Creative Industries

VET Industry Specific

National Training Package

CUA Creative Arts and Culture Training Package (Release 4.1)

**IMPORTANT INFORMATION**



This syllabus is effective from 1 January 2021.

Users of this syllabus are responsible for checking its currency.

VET industry specific courses are updated periodically to comply with the most current national training package release.

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**Content**

[Rationale 1](#_Toc61532224)

[Course delivery 1](#_Toc61532225)

[VET training and assessment requirements 2](#_Toc61532226)

[Workplace learning 2](#_Toc61532227)

[Course content 3](#_Toc61532228)

[Units of competency 3](#_Toc61532229)

[Time and completion requirements 3](#_Toc61532230)

[Course unit credit 3](#_Toc61532231)

[Assessment 4](#_Toc61532232)

[Music pathway 5](#_Toc61532233)

[Certificate II in Music Industry 6](#_Toc61532234)

[Certificate III in Music Industry 8](#_Toc61532235)

[Visual Art pathway 11](#_Toc61532236)

[Certificate I in Aboriginal or Torres Strait Islander Cultural Arts 12](#_Toc61532237)

[Certificate II in Visual Arts 14](#_Toc61532238)

[Certificate III in Visual Arts 16](#_Toc61532239)

[Screen and Media pathway 18](#_Toc61532240)

[Certificate II in Creative Industries 19](#_Toc61532241)

[Certificate III in Screen and Media 21](#_Toc61532242)

[Live Production pathway 23](#_Toc61532243)

[Certificate II in Creative Industries 24](#_Toc61532244)

[Glossary 26](#_Toc61532245)

[Acknowledgements 32](#_Toc61532246)

# Rationale

The vocational education and training (VET) industry specific Creative Industries course provides students with the opportunity to achieve nationally recognised vocational qualifications under the Australian Qualifications Framework (AQF) and to gain School Curriculum and Standards Authority (Authority) course unit credit towards the Western Australian Certificate of Education (WACE).

The course is based on nationally endorsed training packages. It specifies the range of industry developed units of competency from the relevant training packages that is suitable for the WACE. To meet the course requirements and achieve course units towards a WACE, students must follow the course structure, attain required units of competency and fulfil work placement requirements.

The VET industry specific Creative Industries course provides opportunities for the completion of Certificate I, Certificate II and Certificate III qualifications and for students to access short-term and
long-term employment opportunities. Students develop relevant technical, vocational and interpersonal competencies suitable for employment and further training in the creative industries, as well as skills, knowledge and experiences that are transferable to other industry areas.

This course encourages students to engage in a vocational context with senior secondary education, fosters a positive transition from school to work, and provides a structure within which students can prepare for further education, training and employment.

# Course delivery

VET industry specific courses have the status of an Authority-developed course and enable students to achieve dual accreditation for a nationally endorsed qualification and meet course completion requirements for the WACE.

When considering VET delivery, schools are advised to:

* refer to the VET section of the *WACE Manual*
* contact their education sector/systems representative for information on operational considerations relating to VET delivery options in schools.

VET can be delivered by schools providing they meet the appropriate VET regulatory requirements. Schools need to become a registered training organisation (RTO) or work in partnership with an RTO for the delivery, assessment and certification of training.

It is the responsibility of the RTO to determine that requirements are met when delivering and assessing VET. This includes ensuring that teachers and trainers have the required qualifications to deliver VET industry specific courses.

## VET training and assessment requirements

The VET sector’s regulatory arrangements are designed to maintain the standards of nationally recognised training.

In Western Australia, the Training Accreditation Council (TAC) is responsible for quality assurance and recognition processes for RTOs with scope of delivery limited to Western Australia and Victoria, domestic students and for the accreditation of courses.

For information on how the TAC regulates VET, refer to the Training Accreditation Authority website at [www.tac.wa.gov.au](http://www.tac.wa.gov.au).

For RTOs in partnership with Western Australian schools, but with scope of delivery not limited to Western Australia or Victoria, the quality assurance is regulated by the Australian Skills Quality Authority (ASQA). Both ASQA and the TAC regulate RTOs using the *Standards for RTOs, 2015*.

For information on the VET Quality Framework and VET regulation by ASQA, refer to the ASQA website at [www.asqa.gov.au](https://www.asqa.gov.au/).

The delivery of training and assessment of VET requires that the assessment be conducted according to the national S*tandards for RTOs, 2015* which includes the requirements for all training and assessment to be conducted by a suitably qualified trainer and assessor in partnership with an RTO that is scoped to deliver the training and assessment

For more information on the requirements for training and assessment please refer to the *Users’ Guide to the Standards for RTOs, 2015* on the ASQA website at [www.asqa.gov.au](https://www.asqa.gov.au/).

