, *Visual Arts, Craft and Design Training Package (CUV03)*, Volume 1.

7.5 Visual Arts and Contemporary Craft (240 indicative hours)

Purpose

The purpose of this course is to provide students with the opportunity to gain knowledge and skills to enable the individual to commence a career and work effectively in the visual arts and contemporary craft industries.

HSC unit credit

HSC unit credit for VET courses can be accredited to the Preliminary and/or HSC pattern of study.

This course is accredited for a total of four units at the Preliminary and/or HSC level.

To count a course towards the HSC program of study students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 8.4 of the *Assessment, Certification and Examination (ACE) Manual*.

Course requirements

- Students must attempt:
  - the following **TWO** compulsory units of competency:

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
BSBOHS201A	Participate in OHS processes	Nil	15
CUVCOR02B	Develop and articulate concept for own work	Nil	15

Total HSC indicative hours for compulsory units of competency	30

  - **AND** units of competency to a minimum value of 210 HSC indicative hours from the elective pool (Table 1, Section 7.9, pp 22–25).

Table 2 (pp 43–48) lists the status of each unit of competency in relation to the qualifications available through this course. This section should guide the selection of units of competency to meet qualification requirements. The selection of units of competency must be guided by the job outcome sought, local industry requirements and the level of the qualification (see pp 32–42 of this document).

- It is strongly recommended that students complete a minimum of 70 hours of work placement.

AQF VET qualification

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*. A qualified assessor must conduct the assessment.

Depending on the selection and achievement of units of competency, the possible qualification outcomes are:

- Certificate II in Visual Arts and Contemporary Craft (CUV20103)

- Certificate II in Aboriginal or Torres Strait Islander Cultural Arts (CUV20203)[4]

- Statement of Attainment towards Certificate III in Visual Arts and Contemporary Craft (CUV30103).

Qualification packaging rules are in Section 12 of this document.

Access including access by students in Stage 5

In certain circumstances students in Stage 5 may access this Stage 6 VET course. Further information is available on the Board of Studies website at www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online entry advice
Visual Arts and Contemporary Craft (240 hours)	2 units x 2 years	59861* (school/private provider delivered)	Enter this course number for both Preliminary (Year 11) and HSC (Year 12)
		43426 (TAFE NSW delivered)	
	4 units x 1 year	59862* (school/private provider delivered)	Enter this course number for either Preliminary (Year 11) or HSC (Year 12)
		43435 (TAFE NSW delivered)	

* For quality assurance purposes, where this course is to be delivered by a school or private provider, it is necessary for the school to apply to be endorsed to offer the course. Details of the *Application to Link to a Board Endorsed VET Course* can be found on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/link-board-endorsed-courses.html

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[4] '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, 2008, *Visual Arts, Craft and Design Training Package (CUV03)*, Volume 1.

Exclusions

- Students undertaking both 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.

- 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.

7.6   Design Fundamentals (120 indicative hours)

Purpose

The purpose of this course is to provide students with the opportunity to develop knowledge and skills in design fundamentals.

HSC unit credit

HSC unit credit for VET courses can be accredited to the Preliminary and/or HSC pattern of study.

This course is accredited for a total of two units at the Preliminary and/or HSC level.

To count a course towards the HSC program of study students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 8.4 of the *Assessment, Certification and Examination (ACE) Manual*.

Course requirements

- Students must attempt:
  - the following **TWO** compulsory units of competency:

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
BSBOHS201A	Participate in OHS processes	Nil	15
CUVCOR03B	Develop, refine and communicate concept for own work	Nil	20

Total HSC indicative hours for compulsory units of competency	35

  - **AND** units of competency to a minimum value of 85 HSC indicative hours from the elective pool (Table 1, Section 7.9, pp 22–25).

Table 2 (pp 43–48) lists the status of each unit of competency in relation to the qualification available through this course. This section should guide the selection of units of competency to meet qualification requirements. The selection of units of competency must be guided by the job outcome sought, local industry requirements and the level of the qualification (see pp 32–42 of this document).

- It is strongly recommended that students complete a minimum of 35 hours of work placement.

AQF VET qualification

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*. A qualified assessor must conduct the assessment.

Depending on the selection and achievement of units of competency, the possible qualification outcome is:

• Statement of Attainment towards Certificate III in Design Fundamentals (CUV30303).

Qualification packaging rules are in Section 12 of this document.

Access including access by students in Stage 5

In certain circumstances students in Stage 5 may access this Stage 6 VET course. Further information is available on the Board of Studies website at www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online entry advice
Design Fundamentals (120 hours)	2 units x 1 year	58071* (school/private provider delivered)	Enter this course number for either Preliminary (Year 11) or HSC (Year 12)
		43741 (TAFE NSW delivered)	

* For quality assurance purposes, where this course is to be delivered by a school or private provider, it is necessary for the school to apply to be endorsed to offer the course. Details of the *Application to Link to a Board Endorsed VET Course* can be found on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/link-board-endorsed-courses.html

Exclusions

• Students undertaking both 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.

• 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.

7.7   Design Fundamentals (240 indicative hours)

Purpose

The purpose of this course is to provide students with the opportunity to gain knowledge and skills to enable the individual to pursue a career pathway in design.

HSC unit credit

HSC unit credit for VET courses can be accredited to the Preliminary and/or HSC pattern of study.

This course is accredited for a total of four units at the Preliminary and/or HSC level.

To count a course towards the HSC program of study students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 8.4 of the *Assessment, Certification and Examination (ACE) Manual*.

Course requirements

* Students must attempt:
  – the following **TWO** compulsory units of competency:

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
BSBOHS201A	Participate in OHS processes	Nil	15
CUVCOR03B	Develop, refine and communicate concept for own work	Nil	20

Total HSC indicative hours for compulsory units of competency	35

  – **AND** units of competency to a minimum value of 205 HSC indicative hours from the elective pool (Table 1, Section 7.9, pp 22–25).

