



Australian Government

CUACER411 Experiment with techniques to produce ceramic works

Release: 1

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Modification History

Release	Comments
Release 1	This version first released with CUA Creative Arts and Culture Training Package Version 5.0.

Application

This unit describes the skills and knowledge required to proactively experiment and innovate with various ceramic techniques and design concepts to develop professional practice and an individual style. It involves developing proficiency with ceramics techniques, developing different ideas for ceramic works, organising required resources and finalising ceramic works.

The unit applies to those who have well developed skills in design and technique and who 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 proficiency with different ceramics techniques	1.1 Evaluate potential for new approaches to ceramic work based on capabilities of known techniques 1.2 Adapt or introduce new equipment, tools and materials to achieve different effects 1.3 Extend own capability with ceramic techniques through experimentation on samples, practice pieces or work in progress 1.4 Assess safety and sustainability issues for different equipment, tools, materials and techniques

ELEMENT	PERFORMANCE CRITERIA
2. Develop ideas for ceramic works	<ul style="list-style-type: none">2.1 Discuss creative and other goals for own ceramic work with others2.2 Research, adapt and use applicable ideas and approaches from other practitioners as required2.3 Establish ideas using knowledge of different ceramic techniques2.4 Determine how different techniques and ideas work together to meet idea requirements2.5 Assess the professional potential and presentation requirements of own work to inform ideas2.6 Refine and confirm ideas based on research, experimentation and collaboration with others
3. Organise ceramics resources	<ul style="list-style-type: none">3.1 Identify specific resource requirements for chosen work3.2 Research potential sources of supply for ceramic resources3.3 Evaluate cost and other applicable constraints that impact on development of work3.4 Evaluate and respond to presentation considerations for finished ceramic work3.5 Coordinate required resources and set up according to safety requirements
4. Create finished ceramic works	<ul style="list-style-type: none">4.1 Create ceramic work according to idea requirements using techniques and media selected from research and experimentation4.2 Review and refine ideas and approaches based on ongoing experience with production of own work4.3 Document development of own work and the research and ideas that informed it
5. Evaluate own ceramic works	<ul style="list-style-type: none">5.1 Reflect on own conceptual development and technical execution of the work5.2 Identify areas for future skill development and options to learn5.3 Discuss completed work with others and consider all feedback

Foundation Skills

This section describes those language, literacy, numeracy and employment skills that are essential to performance but not explicit in the performance criteria.

SKILL	DESCRIPTION
Learning	<ul style="list-style-type: none"> Identifies own skills gaps and takes action to progress professional career
Reading	<ul style="list-style-type: none"> Interprets and evaluates complex and unfamiliar information to support design ideas and to identify key information about resources
Writing	<ul style="list-style-type: none"> Documents a comprehensive record of research, conceptual idea development and production using clear, specific and industry related terminology
Oral Communication	<ul style="list-style-type: none"> Clearly represents ideas for designs and techniques using applicable industry and conceptual language Elicits different perspectives about creative ideas and feedback and confirms understanding using questioning and active listening techniques
Numeracy	<ul style="list-style-type: none"> Measures and records dimensions of display areas and applicable size of art pieces to suit using basic calculations Determines and records quantities of equipment, tools and materials using basic calculations Interprets budgetary constraints and supplier prices and calculates complex order costs
Self-management	<ul style="list-style-type: none"> Takes responsibility for compliance with legal, safety and sustainability practices associated with creative work Takes responsibility for completing own creative works from design inception to realisation, logically sequencing the stages of preparation and production according to work requirements Manages own decisions about appropriate design ideas and techniques by experimentation with different explored options
Teamwork	<ul style="list-style-type: none"> Discusses design concepts and collaborates with other artists to generate new ideas and solutions to achieve required outcomes for own creative work Engages in open conversation to elicit and consider the merit of feedback from peers and others to enhance future performance
Initiative and enterprise	<ul style="list-style-type: none"> Creates opportunities to use a more innovative approach and personal style
Problem-solving	<ul style="list-style-type: none"> Resolves problems with technique through experimentation and analysis Reviews work in progress resolving problems through refinement of approach

Unit Mapping Information

Supersedes and is equivalent to CUACER401 Experiment with techniques to produce ceramics.

Links

Companion Volume Implementation Guide is found on VETNet -

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