



Australian Government

CUACER412 Experiment with throwing techniques

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 with various throwing techniques and design concepts to create thrown ceramic work. It involves generating different ideas, developing throwing skills and creating finished ceramic works using extended throwing skills.

The unit applies to those 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 others 1.2 Research, adapt and use applicable ideas and approaches from other practitioners 1.3 Develop ideas using knowledge of different throwing techniques 1.4 Examine how different throwing techniques and ideas can meet work requirements 1.5 Assess the professional potential and presentation requirements for own thrown ceramic work to inform ideas 1.6 Refine and confirm ideas based on experimentation, research and

ELEMENT	PERFORMANCE CRITERIA
	collaboration with others
2. Extend throwing skills	2.1 Evaluate potential for new approaches to throwing based on known capabilities of techniques already used 2.2 Adapt and introduce new equipment, tools and materials to achieve different effects 2.3 Extend own capability with throwing techniques through dedicated practice at the wheel and experimentation on samples, practice pieces and work in progress 2.4 Assess safety and sustainability issues for thrown work
3. Create finished thrown ceramic work	3.1 Coordinate required resources and set up according to safety requirements 3.2 Create thrown ceramic work using techniques and media selected from research and experimentation 3.3 Review and refine ideas and approaches based on ongoing experience with production of own work 3.4 Document development of own work and the research and ideas that informed it
4. Evaluate own thrown ceramic work	4.1 Reflect on own conceptual development and technical execution of work 4.2 Identify areas for future skill improvement and options to learn 4.3 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
Reading	<ul style="list-style-type: none"> Interprets and evaluates complex and unfamiliar information to support design ideas
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"> Represents ideas for designs and techniques using applicable industry and conceptual language Elicits different perspectives and confirms understanding about creative ideas and feedback using questioning and active listening

SKILL	DESCRIPTION
	techniques
Numeracy	<ul style="list-style-type: none">• Uses basic calculations to determine required quantities of equipment, tools and materials• Determines required quantities of equipment, tools and materials using basic calculations
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, sequencing the stages of preparation and production according to 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 best outcomes for own creative work• Engages in open conversation to elicit and consider the merit of feedback from peers and others
Problem-solving	<ul style="list-style-type: none">• Resolves problems with technique through experimentation and analysis• Reviews work in progress and resolves problems through refinement of approach
Initiative and enterprise	<ul style="list-style-type: none">• Creates opportunities to use a more innovative approach and personal style

Unit Mapping Information

Supersedes and is equivalent to CUACER402 Experiment with throwing techniques.

Links

Companion Volume Implementation Guide is found on VETNet -

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