Table 2 (pp 43–48) lists the status of each unit of competency in relation to the qualification available through this course. This section should guide the selection of units of competency to meet qualification requirements. The selection of units of competency must be guided by the job outcome sought, local industry requirements and the level of the qualification (see pp 32–42 of this document).

* It is strongly recommended that students complete a minimum of 70 hours of work placement.

AQF VET qualification

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*. A qualified assessor must conduct the assessment.

Depending on the selection and achievement of units of competency, the possible qualification outcome is:

• Certificate III in Design Fundamentals (CUV30303).

Qualification packaging rules are in Section 12 of this document.

Access including access by students in Stage 5

In certain circumstances students in Stage 5 may access this Stage 6 VET course. Further information is available on the Board of Studies website at www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online entry advice
Design Fundamentals (240 hours)	2 units x 2 years	58072* (school/private provider delivered)	Enter this course number for both Preliminary (Year 11) and HSC (Year 12)
		43742 (TAFE NSW delivered)	
	4 units x 1 year	58073* (school/private provider delivered)	Enter this course number for either Preliminary (Year 11) or HSC (Year 12)
		43743 (TAFE NSW delivered)	

* For quality assurance purposes, where this course is to be delivered by a school or private provider, it is necessary for the school to apply to be endorsed to offer the course. Details of the *Application to Link to a Board Endorsed VET Course* can be found on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/link-board-endorsed-courses.html

Exclusions

• Students undertaking both 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.

• 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.

7.8   Design Fundamentals Specialisation Study (60 indicative hours)

Purpose

The purpose of this course is to provide students with the opportunity to gain Certificate III in Design Fundamentals.

Course eligibility

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

HSC unit credit

HSC unit credit for VET courses can be accredited to the Preliminary and/or HSC pattern of study.

This course is accredited for a total of one unit at the Preliminary or HSC level.

To count a course towards the HSC program of study students must satisfy the course completion criteria as required by the Board of Studies. Refer to Section 8.4 of the *Assessment, Certification and Examination (ACE) Manual.*

Course requirements

*   Students must attempt units of competency to a minimum value of 60 HSC indicative hours from the elective pool (Table 1, Section 7.9, pp 22–25).

    Table 2 (pp 43–48) lists the status of each unit of competency in relation to the qualification available through this course. This section should guide the selection of units of competency to meet qualification requirements. The selection of units of competency must be guided by the job outcome sought, local industry requirements and the level of the qualification (see pp 32–42 of this document).

*   It is strongly recommended that students complete a minimum of 14 *additional* hours of work placement.

AQF VET qualification

To receive AQF VET qualifications, students must meet the assessment requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*. A qualified assessor must conduct the assessment.

Depending on the selection and achievement of units of competency, the possible qualification outcome is:

*   Certificate III in Design Fundamentals (CUV30303).

Qualification packaging rules are in Section 12 of this document.

Access including access by students in Stage 5

In certain circumstances students in Stage 5 may access this Stage 6 VET course. Further information is available on the Board of Studies website at www.boardofstudies.nsw.edu.au/voc_ed/stage-5.html

BOS course numbers

BOS course name	Pattern of study	BOS course number	Schools Online entry advice
Design Fundamentals Specialisation Study (60 hours)	1 unit x 1 year	58075* (school/private provider delivered)	Enter this course number for either Preliminary (Year 11) or HSC (Year 12)
		43746 (TAFE NSW delivered)	

* For quality assurance purposes, where this course is to be delivered by a school or private provider, it is necessary for the school to apply to be endorsed to offer the course. Details of the *Application to Link to a Board Endorsed VET Course* can be found on the Board's website at www.boardofstudies.nsw.edu.au/voc_ed/link-board-endorsed-courses.html

Exclusions

•   Students undertaking both 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.

•   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.

7.9   Visual Arts, Craft and Design units of competency

Table 1   Elective pool

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
Design			
BSBDES301A	Explore the use of colour	Nil	20
BSBDES302A	Explore and apply the creative design process to 2D forms	Nil	25
BSBDES303A	Explore and apply the creative design process to 3D forms	Nil	25
BSBDES304A	Source and apply design industry knowledge	Nil	20
BSBDES305A	Source and apply information on the history and theory of design	Nil	20
BSBDES402A	Interpret and respond to a design brief	Nil	20
BSBDES403A	Develop and extend design skills and practice	Nil	25
CUVDES04B	Integrate colour theory and design processes in response to a brief	Nil	20
Core (AQF II or III)			
CUVCOR07B	Use drawing techniques to represent the object or idea	Nil	15
CUVCOR08B	Produce drawings to represent and communicate the concept	Nil	20
CUVCOR11B	Source information on history and theory and apply to own area of work	Nil	15
CUVCOR12B	Review history and theory for application to artistic practice	Nil	20
Support			
CUVCRS01B	Plan work for a nominated site	Nil	15
CUVCRS03B	Produce computer-aided drawings	Nil	35
CUVCRS04B	Produce technical drawings	Nil	35
CUVCRS05B	Use typography techniques for design work	Nil	20
CUVCRS06B	Make scale models	Nil	25
CUVCRS08B	Document the work progress	Nil	10
CUVCRS11B	Select and prepare work for exhibition	Nil	10
CUVCRS13B	Store finished work	Nil	5
CUVCRS16B	Prepare text and graphic files for print processing	Nil	25