## Workplace learning

The Authority-developed Workplace Learning (ADWPL) endorsed program is a mandatory co-requisite for a VET industry specific course. Mandated workplace learning must commence in the same year of enrolment in the VET industry specific course and can be met within the first year of a two-year program. The requirements for mandated workplace learning may be met within one year of a two-year program. Workplace learning time is required for each of the qualifications in this course. The number of workplace learning unit equivalents required is specified for each qualification within this course. The work placement must be industry related and occur while the course units are being undertaken.

Workplace learning is essential for this course as it enables the students to:

* collect evidence towards achievement of units of competency
* develop positive attitudes towards work
* apply skills acquired in an industry context
* develop additional employability skills and knowledge
* actively engage with industry.

Non-completion of any required workplace units or equivalents may result in a ‘requirements not met’ (RNM) status for the course units and will be reflected as a U (Unfinished) notation.

# Course content

A VET industry specific course includes a full, nationally recognised AQF qualification; mandatory industry related workplace learning and contributes towards the WACE as a WACE course instead of unit equivalence. The most current training packages are used in these courses and the courses are updated regularly as new versions of training packages are endorsed. Training packages can be accessed at [www.training.gov.au](https://training.gov.au) (TGA).

## Units of competency

Units of competency for qualifications in the VET industry specific Creative Industries course come from the CUA Creative Arts and Culture Training Package.

Units of competency specify the standards of performance required in the workplace. They are statements of the skills and knowledge required for effective performance in a particular job or job function as agreed nationally by industry.

Trainers need to refer to the relevant training package for further details of the elements, performance criteria, foundation skills, range of conditions and evidence requirements for specific units of competency. Teachers and trainers should check the RTO’s scope of registration before determining which elective units of competency are to be included in delivery and assessment programs. This can be determined during initial discussions when considering a partnership arrangement between the school and RTO.

# Time and completion requirements

VET industry specific course units are packaged as either two or four WACE course units, linked to a specified qualification and are only awarded upon the completion of all of the course requirements.

Unlike other WACE courses, VET industry specific course units are paired in both Year 11 (Units 1 and 2) and Year 12 (Units 3 and 4) syllabuses. A student who withdraws from a VET industry specific course after only one semester **will** **not** receive VET industry specific course units for that academic year.

VET industry specific courses can be delivered over one year or two years.

The number of Workplace Learning endorsed program unit equivalents to be completed varies according to the qualification offered. Students must complete all components of the course before the full allocation of VET industry specific course unit credits can be allocated.

## Course unit credit

Course unit credit for VET industry specific courses is awarded as ‘completed’ for each VET industry specific course unit. The achievement descriptor ‘completed’ contributes in the same manner as a C grade or better for all other WACE course units.

Regardless of the academic year in which a VET industry specific course is completed, WACE course credit is allocated across both Year 11 (Units 1 and 2) and Year 12 (Units 3 and 4). That is, part of the achievement allocation of a VET industry specific course is either retrospective or projected credit, depending on the year in which the course requirements are completed.

If a student does not successfully complete all components of the VET industry specific course, the student
is awarded a U (Unfinished) notation for the Year 12 units (Units 3 and 4). Course credit for Year 11 units (Units 1 and 2) for a partially completed Certificate II or Certificate III VET industry specific course may be awarded under the following conditions:

* **Qualification component**: completion of equal to or greater than 110 nominal hours of the VET industry specific qualification

**and**

* **Workplace learning component**: completion of at least one unit equivalent of the Workplace Learning endorsed program in an industry relevant to the qualification industry area.

If the conditions for Year 11 Units 1 and 2 are not met by the end of an academic year, a U (Unfinished) notation is awarded until such time as these conditions have been met.

If the requirements are not achieved in Year 11, but are subsequently achieved in Year 12, then retrospective credit for the Year 11 Units 1 and 2 will be awarded. If a student exits the VET industry specific course at the end of Year 11 and has completed the requirements for Year 11 Units 1 and 2, credit is awarded as ‘completed’ (has met the C grade standard for a WACE course) and retained by the student for WACE contribution.

Units of competency only contribute towards the WACE once. Therefore, student enrolments in units of competency in VET industry specific course qualifications are enrolled as VET integrated into the relevant VET industry specific course units. VET integrated units of competency do not attract unit equivalence.

# Assessment

The assessment of VET industry specific courses must be conducted by a qualified assessor in partnership with an RTO, which may be a school, TAFE, or private training provider and in accordance with the national *Standards for RTOs, 2015*.

All assessment requirements need to be met concurrently to demonstrate the achievement of an element of competency. All elements of competency must be achieved to demonstrate the achievement of a unit of competency.

