



Australian Government

CUACER402 Experiment with throwing techniques

Release: 1

CUACER402 Experiment with throwing techniques

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 proactively experiment with various throwing techniques and design concepts to create thrown ceramic work.

It applies to individuals who are still developing technical throwing skills and an individual style through dedicated practice at the wheel. Individuals often produce work at a pre-professional level for sale in outlets such as markets and fairs. They work independently with limited supervision and guidance as required.

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

Unit Sector

Visual communication – ceramics

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. Develop ideas for thrown work	1.1 Discuss creative goals for own thrown ceramic work with key people 1.2 Research, adapt and use relevant ideas and approaches from other practitioners and comply with intellectual property requirements 1.3 Use knowledge of different throwing techniques to inform ideas 1.4 Consider how different throwing techniques and ideas can best work together 1.5 Assess the professional potential and presentation requirements for own thrown ceramic work to inform ideas

ELEMENT	PERFORMANCE CRITERIA
	1.6 Refine and confirm ideas based on experimentation, research and collaboration with others
2. Extend throwing skills	<p>2.1 Evaluate potential for new approaches to throwing based on known capabilities of techniques already used</p> <p>2.2 Adapt or introduce new equipment, tools and materials to achieve different effects</p> <p>2.3 Extend own capability with throwing techniques through dedicated practice at the wheel and experimentation on samples, practice pieces or work in progress</p> <p>2.4 Assess safety and sustainability issues for thrown work</p>
3. Create finished thrown ceramic work	<p>3.1 Coordinate required resources and set up according to safety requirements</p> <p>3.2 Create thrown ceramic work using techniques and media selected from research and experimentation, considering and applying elements and principles of design</p> <p>3.3 Review and refine ideas and approaches based on ongoing experience with production of own work</p> <p>3.4 Handle equipment, tools and materials safely; minimise and safely dispose of waste throughout production of thrown ceramic work</p> <p>3.5 Document development of own work and the research and ideas that informed it</p>
4. Evaluate own thrown ceramic work	<p>4.1 Reflect on own conceptual development and technical execution of the work</p> <p>4.2 Identify areas for future skill improvement and options to learn</p> <p>4.3 Discuss completed work with others and consider all feedback</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	4.2	<ul style="list-style-type: none"> Identifies own skills gaps

Reading	1.2	<ul style="list-style-type: none"> Interprets and evaluates complex and unfamiliar information to support design ideas
Writing	3.5	<ul style="list-style-type: none"> Uses clear, specific and industry related terminology to document a comprehensive record of research, conceptual idea development and production
Oral Communication	1.1, 4.3	<ul style="list-style-type: none"> Clearly represents ideas for designs and techniques using relevant industry and conceptual language Uses questioning and active listening techniques to elicit different perspectives about creative ideas and feedback and to confirm understanding
Numeracy	3.1	<ul style="list-style-type: none"> Uses basic calculations to determine required quantities of equipment, tools and materials
Navigate the world of work	1.2, 2.4, 3.1, 3.4	<ul style="list-style-type: none"> Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work
Interact with others	1.1, 1.6, 4.3	<ul style="list-style-type: none"> Discusses design concepts and collaborates with other artists to generate new ideas and solutions to achieve best outcomes for own creative work Engages in an open conversation to elicit and consider the merit of feedback from peers and others to enhance future performance
Get the work done	1.2-1.6, 2.1-2.3, 3.1-3.3	<ul style="list-style-type: none"> Takes responsibility for completing own creative works from design inception to realisation, efficiently and logically sequencing the stages of preparation and production Manages own decisions about appropriate design ideas and techniques by experimentation with a range of explored options Resolves problems with technique through experimentation and analysis Reviews work in progress resolving problems through refinement of approach Creates opportunities to use a more innovative approach and personal style

Unit Mapping Information

Code and title current version	Code and title previous version	Comments	Equivalence status
CUACER402 Experiment with	CUVCER402A Experiment with	Updated to meet Standards for	Equivalent unit

Code and title current version	Code and title previous version	Comments	Equivalence status
throwing techniques	throwing techniques	Training Packages and clarify intent. Minor edits to performance criteria.	

Links

Companion Volume implementation guides are found in VETNet -

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