Table 1 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
Design practice			
CUVDSP04B	Research and apply the history and theory of design to design practice	Nil	20
CUVDSP07B	Research and apply techniques for graphic design	Nil	30
CUVDSP11B	Research and apply techniques for illustrative work	Nil	30
CUVDSP13B	Research and apply techniques for the design of wearable objects	Nil	30
CUVDSP14B	Research and apply techniques for the design of products	Nil	30
CUVDSP15B	Research and apply techniques for application to spatial design	Nil	30
Photoimaging			
CUVPHI05B	Use a 35 mm SLR camera or digital equivalent	Nil	20
CUVPHI09B	Use colour materials, processing and printing techniques in a wet darkroom context	Nil	25
CUVPHI10B	Use and extend wet darkroom techniques to produce monochrome photographs	Nil	25
Professional practice			
CUVPRP02B	Develop understanding of own Aboriginal or Torres Strait Islander identity	Nil	30
Ceramics			
CUVVSP04B	Apply techniques to produce ceramics	Nil	25
CUVVSP05B	Produce ceramics	Nil	25
CUVVSP06B	Research and experiment with techniques to produce ceramics	Nil	30
CUVVSP07B	Apply techniques in wheel-formed ceramics	Nil	25
Digital art			
CUVVSP11B	Apply techniques to produce digital images	Nil	20
CUVVSP12B	Produce digital images	Nil	25
CUVVSP13B	Research and experiment with techniques for digital image enhancement and manipulation	Nil	30

Table 1 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
Drawing			
CUVVSP14B	Apply techniques to produce drawings	Nil	25
CUVVSP15B	Produce drawings	Nil	25
CUVVSP16B	Research and experiment with techniques to produce drawings	Nil	30
Glass			
CUVVSP17B	Apply techniques to produce glass work	Nil	25
CUVVSP21B	Produce glass work	Nil	25
CUVVSP22B	Research and experiment with techniques to produce glass work	Nil	30
Jewellery			
CUVVSP26B	Apply techniques to produce jewellery	Nil	25
CUVVSP27B	Produce jewellery	Nil	25
CUVVSP28B	Research and experiment with techniques to produce jewellery	Nil	30
Painting			
CUVVSP34B	Apply techniques to produce paintings	Nil	25
CUVVSP35B	Produce paintings	Nil	25
CUVVSP36B	Research and experiment with techniques to produce paintings	Nil	30
Prints			
CUVVSP44B	Apply techniques to produce prints	Nil	25
CUVVSP45B	Produce prints	Nil	25
CUVVSP46B	Research and experiment with techniques to produce prints	Nil	30
Sculpture			
CUVVSP50B	Apply techniques to produce sculpture	Nil	25
CUVVSP51B	Produce sculpture	Nil	25
CUVVSP52B	Research and experiment with techniques to produce sculpture	Nil	30
Textiles/fibre			
CUVVSP54B	Apply techniques to produce textile/fibre work	Nil	25
CUVVSP55B	Produce textile/fibre work	Nil	25
CUVVSP56B	Research and experiment with techniques to produce textile/fibre work	Nil	30

Table 1 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours of credit
Video art			
CUVVSP18B	Apply techniques to produce video art	Nil	25
CUVVSP19B	Produce video art	Nil	25
CUVVSP20B	Research and experiment with techniques to produce video art	Nil	30
Wood			
CUVVSP57B	Apply techniques to produce wood objects	Nil	25
CUVVSP58B	Produce wood objects	Nil	25
CUVVSP59B	Research and experiment with techniques to produce wood objects	Nil	30
Imported units of competency contained in CUV03			
CUFDIG304A	Create visual design components	Nil	20
Other imported units of competency			
BSBDES201A	Follow a design process	Nil	20
BSBDES202A	Evaluate the nature of design in a specific industry context	Nil	15
CUFANM301A	Create 2D digital animations	Nil	30
CUFANM302A	Create 3D digital animations	Nil	30
CUFANM303A	Create 3D digital models	Nil	30
ICAU1128B	Operate a personal computer	Nil	5
ICAU2006B	Operate computing packages	Nil	15
ICAU3126B	Use advanced features of computer applications	Nil	30
ICPPP224B	Produce pages using a page layout application	Nil	25
LMFCR0003B	Carry out measurements and calculations	Nil	20
LMFID3002A	Source and specify decoration products	Nil	25
LMFID3005A	Style a retail display	Nil	30
SIRXMER001A	Merchandise products	Nil	20
SIRXMER005A	Create a display	Nil	15

8   Work Placement

Work placement is strongly recommended within this VET CEC and appropriate hours have been assigned to each course.

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.

The recommended work placement requirements for courses in this VET CEC are not intended to indicate the time required for the achievement of units of competency. The amount of learning in the workplace that is needed to achieve a unit of competency will vary.

8.1   Work placement requirements

It is strongly recommended that students complete the following work placement for Visual Arts, Craft and Design VET CEC courses:
• Visual Arts and Contemporary Craft (120 indicative hours) – a minimum of 35 hours in a workplace
• Visual Arts and Contemporary Craft (240 indicative hours) – a minimum of 70 hours in a workplace
• Design Fundamentals (120 indicative hours) – a minimum of 35 hours in a workplace
• Design Fundamentals (240 indicative hours) – a minimum of 70 hours in a workplace
• Design Fundamentals Specialisation Study (60 indicative hours) – a minimum of 14 *additional* hours in a workplace.

It is the responsibility of the school and/or RTO to determine how course outcomes are best achieved and to structure delivery accordingly. If additional work placement or classroom time is required to enable individual students or class groups to achieve the competencies, this will be determined by the deliverer, but it does not affect the indicative HSC hours.

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

8.2   Part-time work

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 Board of Studies *Assessment, Certification and Examinations (ACE) Manual* or relevant Board of Studies Official Notices.

9 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.