A student is judged as either competent or not yet competent. The judgement is made on the basis of evidence, which can be in a variety of forms. A student who is assessed as competent on all required competencies for the VET industry specific course, and complete the mandatory workplace learning requirements as specified is awarded ‘completed’ for Year 11 Units 1 and 2, and Year 12 Units 3 and 4.

All successfully completed qualifications and the associated units of competency are recorded on the student’s Western Australian Statement of Student Achievement (WASSA).

# Music pathway

CUA20615 Certificate II in Music Industry

CUA30915 Certificate III in Music Industry

## Certificate II in Music Industry

This qualification reflects the role of individuals who perform a range of mainly routine tasks in the music industry, work under direct supervision, and use limited practical skills and fundamental operational knowledge in a defined context.

**Job roles**

This qualification allows learners to develop skills and knowledge to prepare for work, but there are no specific employment outcomes at this level.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA20615 Certificate II in Music Industry

Unit VEVCI

Unit VTVCI

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA20615](http://training.gov.au/Training/Details/CUA20615).

Students must complete a total of **eight** (8) units of competency. These consist of **three** (3) core units,
**three** (3) mandated electives which have been made compulsory for this course and can be chosen from either the Performance or Audio/Sound pathway. The **two** (2) remaining electives must be selected from the elective list below. Core units of competency and mandated electives cannot be substituted.

The Certificate II in Music Industry completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

| CODE | UNIT TITLE |
| --- | --- |
| CORE |
| BSBWHS201 | Contribute to health and safety of self and others |
| BSBWOR203 | Work effectively with others |
| CUAIND201 | Develop and apply creative arts industry knowledge |
| MANDATED ELECTIVES (Choose one pathway) |
| Performance pathway |
| Select all three |
| CUAMPF101 | Develop skills to play or sing music |
| CUAMPF201 | Play or sing simple musical pieces |
| CUAMLT201 | Develop and apply musical ideas and listening skills |
| OR |
| Audio/Sound pathway |
| Select all three |
| CUASOU201 | Develop basic audio skills and knowledge |
| CUASOU202 | Perform basic sound editing |
| CUASOU203 | Assist with sound recordings |
| Electives (Choose two) |
| CUAMPF202 | Incorporate music technology into performance |
| CUAMPF204 | Play or sing music from simple written notation |
| CUAMCP201 | Incorporate technology into music making |
| CUAMLT202 | Apply knowledge of music culture to music making |
| CUAMPF102 | Develop ensemble skills to perform simple musical parts |
| CUAMPF203 | Develop ensemble skills for playing or singing music |
| CUASOU204 | Mix sound in a broadcasting environment |
| CUASOU303 | Repair and maintain audio equipment |

## Certificate III in Music Industry

This qualification reflects the role of individuals who apply a broad range of competencies in a varied work context in the music industry, using some discretion and judgement and theoretical knowledge. They may provide support to a team.

**National Code of Practice for Induction for Construction Work**

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the *National Code of Practice for Induction Training for Construction Work* (Australian Safety Compensation Council, May 2007).

Achievement of the unit CPCCOHS1001A Work safely in the construction industry from the CPC08 Construction, Plumbing and Services Training Package fulfils this requirement.

**Job roles**

This qualification reflects the role of individuals who apply a broad range of competencies in a varied work context in the music industry, using some discretion and judgement and theoretical knowledge. They may provide support to a team.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA30915 Certificate III in Music Industry

Unit VEVCIT

Unit VTVCIT

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA30915](http://training.gov.au/Training/Details/CUA30915).

Students undertaking this course must choose either the Performance, Audio/Sound or Composition pathway. Students must complete a total of **eleven** (11) units of competency. These consist of **four** (4) core units and a total of **seven** (7) electives.

The Performance and Composition pathways each have **two** (2) mandated electives which have been made compulsory for this course. The **five** (5) remaining electives must be selected from Group A.

The Audio/Sound pathway has no mandated electives; however, all **seven** (7) electives must be selected from Group B. Core units of competency and mandated electives cannot be substituted.

