



Australian Government

Department of Education, Employment and Workplace Relations

CUEPRP05B Make prop furniture

Revision Number: 1

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Modification History

Not applicable.

Unit Descriptor

Unit descriptor	<p>This unit describes the skills and knowledge required to make a range of prop furniture, and would generally include the construction of trick furniture. This unit relates to the construction of furniture for use in a theatrical or event context and does not cover general furniture construction skills, which are found in the LMF02 Furnishing Training Package.</p> <p>No licensing, legislative, regulatory or certification requirements apply to this unit at the time of endorsement.</p>
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Application of the Unit

Application of the unit	<p>Props makers in the entertainment and screen and media industries apply the skills and knowledge outlined in this unit. The props department may be supervised by a props manager and the props team works closely with set designers, directors and continuity personnel before and during productions.</p> <p>This unit has linkages to a range of other general technical and props construction units, and combined assessment and/or training with those units may be appropriate, e.g.:</p> <ul style="list-style-type: none"> • CUESET17B Develop props construction plans to meet design requirements • CUESET04C Use research, innovation and experimentation to create props.
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Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units		

Employability Skills Information

Employability skills	This unit contains employability skills.
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Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.	Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.
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Elements and Performance Criteria

ELEMENT	PERFORMANCE CRITERIA
1. Assess the need for prop furniture	1.1. Liaise with <i>relevant colleagues</i> to confirm props production requirements 1.2. Read and correctly interpret the props production schedule, props specifications, lists and scale drawings when available 1.3. Assess the precise <i>nature of prop furniture</i> requirements based on review of documentation and in consultation with relevant colleagues
2. Select prop furniture construction techniques and equipment	2.1. Select the most appropriate furniture construction technique based on an analysis of how the prop is to be used, including whether the prop needs to be weight-bearing 2.2. Correctly identify any budgetary or other constraints when making furniture construction decisions 2.3. Select correct <i>tools, equipment</i> and <i>materials</i> for <i>prop furniture</i> construction in accordance with construction plan 2.4. Calculate correct quantities of materials, avoiding wastage where possible
3. Make prop furniture	3.1. Use techniques, tools and materials correctly and safely to create prop furniture items 3.2. Correctly interpret and follow furniture construction plans 3.3. Check furniture in terms of required durability, quality of finish and suitability for production requirements 3.4. Identify the needs for adjustments and action accordingly 3.5. <i>Prepare items</i> in readiness for finishing in accordance with production requirements

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the skills and knowledge required for this unit.

Required skills

- literacy skills sufficient to interpret production documentation
- numeracy skills sufficient to calculate measurements and quantities and to interpret construction plans

Required knowledge

- typical ways in which furniture may be used as a prop in different production/event contexts
- types of furniture that might be constructed and those most likely to be acquired by other means
- properties and applications of materials commonly used for prop furniture
- techniques for trick furniture, including how to create a breakaway section
- safety issues associated with the use of materials, tools and equipment for furniture construction

Evidence Guide

EVIDENCE GUIDE	
<p>The Evidence Guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.</p>	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<p>The following evidence is critical to the judgement of competence in this unit:</p> <ul style="list-style-type: none"> • safe and correct use of techniques to make prop furniture • knowledge of the properties of materials used in the making of prop furniture and the associated safety issues.
Context of and specific resources for assessment	<p>The assessment context must provide for:</p> <ul style="list-style-type: none"> • practical demonstration of skills through the creation of prop furniture for a production/event • construction of furniture items within a commercially-realistic timeframe.
Method of assessment	<p>Assessment may incorporate a range of methods to assess performance and the application of essential underpinning knowledge, and might include:</p> <ul style="list-style-type: none"> • evaluation of furniture items constructed by the candidate in terms of suitability for production and quality of finish • oral or written questioning to assess knowledge of safety issues and particular construction techniques • case studies to assess ability to select different techniques to meet varying production requirements • review of portfolios of evidence and third party workplace reports of on-the-job performance by the candidate.
Guidance information for assessment	<p>This unit requires access to:</p> <ul style="list-style-type: none"> • equipment, tools and materials used to construct prop furniture • work area where prop furniture can be safely constructed.

Range Statement

RANGE STATEMENT

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

<i>Relevant colleagues</i> may include:	<ul style="list-style-type: none"> • designers • directors • performers • technical colleagues, e.g. costume, lighting • other props personnel • other workshop personnel, e.g. set builder, scenic artist
<i>Nature of prop furniture</i> and construction techniques may be impacted by:	<ul style="list-style-type: none"> • how the item will be used • number of times to be used • proximity of audience • style of rest of the set • visibility by audience, e.g. only front will be seen
<i>Tools and equipment:</i>	<ul style="list-style-type: none"> • tools and equipment for the creation of prop furniture would generally be the same as those used in general furniture construction
<i>Materials</i> used for the creation of prop furniture may include:	<ul style="list-style-type: none"> • adhesives • fabric • fabrics • fasteners • fibreglass • leather • masonite • metal products, e.g. bars, tubes, sheets • mouldable materials • moulded or cast metal • paper products • plaster • plastics, e.g. moulded sheet • polystyrene • thermoplastic • timber • timber products, e.g. plywood, particle board,

RANGE STATEMENT	
	craftwood
<i>Preparation of items</i> for finishing may include:	<ul style="list-style-type: none"> • priming • sanding

Unit Sector(s)

Unit sector	
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Competency field

Competency field	Visual communication - props
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Co-requisite units

Co-requisite units		