9.1 Competency-based assessment

The courses within the Visual Arts, Craft and Design VET CEC are competency-based courses. The Board of Studies and the VET Quality Framework (formerly referred to as the AQTF) requires that a competency-based approach to assessment is used. Assessment must meet the requirements of the *Visual Arts, Craft and Design Training Package (CUV03)*.

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.

9.2 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.

9.2.1 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 to ensure fair, valid and consistent assessment.

The assessment guidelines in the Visual Arts, Craft and Design Training Package set out information on:
- the assessment system
- learning and assessment pathways
- assessor requirements
- designing assessment tools
- conducting assessment
- delivery and assessment of employability skills
- access and equity
- training and assessment in remote and rural areas
- training and assessment issues for schools
- further sources of information.

The full text of the assessment guidelines and units of competency is included in the national *Visual Arts, Craft and Design Training Package (CUV03)* available at www.training.gov.au.

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

9.2.2 Using qualified assessors

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

The VET Quality Framework (formerly referred to as the AQTF) 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).

10   HSC Requirements and Certification

10.1   Course completion requirements

For a student to be considered to have satisfactorily completed a course within the Visual Arts, Craft and Design VET CEC there must be sufficient evidence that the student has:
• followed the course endorsed by the Board
• applied themselves with diligence and sustained effort to the set tasks and experiences provided in the course by the school/RTO
• achieved some or all of the course outcomes.

Refer to the Board's *Assessment, Certification and Examination (ACE) Manual* for further information (www.boardofstudies.nsw.edu.au).

10.2   Preliminary and HSC unit credit

To facilitate flexibility of VET in the HSC, courses within 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.

10.3   Reporting achievement in the HSC

The HSC credentials received by students are used by the Board to report satisfactory completion of courses within the Visual Arts, Craft and Design VET CEC. Each course will be listed on the HSC Record of Achievement together with the HSC unit credit value. The Record of Achievement will also refer to separate vocational documentation.

For students who have fulfilled the requirements of an AQF VET qualification, the vocational documentation will consist of the relevant Certificate and an accompanying Transcript of Competencies Achieved. Students who have achieved partial completion of an AQF VET qualification will receive a Statement of Attainment, which lists all units of competency achieved towards the qualification.

11   Other Information

11.1   Providing for all students

11.1.1   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 within 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 7 of this document.

Students with special education needs may require adjustments to learning and assessment strategies as well as additional time to demonstrate the required level of competence.

Reasonable adjustments to delivery and assessment are appropriate provided they conform to the industry competency standards as expressed in the *Visual Arts, Craft and Design Training Package (CUV03)*.

> An adjustment is any measure or action that a student requires because of their disability, and which has the effect of assisting the student to access and participate in education and training on the same basis as students without a disability.
>
> An adjustment is reasonable if it achieves this purpose while taking into account factors such as the nature of the student's disability, the views of the student, the potential effect of the adjustment on the student and others who might be affected, and the costs and benefits of making the adjustment.
>
> An education provider is also entitled to maintain the academic integrity of a course or program and to consider the requirements or components that are inherent or essential to its nature when assessing whether an adjustment is reasonable.[5]

Reasonable adjustments should be based on the individual student's needs and abilities.

The appropriate units of competency should be selected through the collaborative curriculum planning process to work towards the achievement of an AQF VET Certificate and an occupational outcome.

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.

Successful participation in courses within the Visual Arts, Craft and Design VET CEC for students with special education needs will require:
*   collaborative curriculum planning to meet individual needs
*   appropriate learning and assessment strategies
*   appropriate consultation on strategies to support the recommended work placement
*   ongoing partnerships between schools, students, parents, teachers, employers and others in the community.

To develop skills and knowledge to industry standard, students with special education needs may require extended time and additional support, both off the job and in the workplace.

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[5]   *Training Package Development Handbook Guidelines: Training Packages*, www.tpdh.deewr.gov.au

Work placement

It is strongly recommended that students with special education needs undertake the minimum work placement requirement for courses within the Visual Arts, Craft and Design VET CEC, detailed in Section 7 (course requirements) and in Section 8 of this document.

Assessment

Students with special education needs are subject to the assessment requirements detailed in Section 9 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 (CUV03)*. A qualified assessor must conduct the assessment.

11.1.2   Gender and cultural considerations

VET CECs address the needs of a broad range of students. Material developed for teaching and assessment programs in the Visual Arts, Craft and Design VET CEC must not contain any bias related to a student's gender or cultural background. Case studies, illustrative examples and other materials used for teaching and assessment should be selected such that they do not reinforce gender or cultural stereotypes.

11.2   Articulation to further training

Students achieving units of competency in this VET CEC can apply to have those units recognised in other endorsed Training Package qualifications.

Students and teachers should investigate the qualifications within the *Visual Arts, Craft and Design Training Package (CUV03)* to identify possible training pathways. In some instances these may include higher-level courses at TAFE NSW or other RTOs which may provide for advanced standing in related university courses.

Students seeking to gain credit towards AQF VET qualifications in other industries may use the qualifications gained in Visual Arts, Craft and Design as evidence of competency for related units of competency in any national Training Package.

12 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 from the ***Visual Arts, Craft and Design Training Package (CUV03)***. 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**: **The shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 7.**

CUV20103   Certificate II in Visual Arts and Contemporary Craft

Notes

The Certificate II in Visual Arts and Contemporary Craft is designed to reflect the role of individuals who perform a range of mainly routine tasks and who work under direct supervision. It is a flexible entry-level qualification, which can be customised to meet a broad range of industry needs. This qualification is also suitable for VET in schools programs.