The Certificate III in Music Industry completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

| CODE | UNIT TITLE |
| --- | --- |
| CORE |
| BSBWHS201 | Contribute to health and safety of self and others |
| CUACMP301 | Implement copyright arrangements |
| CUAIND303 | Work effectively in the music industry |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice |
| PATHWAYS (Choose one pathway) |
| Performance pathway |
| MANDATED ELECTIVES (Select both) |
| CUAMPF301 | Develop technical skills in performance |
| CUAMPF302 | Prepare for performances |
| OR |
| Composition pathway |
| MANDATED ELECTIVES (Select both) |
| CUAMCP301 | Compose simple songs or musical pieces |
| CUAMCP302 | Write song lyrics |
| OR |
| Audio/Sound pathway |
| GROUP B ELECTIVES (Choose seven) |
| CUASOU201 | Develop basic audio skills and knowledge |
| CUASOU202 | Perform basic sound editing |
| CUASOU204 | Mix sound in a broadcasting environment |
| CUASOU301 | Undertake live audio operations |
| CUASOU302 | Compile and replay audio material |
| CUASOU303 | Repair and maintain audio equipment |
| CUASOU304 | Prepare audio assets |
| CUASOU306 | Operate sound reinforcement systems |
| CUASOU307 | Record and mix a basic music demo |
| CUASOU308 | Install and disassemble audio equipment |
| CUASOU309 | Restore audio tracks |
| CUASOU310 | Analyse soundtracks |
| CUASOU311 | Mix music in a studio environment |
| CUASOU402 | Manage audio input sources |
| Group A Electives (Choose five)These electives are to be selected in addition to the mandated pathway electives. |
| CUAMCP201 | Incorporate technology into music making |
| CUAMCP301 | Compose simple songs or musical pieces |
| CUAMCP302 | Write song lyrics |
| CUAMCP303 | Develop simple musical pieces using electronic media |
| CUAMLT303 | Notate music |
| CUAMPF202 | Incorporate music technology into performance |
| CUAMPF203 | Develop ensemble skills for playing or singing music |
| CUAMPF301 | Develop technical skills in performance |
| CUAMPF302 | Prepare for performances |
| CUAMPF303 | Contribute to backup accompaniment |
| CUAMPF304 | Make a music demo |
| CUAMPF305 | Develop improvisation skills |
| CUAMPF402 | Develop and maintain stagecraft skills |
| CUAMPF404 | Perform music as part of a group |
| CUAMPF406 | Perform music as a soloist |

# Visual Art pathway

CUA10215 Certificate I in Aboriginal or Torres Strait Islander Cultural Arts

CUA20715 Certificate II in Visual Arts

CUA31115 Certificate III in Visual Arts

## Certificate I in Aboriginal or Torres Strait IslanderCultural Arts

This qualification reflects the role of individuals who are developing fundamental creative and technical skills that underpin visual arts and craft practice in an Aboriginal and Torres Strait Islander cultural arts context. 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 is 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.

**Job roles**

This qualification allows learners to develop skills and knowledge to prepare for work, but there are no specific employment outcomes at this level.

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA10215 Certificate I in Aboriginal or Torres Strait Islander Cultural Arts

Unit VEVCIC

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA10215](http://www.training.gov.au/Training/Details/CUA10215).

Note: as qualifications and training packages may be updated at various times throughout the year, schools are advised to refer to [www.training.gov.au](https://training.gov.au) (TGA) to ensure they are delivering the most current version of the qualification. If the qualification has been superseded, it can only be delivered within the transition period.

Students must complete a total of **six** (6) units of competency. These consist of **four** (4) core units and **two** (2) elective units. Core units of competency cannot be substituted.

The elective units consist of up to two (2) from the elective units listed within the packaging rules, or any currently endorsed training package qualification or accredited course at Certificate I or II.

The Certificate I in Aboriginal or Torres Strait Islander Cultural Arts completed in this course results in the achievement of **two** (2) Year 11 course units. Completion of 55 hours of work placement (equivalent to **one** (1) ADWPL endorsed program unit equivalent) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

## Certificate II in Visual Arts

This qualification reflects the role of individuals who are developing the basic creative and technical skills that underpin visual arts and craft practice.

**Job roles**

There are no direct job outcomes from this qualification.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA20715 Certificate II in Visual Arts

Unit VEVCIV

Unit VTVCIV

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA20715](http://www.training.gov.au/Training/Details/CUA20715).

Note: as qualifications and training packages may be updated at various times throughout the year, schools are advised to refer to [www.training.gov.au](https://training.gov.au) (TGA) to ensure they are delivering the most current version of the qualification. If the qualification has been superseded, it can only be delivered within the transition period.

Students must complete a total of **nine** (9) units of competency. These consist of **four** (4) core units and **five** (5) elective units. Core units of competency cannot be substituted.

Of the five (5) elective units, two (2) units must be selected from the electives listed within the packaging rules on TGA. The remaining three (3) units may be selected from the remaining listed electives or any currently endorsed training package and/or accredited course at Certificate I, II or III level.

The Certificate II in Visual Arts completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

## Certificate III in Visual Arts

This qualification reflects the role of individuals who are developing a range of visual art skills and who take responsibility for own outputs in work and learning. Practice at this level is underpinned by the application of introductory art theory and history.

