



**Australian Government**

# **CUADRA201 Develop drawing skills**

**Release: 1**

## CUADRA201 Develop drawing skills

### Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package version 2.0.

### Application

This unit describes the skills and knowledge required to use a limited range of basic drawing techniques to produce fundamental drawings from simple ideas. This unit relates to drawing as an art form and differs from units that focus on drawing as a visual representation tool.

It typically applies to individuals who have developed some general design or drawing skills and who are now embarking on a career in visual arts. They have little or no experience in drawing and work under close supervision and with guidance from others.

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

### Unit Sector

Visual communication – drawing

### Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element.</i>
1. Prepare drawing resources	1.1 Calculate and obtain type and quantity of drawing equipment, tools and materials according to own selected ideas for the work 1.2 Prepare equipment, tools and materials according to procedures for workplace safety, cost control and waste minimisation 1.3 Set up a safe work space with guidance from key people
2. Use and test drawing techniques	2.1 View a range of drawings in different styles, and discuss with key people how effects are achieved 2.2 Match potential techniques to ideas for own drawings with assistance from key people

ELEMENT	PERFORMANCE CRITERIA
	<p>2.3 Test a range of techniques to determine the effects they achieve through experimentation with samples, practice pieces or work in progress</p> <p>2.4 Use selected techniques to produce fundamental drawings, considering and applying elements and principles of design</p> <p>2.5 Clean and store equipment, tools, and materials according to specific needs of different items</p> <p>2.6 Handle equipment, tools and materials safely and minimise waste throughout all processes</p>
3. Review work to develop skills	<p>3.1 Review own drawings and note areas for future improvement</p> <p>3.2 Seek and consider feedback from key people to identify areas for improvement</p> <p>3.3 Review different opportunities to build own skills and select suitable options</p>

## Foundation Skills

*This section describes language, literacy, numeracy and employment skills incorporated in the performance criteria that are required for competent performance.*

Skill	Performance Criteria	Description
Learning	3.3	<ul style="list-style-type: none"> <li>Plans a learning process to build own skills</li> </ul>
Reading	1.2	<ul style="list-style-type: none"> <li>Interprets detailed information from familiar procedural documents to determine production and safety requirements</li> </ul>
Oral Communication	1.3, 2.1, 2.2, 3.2	<ul style="list-style-type: none"> <li>Clearly explains ideas for designs and techniques using relevant industry language</li> <li>Uses questioning and active listening techniques to gain information and feedback and confirm understanding</li> </ul>
Numeracy	1.1, 1.3, 2.4	<ul style="list-style-type: none"> <li>Uses basic calculations to determine quantities of materials, measure dimensions of work space and drawings</li> </ul>
Navigate the world of work	1.2, 1.3, 2.4, 2.6	<ul style="list-style-type: none"> <li>Follows defined procedures and legislative requirements, understands boundaries of own work and skill, and seeks clarification and guidance on all</li> </ul>

		issues
Interact with others	1.3, 2.1, 2.2, 3.2	<ul style="list-style-type: none"> <li>Seeks guidance and cooperates with instructions and advice from others to achieve best outcomes for own creative work</li> </ul>
Get the work done	1.1-1.3, 2.1-2.4	<ul style="list-style-type: none"> <li>Organises all processes to set up work space, test techniques and produce creative work with close guidance from others</li> <li>Makes routine decisions using procedures to guide activities</li> <li>Makes decisions about appropriate techniques by evaluating and testing a limited range of known options with assistance from others</li> <li>Resolves problems with technique through trial, error and practice</li> </ul>

## Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUADRA201 Develop drawing skills	CUVDRA201A Develop drawing skills	Updated to meet Standards for Training Packages and clarify intent.	Equivalent unit

## Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1db201d9-4006-4430-839f-382ef6b803d5>