The workplace context for this qualification will vary and this context must guide the selection of elective units. Examples of appropriate units for particular jobs at this level are as follows:

Community arts workshop assistant
• BSBITU102A Develop keyboard skills
• CUECOR02B Work with others
• CUVADM11A Work within an arts organisation context
• CUVCRS13B Store finished work
• CUVVSP26B Apply techniques to produce jewellery
• CUVVSP50B Apply techniques to produce sculpture
• CUVVSP54B Apply techniques to produce textile/fibre work

Trainee in ceramics studio
• BSBITU102A Develop keyboard skills
• CUVCRS13B Store finished work
• CUVVSP04B Apply techniques to produce ceramics
• CUVVSP26B Apply techniques to produce jewellery
• CUVVSP50B Apply techniques to produce sculpture
• WRRCS2B Apply point of sale handling procedures
• WRRS2B Sell products and services

Packaging rules

Core units	
Complete **4 core units**:	
BSBOHS201A	Participate in OHS processes
CUVCOR02B	Develop and articulate concept for own work
CUVCOR07B	Use drawing techniques to represent the object or idea
CUVCOR11B	Source information on history and theory and apply to own area of work

Elective units
Complete **7** other units with at least **1 unit** from the following areas of the Visual Arts, Craft and Design Training Package
•   Ceramics •   Digital art •   Drawing •   Glass •   Jewellery •   Painting •   Photoimaging •   Prints •   Sculpture •   Textiles/fibre •   Video art •   Wood
Remaining units may be selected from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.
The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate II. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

The following table contains a summary of the employability skills for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of competency packaged in this qualification. The outcomes described here are broad industry requirements that may vary depending on the packaging options.

Employability Skills for CUV20103 Certificate II in Visual Arts and Contemporary Craft	
Employability skill	*Industry/enterprise requirements for this qualification include:*
Communication	• Liaising with people from arts organisations. • Passing on key safety information to colleagues. • Collecting information to develop a concept for own work. • Presenting concepts to others.
Teamwork	• Discussing industry developments with colleagues. • Checking safety procedures with other team members. • Obtaining feedback on concepts.
Problem solving	• Adjusting work practices to suit particular arts contexts. • Identifying safety issues and reporting them to the appropriate person. • Refining concepts to incorporate feedback from others. • Identifying action to be taken if finished work is not ready for storage.
Initiative and enterprise	• Developing several possible concepts to communicate an idea.
Planning and organising	• Collecting information to develop a concept for own work. • Organising work tasks to ensure safety. • Organising the presentation of a concept to others. • Preparing work for storage and storing it appropriately. • Identifying the steps and resources required to produce the proposed art object.
Self-management	–
Learning	• Keeping up to date with industry developments. • Improving ceramics. • Drawing, sculpture and jewellery skills through experimentation.
Technology	• Using the internet for sourcing information. • Using tools to make jewellery, ceramic objects and sculptures.

This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

> **Please note**: **The shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 7.**

CUV20203   Certificate II in Aboriginal or Torres Strait islander Cultural Arts

Notes

The Certificate II in Aboriginal or Torres Strait Islander Cultural Arts is designed to reflect the role of individuals who perform a range of mainly routine tasks and who work under direct supervision. It is a flexible entry-level qualification, which can be customised to meet a broad range of industry needs. This qualification is also 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.

The workplace context for this qualification will vary and this context must guide the selection of elective units. Examples of appropriate units for particular jobs at this level are as follows:

Community arts workshop assistant
- BSBITU102A Develop keyboard skills
- CUECOR02B Work with others
- CUVADM11A Work within an arts organisation context
- CUVCRS13B Store finished work
- CUVVSP26B Apply techniques to produce jewellery
- CUVVSP50B Apply techniques to produce sculpture
- CUVVSP54B Apply techniques to produce textile/fibre work

Trainee in ceramics studio
- BSBITU102A Develop keyboard skills
- CUVCRS13B Store finished work
- CUVVSP04B Apply techniques to produce ceramics
- CUVVSP26B Apply techniques to produce jewellery
- CUVVSP50B Apply techniques to produce sculpture
- WRRCS2B Apply point of sale handling procedures
- WRRS2B Sell products and services

Packaging rules

Core units	
Complete **5 core units**:	
BSBOHS201A	Participate in OHS processes
CUVCOR02B	Develop and articulate concept for own work
CUVCOR07B	Use drawing techniques to represent the object or idea
CUVCOR11B	Source information on history and theory and apply to own area of work
CUVPRP02B	Develop understanding of own Aboriginal or Torres Strait Islander identity

Elective units
Complete **6** other units with at least **1 unit** from the following areas of the Visual Arts, Craft and Design Training Package

- Ceramics
- Digital art
- Drawing
- Glass
- Jewellery
- Painting
- Photoimaging
- Prints
- Sculpture
- Textiles/fibre
- Video art
- Wood

Remaining units may be selected from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.

The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate II. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

The following table contains a summary of the employability skills for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of competency packaged in this qualification. The outcomes described here are broad industry requirements that may vary depending on the packaging options.

Employability Skills for CUV20203 Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	
Employability skill	*Industry/enterprise requirements for this qualification include:*
Communication	• Discussing issues of family and kinship with one's own Aboriginal or Torres Strait Islander community. • Presenting concepts to others. • Passing on key safety information to colleagues.
Teamwork	• Discussing industry developments with colleagues. • Checking safety procedures with other team members. • Obtaining feedback on concepts.
Problem solving	• Refining concepts to incorporate feedback from others. • Identifying sensitive issues and using information in a culturally appropriate way. • Identifying safety issues and reporting them to the appropriate person. • Identifying action to be taken if finished work is not ready for storage.
Initiative and enterprise	• Developing several possible concepts to communicate an idea.
Planning and organising	• Collecting and organising information on one's own Aboriginal or Torres Strait Islander cultural heritage. • Collecting information to develop a concept for own work. • Identifying the steps and resources required to produce the proposed art object. • Organising the presentation of a concept to others. • Organising work tasks to ensure safety. • Preparing work for storage and storing it appropriately.
Self-management	• Following workplace procedures, particularly in relation to OHS. • Maintaining personal safety standards.
Learning	• Improving ceramics, drawing, print making, sculpture and painting skills through experimentation.
Technology	• Using the internet for sourcing information. • Using tools to make jewellery, ceramic objects, prints and sculptures.