**Job roles**

Depending on the electives chosen this qualification prepares learners for further study in a number of fields including visual art work with a variety of mediums, supporting community theatre work or various design disciplines such as textile design.

Possible job roles include:

* ceramics studio assistant
* community arts centre assistant.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA31115 Certificate III in Visual Arts

Unit VEVCIA

Unit VTVCIA

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA31115](http://www.training.gov.au/Training/Details/CUA31115).

Note: as qualifications and training packages may be updated at various times throughout the year, schools are advised to refer to [www.training.gov.au](https://training.gov.au) (TGA) to ensure they are delivering the most current version of the qualification. If the qualification has been superseded, it can only be delivered within the transition period.

Students must complete a total of **twelve** (12) units of competency. These consist of **four** (4) core units and **eight** (8) elective units. Core units of competency cannot be substituted.

Of the elective units required, at least four (4) units must come from Group A as listed within the packaging rules on TGA. The remaining four (4) units must consist of at least two (2) units from Group A or B, and up to two (2) units may be selected from the remaining listed electives, currently endorsed training package, or accredited course at Certificate II, III or IV level.

The Certificate III in Visual Arts completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

# Screen and Media pathway

CUA20215 Certificate II in Creative Industries

CUA31015 Certificate III in Screen and Media

## Certificate II in Creative Industries

This qualification reflects the role of individuals with the skills and knowledge to perform in a range of varied activities in the creative industries where there is a clearly defined range of contexts. Activities are of limited complexity with required actions clearly defined.

This qualification may be used as a preparatory qualification into the CUA31015 Certificate III in Screen and Media.

**Job roles**

Prepares individuals to perform a range of mainly routine tasks in the creative industry sectors, work under direct supervision, and use limited practical skills and fundamental operational knowledge in a defined context.

Possible job roles in a media context include:

* community radio production assistant
* community television production assistant.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA20215 Certificate II in Creative Industries

Unit VEVCIN

Unit VTVCIN

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA20215](http://www.training.gov.au/Training/Details/CUA20215).

Note: as qualifications and training packages may be updated at various times throughout the year, schools are advised to refer to [www.training.gov.au](https://training.gov.au) (TGA) to ensure they are delivering the most current version of the qualification. If the qualification has been superseded, it can only be delivered within the transition period.

Students must complete a total of **ten** (10) units of competency. These consist of **three** (3) core units and **seven** (7) elective units. Core units of competency cannot be substituted.

Of the seven elective units, at least **four** (4) units must be selected from Group A as listed within the packaging rules on TGA. The remaining **three** (3) elective units may be selected from Group A units or Group B as listed within the packaging rules on TGA, or from any currently endorsed training package or accredited course at Certificate II or III level.

The Certificate II in Creative Industries completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

## Certificate III in Screen and Media

This qualification reflects the role of a skilled operator in digital video, radio and online content creation, or a skilled assistant in the film and television production services who applies a broad range of competencies in a varied work context, using some discretion and judgement and relevant theoretical knowledge.

**Licensing/Regulatory information**

**National Standard for Licensing Persons Performing High Risk Work**

*The National Standard for Licensing Persons Performing High Risk Work* applies to persons performing dogging and rigging work. Completion of the following units is required for certification at either basic, intermediate or advanced levels:

* CPCCLRG4001A Licence to perform rigging advanced level
* CPCCLRG3001A Licence to perform rigging basic level
* CPCCLRG3002A Licence to perform rigging intermediate level
* CPCCLDG3001A Licence to perform dogging.

**Consideration: National Code of Practice for Induction for Construction Work**

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the *National Code of Practice for Induction Training for Construction Work* (Australian Safety Compensation Council, May 2007).

Achievement of the unit CPCCOHS1001A Work safely in the construction industry from the CPC08 Construction, Plumbing and Services Training Package fulfils this requirement.

**Job roles**

Job titlesmay include:

* archival media technician
* camera/lighting assistant
* community radio program maker/presenter

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA31015 Certificate III in Screen and Media

Unit VEVCID

Unit VTVCID

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA31015](http://www.training.gov.au/Training/Details/CUA31015).

Students must complete a total of **eleven** (11) units of competency. These consist of **three** (3) core units and **eight** (8) elective units. Core units of competency cannot be substituted.

Six (6) elective units must be selected from the elective list within the packaging rules on TGA. The remaining two (2) elective units may be selected from the remaining elective units listed within the packaging rules on TGA, any endorsed training package or accredited course at Certificate II, III or IV level.

The Certificate III in Screen and Media completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

# Live Production pathway

CUA20215 Certificate II in Creative Industries

## Certificate II in Creative Industries

This qualification reflects the role of individuals with the skills and knowledge to perform in a range of varied activities in the creative industries where there is a clearly defined range of contexts. Activities are of limited complexity with required actions clearly defined.

