



**Australian Government**

# **CPCCFWF3001 Prepare surfaces for tiling application**

**Release: 1**

# CPCCWF3001 Prepare surfaces for tiling application

## Modification History

Release 1 This version first released with CPC Construction, Plumbing and Services Training Package Release 5.0.

Supersedes and equivalent to CPCCWF3001A Prepare surfaces for tiling application. Updated to meet the Standards for Training Packages 2012.

## Application

This unit of competency specifies the skills and knowledge required to repair and prepare different substrates for wall and floor tiling applications.

The unit is suitable for those with basic skills and knowledge undertaking routine work tasks under the direction of more experienced workers.

Completion of the general construction induction training program specified by the model Code of Practice for Construction Work is required for any person who is to carry out construction work. Achievement of *CPCCWHS1001 Prepare to work safely in the construction industry* meets this requirement.

Licensing, legislative or certification requirements apply to this unit in some states and territories and users are advised to check with the relevant regulatory authority.

## Pre-requisite Unit

CPCCWHS2001 Apply WHS requirements, policies and procedures in the construction industry.

## Unit Sector

Wall and floor tiling

## Elements and Performance Criteria

Elements describe the essential outcomes.

Performance criteria describe what needs to be done to demonstrate achievement of the element.

1 Plan and prepare to prepare surfaces for tiling application.

1.1 Read and interpret task work instructions and plan sequence of work.

1.2 Select and use personal protective equipment (PPE) as required for each stage of the task.

- 1.3 Plan all work to comply with laws and regulations, Australian Standards, work health and safety (WHS) and environmental requirements, manufacturers' specifications, workplace requirements, drawings and specifications.
  - 1.4 Inspect work site, assess hazards and apply risk controls, including required signage and barricades.
  - 1.5 Select tools and equipment, check for serviceability and report any faults.
  - 1.6 Select materials required for task, calculate quantities, handle safely and prepare and position ready for use.
- 2 Prepare materials for preparing substrate.
    - 2.1 Check tiling materials for product suitability to task, ensuring compatibility with surface material.
    - 2.2 Determine activities for material preparation.
    - 2.3 Carry out material preparation to satisfy the requirements of the application process.
- 3 Prepare framed substrates.
    - 3.1 Prepare and install underlay for tiling application.
    - 3.2 Finish substrate surface to approved surface standards with joints flush.
    - 3.3 Clean surfaces to remove all contaminants and loose material.
- 4 Prepare cementitious and masonry substrate surface.
    - 4.1 Determine substrate structure and clean surfaces to remove all contaminants and loose material.
    - 4.2 Control suction with the use of water and apply slurry and bonding agent if required.
    - 4.3 Measure and mix materials for screeding and/or rendering, ensuring that mortar is bonded to the substrate.
    - 4.4 Screed and/or render and finish mortar to float finish applying specified fall.

- 4.5 Protect the screeded and/or rendered area with signs and barricades to allow to dry and/or cure.
- 5 Clean up.
  - 5.1 Clear work area and dispose of, reuse or recycle materials.
  - 5.2 Clean, check, maintain and store plant, tools and equipment in accordance with manufacturers' recommendations.

## Foundation Skills

Foundation skills essential to performance are explicit in the performance criteria of this unit of competency.

## Unit Mapping Information

Supersedes and equivalent to CPCCFWF3001A Prepare surfaces for tiling application.

## Links

Companion volumes to this training package are available at the VETNet website - <https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=7e15fa6a-68b8-4097-b099-030a5569b1ad>