This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

> **Please note**: **The shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 7.**

CUV30103   Certificate III in Visual Arts and Contemporary Craft

Notes

This qualification is designed to reflect the role of individuals who work in the visual arts and contemporary craft industries and perform a range of skilled tasks using discretion and judgement and who have the ability to select, adapt and transfer skills to different situations. Individuals may specialise in one area or be multi-skilled.

Examples of appropriate elective units for particular jobs at this level are as follows:

Assistant in ceramics studio
- CUVCRS03B Produce computer-aided drawings
- CUVCRS14B Prepare, store and maintain finished work
- CUVDES03B Apply the design process to 3-dimensional work in response to a brief
- CUVDES04B Integrate colour theory and design processes in response to a brief
- CUVPRP01B Develop self as artist
- CUVVSP05B Produce ceramics
- CUVVSP07B Apply techniques in wheel-formed ceramics
- CUVVSP51B Produce sculpture
- PMCOPS221A Operate manual glazing equipment
- PMCOPS224A Hand mould ceramics

Assistant in community arts facility
- BSBSMB401A Establish legal and risk management requirements of small business
- CUEMAR01B Assist with marketing activities
- CULMS410B Provide research assistance
- CUVCRS11B Select and prepare work for exhibition
- CUVCRS14B Prepare, store and maintain finished work
- CUVPRP01B Develop self as artist
- CUVVSP15B Produce drawings
- CUVVSP35B Produce paintings
- CUVVSP45B Produce prints
- CUVVSP51B Produce sculpture

Packaging rules

Core units	
Complete **4 core units**:	
BSBOHS201A	Participate in OHS processes
CUVCOR03B	Develop, refine and communicate concept for own work
CUVCOR08B	Produce drawings to represent and communicate the concept
CUVCOR12B	Review history and theory for application to artistic practice

Elective units

Complete **10** other units.

At least **1 unit** must be selected from the following areas of the Visual Arts, Craft and Design Training Package:

- Calligraphy
- Ceramics
- Digital art
- Drawing
- Glass
- Jewellery
- Painting
- Photoimaging
- Prints
- Sculpture
- Textiles/fibre
- Video art
- Wood

In addition, at least **1 unit** must be selected from the following areas of the Visual Arts, Craft and Design Training Package:

- Professional practice
- Design
- Research and innovation

Remaining units may be selected from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.

The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate III. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

The following table contains a summary of the employability skills for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of competency packaged in this qualification. The outcomes described here are broad industry requirements that may vary depending on the packaging options.

Employability Skills for CUV30103 Certificate III in Visual Arts and Contemporary Craft	
Employability skill	*Industry/enterprise requirements for this qualification include:*
Communication	• Passing on key safety information to colleagues. • Presenting concepts to others. • Interpreting briefs and conceptual visions. • Producing artworks which are consistent with the conceptual vision.
Teamwork	• Checking safety procedures with other team members. • Discussing concepts and work issues with colleagues.
Problem solving	• Identifying safety issues and reporting them to the appropriate person. • Refining concepts to incorporate feedback from others. • Applying selection criteria to finished work to be stored. • Adjusting techniques to achieve a particular effect.
Initiative and enterprise	• Developing several possible concepts to communicate an idea. • Producing a range of samples in response to a brief or conceptual vision.
Planning and organising	• Collecting and analysing information to develop concepts and ideas. • Organising the presentation of a concept to others. • Organising work tasks to ensure safety. • Organising information systematically. • Preparing and maintaining documentation. • Determining criteria for the selection of finished work for storage. • Calculating dimensions for 3D samples. • Identifying techniques and processes required to produce artworks.
Self-management	• Following workplace procedures, particularly in relation to OHS. • Maintaining personal safety standards. • Challenging one's own ideas and approaches. • Having clear goals about one's future as an artist.
Learning	• 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 with materials and techniques.
Technology	• Using the internet for research. • Using electronic record keeping. • Using tools and equipment to produce artworks. • Using technology to expand own arts practice.

This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

> **Please note**:   **The shaded units of competency are available in the Visual Arts, Craft and Design VET CEC. HSC course requirements are outlined in Section 7.**

CUV30303   Certificate III in Design Fundamentals

Notes

The Certificate III in Design Fundamentals is designed as a qualification that provides a pathway to a career in Design. There are limited job outcomes at this level, though in areas such as graphic and digital design there may be some employment opportunities as a Junior Design Assistant.

Appropriate elective units might include:
- CUVCRS03B Produce computer-aided drawings
- CUVCRS16B Prepare text and graphic files for print processing
- CUVVSP12B Produce digital images
- CUVVSP19B Produce video art
- CUVVSP27B Produce jewellery

Packaging rules

Core units	
Complete **9 core units**:	
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
BSBOHS201A	Participate in OHS processes
CUVCOR03B	Develop, refine and communicate concept for own work
CUVCOR08B	Produce drawings to represent and communicate the concept
CUVDES04B	Integrate colour theory and design processes in response to a brief

Elective units
Complete **5** other units from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed Training Package.
Remaining units may be selected from other areas of the Visual Arts, Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.
The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate III. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.

The following table contains a summary of the employability skills for this qualification. This table should be interpreted in conjunction with the detailed requirements of each unit of

competency packaged in this qualification. The outcomes described here are broad industry requirements that may vary depending on the packaging options.