**National Standard for Licensing Persons Performing High Risk Work**

Sets and staging for some performances or events may fall within the definition of construction work. If so, people entering the construction site are required to complete the general induction training program specified by the *National Code of Practice for Induction Training for Construction Work* (Australian Safety Compensation Council, May 2007).

Achievement of the unit *CPCCOHS1001A Work safely in the construction industry* from the *CPC08 Construction, Plumbing and Services Training Package* fulfils this requirement.

**Job roles**

Activities are of limited complexity with required actions clearly defined.

Job titles may include:

* crewing employee
* dresser
* merchandise seller
* stage door attendant
* theatre attendant/usher
* head fly operator
* props maker
* senior mechanist
* sound technician and/or operator
* venue technician.

**Future pathways**

The *Post-Secondary Pathways* document for this course provides an illustration of pathways into higher level qualifications and career options for students who have undertaken this course. Please refer to the relevant VET industry specific course page on the Authority website under the Support Materials section or [click here](https://senior-secondary.scsa.wa.edu.au/syllabus-and-support-materials/vet-industry-specific/creative-industries).

**Workplace learning**

In the context of the Creative Industries, work is generally performance based. Workplace learning may include a range of activities which lead to a final performance or event, such as activities relating to exhibitions, performances or any other creative project.

CUA20215 Certificate II in Creative Industries

Unit VEVCIN

Unit VTVCIN

This School Curriculum and Standards Authority-developed course uses the CUA Creative Arts and Culture Training Package as a framework for the achievement of a full AQF qualification. It should be read in conjunction with the training package which is available at [www.training.gov.au/Training/Details/CUA20215](https://training.gov.au/Training/Details/CUA20215).

Note: as qualifications and training packages may be updated at various times throughout the year, schools are advised to refer to [www.training.gov.au](https://training.gov.au) (TGA) to ensure they are delivering the most current version of the qualification. If the qualification has been superseded, it can only be delivered within the transition period.

Students must complete a total of **ten** (10) units of competency. These consist of **three** (3) core units and **seven** (7) elective units. Core units of competency cannot be substituted.

Of the seven elective units, at least **four** (4) units must be selected from Group A as listed within the packaging rules on TGA. The remaining **three** (3) elective units may be selected from Group A units or Group B units as listed within the packaging rules on TGA, or from any currently endorsed training package or accredited course at Certificate II or III level.

The Certificate II in Creative Industries completed in this course results in the achievement of **four** (4) course units (two Year 11 units and two Year 12 units). Completion of 110 hours of work placement (equivalent to **two** (2) ADWPL endorsed program unit equivalents) is compulsory to meet course requirements, and must be from industry related placement/employment relevant to the job outcome at this level.

# Glossary

**Accredited course**

A nationally accredited course developed to meet training needs that are not addressed by existing training packages. Details of nationally accredited courses and the training providers that deliver these courses are provided by training.gov.au (TGA).

**Apprentice**

A person contracted to an employer to undergo training for a recognised apprenticeable occupation during an established period. Upon completion of an apprenticeship, an apprentice becomes a qualified tradesperson.

**Apprenticeship**

The industry’s preferred approach to assessment, including the qualifications required by assessors, the design of assessment processes and how assessments should be conducted.

**Assessment guidelines**

The industry’s preferred approach to assessment, including the qualifications required by assessors, the design of assessment processes and how assessments should be conducted.

**Auspicing**

This involves an organisation entering into partnership with a registered training organisation (RTO) in order to have the training and assessment that it undertakes recognised under the National Training Framework. The term auspicing has been replaced by the term 'partnerships' under the Australian Quality Training Framework (AQTF).

**Australian Core Skills Framework**

The *Australian Core Skills Framework* (ACSF) describes an individual’s performance in the five core skills of learning, reading, writing, oral communication and numeracy. It provides a consistent national approach to identifying and developing the core skills in three contexts: personal and community; workplace and employment; and, education and training. For further information, see <https://www.education.gov.au/australian-core-skills-framework>.

**Australian Qualifications Framework**

The *Australian Qualifications Framework* (AQF) is a single comprehensive national qualifications framework that provides nationally consistent recognition of outcomes of qualifications ranging from the vocational education and training (VET) Certificate I to doctoral degrees. It specifies the knowledge and skills necessary for Senior Secondary Certificates of Education, such as the WACE. For further information, see <http://www.aqf.edu.au>.

**Australian school-based apprenticeships/traineeships**

An Australian apprenticeship/traineeship is undertaken part-time while the apprentice/trainee is still at school. It comprises a mix of academic, vocational and technical education and training and paid employment which enables Year 11 and Year 12 students to obtain a senior secondary certificate and credits towards a vocational qualification.

**Australian Skills Quality Authority (ASQA)**

The national regulator for the vocational education and training (VET) sector which became operational in July 2011. Registered training organisations (RTOs) in the Australian Capital Territory, New South Wales, the Northern Territory, Queensland, South Australia and Tasmania come under ASQA's jurisdiction. ASQA is also the regulatory body for some RTOs in Victoria and Western Australia that offer courses to overseas students or to students in states that come under ASQA's jurisdiction.

**Certificates I–IV**

A set of qualification types in the Australian Qualifications Framework (AQF) that prepares candidates for both employment and further education and training. The qualifications recognise achievement of specified national industry competency standards at four AQF levels in a wide variety of trades, industries and enterprises.

**Competency**

The consistent application of knowledge and skill to the standard of performance required in the workplace. It embodies the ability to transfer and apply skills and knowledge to new situations and environments.

**Competency-based assessment**

The gathering and judging of evidence in order to decide whether a person has achieved a standard of competence.

**Core competency**

A unit of competency within a competency standard that an industry has agreed is essential to be achieved if a person is to be accepted as competent at a particular level. All units may be core, but in many cases, competency at a level will involve core units plus optional or specialisation units of competency. Core competencies are normally those central to the work of a particular industry or occupation.

**Credit transfer**

The granting of status or credit by an institution or training organisation to students for modules (subjects) or units of competency completed at the same or another institution or training organisation.

**Department of Training and Workforce Development in Western Australia (DTWD)**

DTWD works with industry, the community, organisations and other government agencies to build a productive inclusive, efficient and mobile workforce which meets the needs of Western Australia. The Department manages public resources in the State vocational education and training (VET) system, and strategically plans, funds and monitors publicly funded training. In addition to providing workforce development planning, the Department also provides career development services and administers training contracts and regulates the apprenticeship system in Western Australia.

**Element**

An element describes the key activities that must be performed to demonstrate competence in the tasks covered by the unit.

**Endorsed component**

The central part of a training package, endorsed by the National Skills Standards Council (NSSC), comprising units of competency, assessment requirements associated with each unit of competency, qualifications and credit arrangements.

**Fee-for-service training**

Training for which most or all of the cost is borne by the student or a person or organisation on behalf of the student.

**Foundation skills**

The skills which enable people to gain, keep and progress within employment, including skills in the clusters of work readiness and work habits, interpersonal skills and learning, thinking and adaptability skills.

**Industry Training Council (ITC)**

Non-government or not-for-profit bodies established by industry or business sector to address training issues and to provide advice to government about training priorities and the vocational education and training (VET) needs of a particular industry.

**Logbook**

A record kept by a person of the knowledge, skills or competencies attained during on-the-job or off-the-job training.

**National Centre for Vocational Education Research (NCVER)**

A national research, evaluation and information organisation for the vocational education and training (VET) sector in Australia, jointly owned by the Commonwealth, State and Territory ministers responsible for VET.

**Partnerships**

An organisation such as an enterprise or school, not wishing to be a registered training organisation or to provide training itself, can enter into a partnership with a registered training organisation (RTO). The RTO will be responsible for the quality of training and assessment, and issuing qualifications and statements of attainment, in compliance with the Australian Quality Training Framework (AQTF) and/or vocational education and training (VET) Quality Framework.

**Performance criteria**

The part of a competency standard which specifies the required level of performance to be demonstrated by students to be deemed competent.

**Pre-apprenticeships in schools**

Pre-apprenticeships in schools are Certificate II programs that have been nominated by Western Australian industry training councils as valid pathways from school to apprenticeships. Students attend school, train at a registered training organisation and are linked to an employer for work placement. The student must complete a work placement as nominated in the pre-apprenticeship program. The registered training organisations will coordinate work placements in partnership with the schools.

**Preparing Secondary Students for Work (2015)**

*Preparing Secondary Students for Work (2015)* sets out a framework for vocational learning and vocational education and training (VET) delivered to secondary students.

**Qualification**

Formal certification that is awarded by an accredited authority in recognition of the successful completion of an educational program. In the vocational education and training (VET) sector, qualifications are awarded when a person has satisfied all requirements of the units of competency or modules that comprise an Australian Qualifications Framework (AQF) qualification, as specified by a nationally endorsed training package or an accredited course that provides training for that qualification.

**Recognition of prior learning (RPL)**

The acknowledgement of a person's skills and knowledge acquired through previous training, work or life experience, which may be used to grant status or credit in a subject or module. It can lead to a full qualification in the vocational education and training (VET) sector.