Employability Skills for CUV30303 Certificate III in Design Fundamentals	
Employability skill	*Industry/enterprise requirements for this qualification include:*
Communication	• Passing on key safety information to colleagues. • Presenting concepts to others. • Interpreting briefs and conceptual visions. • Producing graphic artwork which is consistent with the conceptual vision. • Liaising with resource suppliers.
Teamwork	• Checking safety procedures with other team members. • Discussing concepts, industry developments and work issues with colleagues.
Problem solving	• Identifying safety issues and reporting them to the appropriate person. • Refining concepts to incorporate feedback from others. • Adjusting techniques to achieve a particular effect. • Responding to computer problems.
Initiative and enterprise	• Developing several possible concepts to communicate an idea. • Producing a range of samples in response to a brief or conceptual vision.
Planning and organising	• Collecting and analysing information to develop concepts and ideas. • Organising the presentation of a concept to others. • Organising work tasks to ensure safety. • Organising information systematically. • Preparing text and graphic files for print processing. • Identifying techniques and processes required to produce digital images and graphic artwork. • Sourcing and analysing information to inform design practice. • Organising resources, taking into account cost and other constraints.
Self-management	• Following workplace procedures, particularly in relation to OHS. • Maintaining personal safety standards. • Challenging one's own ideas and approaches. • Career planning.
Learning	• 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 with materials and techniques. • Keeping up to date with industry developments.
Technology	• Using the internet for research. • Using a range of software applications to produce graphic artwork.

This table is a summary of employability skills that are typical of this qualification and should not be interpreted as definitive.

Table 2   Status of units of competency from the Visual Arts, Craft and Design HSC courses for Certificates II in Visual Arts and Contemporary Craft and Aboriginal or Torres Strait Islander Cultural Arts and Certificates III in Visual Arts and Contemporary Craft and Design Fundamentals

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
Qualification packaging rules					*- 4 core* *- 7 electives (min 1 from listed area)*	*- 5 core* *- 6 electives (min 1 from listed area)*	*- 4 core* *- 10 electives (min 2 from listed areas*	*- 9 core* *- 5 electives*
BSBOHS201A	Participate in OHS processes	Nil	15	compulsory (all courses)	core	core	core	core
CUVCOR02B	Develop and articulate concept for own work	Nil	15	compulsory (VA & CC 120 & 240)	core	core	–	–
CUVCOR03B	Develop, refine and communicate concept for own work	Nil	20	compulsory (DF 120 & 240)	elective	elective	core	core
BSBDES301A	Explore the use of colour	Nil	20	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
BSBDES302A	Explore and apply the creative design process to 2D forms	Nil	25	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
BSBDES303A	Explore and apply the creative design process to 3D forms	Nil	25	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
BSBDES304A	Source and apply design industry knowledge	Nil	20	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
BSBDES305A	Source and apply information on the history and theory of design	Nil	20	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
BSBDES402A	Interpret and respond to a design brief	Nil	20	elective (all courses)	elective	elective	elective (listed addit'nal area)	elective
BSBDES403A	Develop and extend design skills and practice	Nil	25	elective (all courses)	elective	elective	elective (listed addit'nal area)	elective

*   See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUVDES04B	Integrate colour theory and design processes in response to a brief	Nil	20	elective (all courses)	elective	elective	elective (listed addit'nal area)	core
CUVCOR07B	Use drawing techniques to represent the object or idea	Nil	15	elective (all courses)	core	core	–	–
CUVCOR08B	Produce drawings to represent and communicate the concept	Nil	20	elective (all courses)	elective	elective	core	core
CUVCOR11B	Source information on history and theory and apply to own area of work	Nil	15	elective (all courses)	core	core	elective	elective
CUVCOR12B	Review history and theory for application to artistic practice	Nil	20	elective (all courses)	elective	elective	core	elective
CUVCRS01B	Plan work for a nominated site	Nil	15	elective (all courses)	elective	elective	elective	elective
CUVCRS03B	Produce computer-aided drawings	Nil	35	elective (all courses)	elective	elective	elective	elective
CUVCRS04B	Produce technical drawings	Nil	35	elective (all courses)	elective	elective	elective	elective
CUVCRS05B	Use typography techniques for design work	Nil	20	elective (all courses)	elective	elective	elective	elective
CUVCRS06B	Make scale models	Nil	25	elective (all courses)	elective	elective	elective	elective
CUVCRS08B	Document the work progress	Nil	10	elective (all courses)	elective	elective	elective	elective
CUVCRS11B	Select and prepare work for exhibition	Nil	10	elective (all courses)	elective	elective	elective	elective
CUVCRS13B	Store finished work	Nil	5	elective (all courses)	elective	elective	elective	elective
CUVCRS16B	Prepare text and graphic files for print processing	Nil	25	elective (all courses)	elective	elective	elective	elective

* See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUVDSP04B	Research and apply the history and theory of design to design practice	Nil	20	elective (all courses)	elective	elective	elective	elective
CUVDSP07B	Research and apply techniques for graphic design	Nil	30	elective (all courses)	elective	elective	elective	elective
CUVDSP11B	Research and apply techniques for illustrative work	Nil	30	elective (all courses)	elective	elective	elective	elective
CUVDSP13B	Research and apply techniques for the design of wearable objects	Nil	30	elective (all courses)	elective	elective	elective	elective
CUVDSP14B	Research and apply techniques for the design of products	Nil	30	elective (all courses)	elective	elective	elective	elective
CUVDSP15B	Research and apply techniques for application to spatial design	Nil	30	elective (all courses)	elective	elective	elective	elective
CUVPHI05B	Use a 35mm SLR camera or digital equivalent	Nil	20	elective (all courses)	elective	elective	elective (listed area)	elective
CUVPHI09B	Use colour materials, processing and printing techniques in a wet darkroom context	Nil	25	elective (all courses)	elective	elective	elective (listed area)	elective
CUVPHI10B	Use and extend wet darkroom techniques to produce monochrome photographs	Nil	25	elective (all courses)	elective	elective	elective (listed area)	elective
CUVPRP02B	Develop understanding of own Aboriginal or Torres Strait Islander identity	Nil	30	elective (all courses)	elective	core	elective (listed addit'nal area)	elective
CUVVSP04B	Apply techniques to produce ceramics	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP05B	Produce ceramics	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective

*   See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUVVSP06B	Research and experiment with techniques to produce ceramics	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP07B	Apply techniques in wheel-formed ceramics	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP11B	Apply techniques to produce digital images	Nil	20	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP12B	Produce digital images	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP13B	Research and experiment with techniques for digital image enhancement and manipulation	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP14B	Apply techniques to produce drawings	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP15B	Produce drawings	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP16B	Research and experiment with techniques to produce drawings	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP17B	Apply techniques to produce glass work	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP21B	Produce glass work	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP22B	Research and experiment with techniques to produce glass work	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP26B	Apply techniques to produce jewellery	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective

* See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUVVSP27B	Produce jewellery	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP28B	Research and experiment with techniques to produce jewellery	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP34B	Apply techniques to produce paintings	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP35B	Produce paintings	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP36B	Research and experiment with techniques to produce paintings	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP44B	Apply techniques to produce prints	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP45B	Produce prints	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP46B	Research and experiment with techniques to produce prints	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP50B	Apply techniques to produce sculpture	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP51B	Produce sculpture	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP52B	Research and experiment with techniques to produce sculpture	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP54B	Apply techniques to produce textile/fibre work	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective

* See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUVVSP55B	Produce textile/fibre work	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP56B	Research and experiment with techniques to produce textile/fibre work	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP18B	Apply techniques to produce video art	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP19B	Produce video art	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP20B	Research and experiment with techniques to produce video art	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP57B	Apply techniques to produce wood objects	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP58B	Produce wood objects	Nil	25	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUVVSP59B	Research and experiment with techniques to produce wood objects	Nil	30	elective (all courses)	elective (listed area)	elective (listed area)	elective (listed area)	elective
CUFDIG304A	Create visual design components	Nil	20	elective (all courses)	elective	elective	elective	elective
BSBDES201A	Follow a design process	Nil	20	elective (all courses)	elective	elective	elective	elective
BSBDES202A	Evaluate the nature of design in a specific industry context	Nil	15	elective (all courses)	elective	elective	elective	elective
CUFANM301A	Create 2D digital animations	Nil	30	elective (all courses)	elective	elective	elective	elective
CUFANM302A	Create 3D digital animations	Nil	30	elective (all courses)	elective	elective	elective	elective

* See packaging rules for further specific details for this qualification (pp 38–40)

Table 2 cont/d

Unit code	Unit title	Unit-specific prerequisite	HSC indicative hours	Visual Arts, Craft and Design VET CEC	Certificate II in Visual Arts & Contemporary Craft	Certificate II in Aboriginal or Torres Strait Islander Cultural Arts	Certificate III in Visual Arts & Contemporary Craft*	Certificate III in Design Fundamentals
CUFANM303A	Create 3D digital models	Nil	30	elective (all courses)	elective	elective	elective	elective
ICAU1128B	Operate a personal computer	Nil	5	elective (all courses)	elective	elective	elective	elective
ICAU2006B	Operate computing packages	Nil	15	elective (all courses)	elective	elective	elective	elective
ICAU3126B	Use advanced features of computer applications	Nil	30	elective (all courses)	elective	elective	elective	elective
ICPPP224B	Produce pages using a page layout application	Nil	25	elective (all courses)	elective	elective	elective	elective
LMFCR0003B	Carry out measurements and calculations	Nil	20	elective (all courses)	elective	elective	elective	elective
LMFID3002A	Source and specify decoration products	Nil	25	elective (all courses)	elective	elective	elective	elective
LMFID3005A	Style a retail display	Nil	30	elective (all courses)	elective	elective	elective	elective
SIRXMER001A	Merchandise products	Nil	20	elective (all courses)	elective	elective	elective	elective
SIRXMER005A	Create a display	Nil	15	elective (all courses)	elective	elective	elective	elective

*   See packaging rules for further specific details for this qualification (pp 38–40)

Appendix   Modification history

The Visual Arts, Craft and Design VET CEC is based on the national *Visual Arts, Craft and Design Training Package (CUV03)*.

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
October 2011	VET Quality Framework [formerly referred to as the Australian Quality Training Framework (AQTF)] – term and associated text updated. www.training.gov.au replaces www.ntis.gov.au. Correction to unit title – BSBDES402A ~~Integrate~~ *Interpret and respond to a design brief* (Section 7.9, Table 1 and Section 12, Table 2).
October 2010	No changes to course description.
February 2010	Corrected name of courses listed – from Visual Arts and Craft to Visual Arts and Contemporary Craft (Section 7.1)
August 2009	Addition of modification history. General update of text to align with most current VET CEC course descriptions – no impact on course structures and requirements.
March 2009	Addition of four units of competency to the elective pool (Section 7.9, Table 1) and status table (Section 12, Table 2): • LMFID3002A *Source and specify decoration products* • LMFID3005A *Style a retail display* • SIRXMER001A *Merchandise products* • SIRXMER005A *Create a display*
December 2008	Correction – repeat entry for CUFDIG304A *Create visual design components* deleted (Section 7.9, Table 1 and Section 15, Table 2).
October 2008	Endorsement of the Visual Arts, Craft and Design VET CEC (based on CUV03v3).