**Registered training organisation (RTO)**

A registered training organisation (RTO) is an organisation that delivers, assesses, certifies and quality assures a nationally recognised VET qualification. An RTO may be a school, a private training provider, or a Technical and Further Education (TAFE) college. All RTOs operate under the various elements of the national training system.

**School-based apprenticeships and traineeships**

School-based apprenticeships and traineeships are paid employment-based training programs for full-time school students 15 years of age and over. Under these arrangements the student is both a full-time student and a part-time employee with the same employment and training privileges and responsibilities as other apprentices/trainees.

**Skill sets**

Single units or combinations of units which link to a license or regulatory requirement, or defined industry need. In 2007, the National Quality Council (NQC) determined that skill sets would complement full qualifications within the Australian Qualifications Framework (AQF) and be included in training packages. Prior to this, students who did not complete a full qualification could only receive a Statement of Attainment for each unit completed, without any indication of whether the units selected met a defined industry need or licensing/regulatory requirement. Nationally endorsed skill sets will provide formal recognition of training for a discrete part of a qualification linked to a function or role within an occupation.

**State Training Board**

The State Training Board (STB) is a statutory body established by Part 3 of the *Vocational Education and Training Act 1996*. The STB is the peak industry training advisory body to the Minister for Education and Training in Western Australia. The key focus of the STB is to ensure WA has a quality vocational education and training (VET) system that enables people to develop skills and knowledge that support and meet the needs of industry.

**TAFE**

A publicly funded post-secondary educational institution (Technical and Further Education) which provides a range of technical and vocational education and training courses and other programs. Each State and Territory has its own TAFE system.

**Trainee**

A person receiving training in a vocational area or undertaking a traineeship. The successful completion of a traineeship leads to a minimum of a Certificate II in the relevant vocational area.

**Traineeship**

A system of vocational training combining off-the-job training with an approved training provider with on-the-job training and practical work experience. Traineeships generally take one to two years and are now a part of the Australian Apprenticeships system.

**Training package**

A nationally endorsed, integrated set of units of competency, assessment requirements, Australian Qualifications Framework (AQF) qualifications and credit arrangements, and one or more quality assured companion volumes. Training packages specify the skills and knowledge required to perform effectively in the workplace.

**Training.gov.au (TGA)**

Training.gov.au is the official National Register on vocational education and training (VET) in Australia and is the authoritative source of information on training packages, qualifications, accredited courses, units of competency, skill sets and registered training organisations.

**Unit of competency**

The nationally agreed statements of the skills and knowledge required for effective performance in a particular job or job function. They identify the skills and knowledge, as outcomes that contribute to the whole job function. Units of competency are an endorsed component of training packages.

**VET delivered to/undertaken by secondary students**

The term used to describe vocational education and training (VET) undertaken by students who are engaged in both secondary education and nationally recognised VET. **VET delivered to secondary students** is the same as all other VET, and the same quality standards apply.

Note: **VET in Schools** was the term used to describe the VET provided to school students that resulted in a VET qualification. This term is deemed to be unsuitable to describe VET undertaken by secondary students as it implies that VET delivered to secondary school students is different from all other VET.

**VET Quality Framework**

The vocational education and training (VET) Quality Framework is aimed at achieving greater national consistency in the way registered training organisations (RTOs) are registered and monitored and in how standards in the VET sector are enforced.

The VET Quality Framework comprises:

• the *Standards for Registered Training Organisations (RTOs) 2015*

• the Fit and Proper Person Requirements

• the Financial Viability Risk Assessment Requirements

• the Data Provision Requirements

• the Australian Qualifications Framework (AQF).

**Vocational education and training**

Vocational education and training (VET) enables students to acquire workplace skills through nationally recognised training described within an industry developed training package or accredited course.A Certificate II (or higher) VET qualification in combination with ATAR, General or Foundation courses will be an option to satisfy the completion requirement in 2021.

**Vocational learning**

Vocational learning helps secondary students explore the world of work, identify career options and pathways, and build career development skills. Vocational learning is delivered within the broader curriculum. It supports students to gain career development skills and provides opportunities for students to ‘taste’ the world of work through one-off events, initiatives such as enterprise learning, or spending time in a real or simulated workplace.

**Workplace Learning endorsed program (ADWPL)**

Workplace Learning (ADWPL) is an Authority-developed endorsed program that is managed by individual schools. To complete this program, a student works in one or more paid or unpaid workplace/s to develop a set of transferable workplace skills. A student must record the number of hours completed and the tasks undertaken in the workplace in the Authority’s *Workplace Learning Logbook*. A student must also provide evidence of their knowledge and understanding of the workplace skills by completing the Authority’s *Workplace Learning Skills Journal* after each 55 hours in the workplace.

# Acknowledgements

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