

# **CUFWRT601A** Write scripts

**Revision Number: 1** 



#### **CUFWRT601A Write scripts**

### **Modification History**

Not applicable.

### **Unit Descriptor**

### Unit descriptor

This unit describes the performance outcomes, skills and knowledge required to write scripts for a wide range of creative productions or projects.

Scriptwriters take material from concept proposal, treatment or outline format to final draft ready for production. The script-writing process involves negotiation and mediation, as well as an understanding of working collaboratively with other members of a production or project team.

This unit has strong links with:

• CUFWRT501A Develop storylines and treatments.

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

### **Application of the Unit**

#### **Application of the unit**

Scriptwriters apply the skills and knowledge described in this unit. They work on a wide range of film and media productions, for example, children's television, series and serials, situation comedies, animation, adaptations, miniseries, documentaries, and experimental or feature films. Script-writing is also required for commercials, live performances, computer games, e-learning resources and performances for radio or other media.

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## **Licensing/Regulatory Information**

Not applicable.

# **Pre-Requisites**

Prerequisite units	

# **Employability Skills Information**

<b>Employability skills</b>	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	
Prepare to write scripts	Evaluate existing narrative form in preparation for developing scripts for specified <i>productions</i>	
	2. Identify audience and purpose, and requirements for <i>genre</i> , <i>structure</i> and <i>format</i>	
	3. Evaluate script concepts and ideas, narrative and structural framework in relation to stipulated <i>source material</i> , as required	
	4. Review, discuss and obtain feedback about narratives from <i>relevant personnel</i> , as required	
	5. Establish criteria to provide an effective measure of the success of scripts in their context	
Write draft scripts	6. Develop scripts using a range of appropriate script-writing tools and techniques	
	7. Use <i>collaborative techniques</i> to refine and redraft scripts until they meet creative and artistic requirements	
	8. Ensure factual information is accurate and relates to the results of research and agreed existing narrative, as required	
	9. Ensure final drafts of scripts meet stipulated <i>production</i> and <i>performance requirements</i>	
Produce final scripts	10. Document and incorporate <i>feedback</i> from relevant personnel	
	11. Evaluate draft scripts against criteria established at the outset to determine whether they successfully meet production requirements	
	12. Make final adjustments to scripts and submit to relevant personnel by agreed deadlines	

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### Required Skills and Knowledge

#### REQUIRED SKILLS AND KNOWLEDGE

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

#### Required skills

- communication and literacy skills sufficient to:
  - interpret and clarify briefs, production documentation and feedback
  - present draft scripts to team members and respond positively to constructive feedback
  - apply correct grammar, spelling and punctuation
  - analyse genre, audience and purpose
  - apply redrafting skills
  - negotiate outcomes through use of appropriate assertive strategies
- ability to work as a member of a team in writing scripts to time and budget
- technical skills sufficient to use standard word processing applications with appropriate industry-specific formatting
- self-management and planning skills sufficient to:
  - · prioritise work tasks
  - meet deadlines
  - develop clear goals, outlines and outcomes
  - seek out and participate in professional development activities
- learning skills sufficient to improve performance and product through self-reflection and redrafting after feedback
- initiative and enterprise sufficient to:
  - develop original, innovative and creative approaches in the script-writing process
  - experiment with narrative styles and elements to develop a creative long-term vision
  - extend creative boundaries for self and audience
  - find creative solutions to problems identified during the process of obtaining feedback
  - locate and use resources to broaden own creative experience

#### Required knowledge

- industry knowledge, including:
  - roles and responsibilities of production or project team members
  - issues and challenges that arise when writing scripts
- well-developed understanding of storytelling techniques and writing conventions appropriate to stipulated screen, media, performance and text contexts
- in-depth knowledge of script-writing narrative, structure and formats appropriate to

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#### REQUIRED SKILLS AND KNOWLEDGE

genre and production methods

- communication and interpersonal techniques appropriate to working with high-level teams
- organisational and legislative OHS standards as they relate to working for periods of time on computers
- copyright and intellectual property requirements as they relate to developing scripts for productions or cultural industry projects

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## **Evidence Guide**

#### **EVIDENCE GUIDE**

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.

Outdennes for the Training Lackage.	
Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	<ul> <li>Evidence of the following is essential:</li> <li>scripts written for a range of creative productions or projects</li> <li>understanding of copyright and intellectual property issues in relation to script-writing</li> <li>ability to apply effective interpersonal communication techniques</li> <li>ability to write scripts by agreed deadlines</li> <li>collaborative approach to work, including a positive attitude towards incorporating feedback on draft scripts into final scripts.</li> </ul>
Context of and specific resources for assessment	<ul> <li>Assessment must ensure:</li> <li>access to a computer and the internet</li> <li>access to print and media resources</li> <li>access to a range of sources as listed in the range statement for the analysis and review of ideas and concepts</li> <li>access to appropriate learning and assessment support when required</li> <li>use of culturally appropriate processes and techniques appropriate to the language and literacy capacity of learners and the work being performed.</li> </ul>
Method of assessment	<ul> <li>A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:</li> <li>direct questioning combined with review of portfolios of evidence and third-party workplace reports of on-the-job performance</li> <li>evaluation of scripts written by the candidate and their quality in terms of addressing production requirements</li> <li>written or oral questioning to test knowledge as listed in the required skills and knowledge section of this unit.</li> </ul>

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EVIDENCE GUIDE	
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended, for example:
	<ul> <li>BSBCRT501A Originate and develop concepts</li> <li>CUFWRT501A Develop storylines and treatments</li> <li>CUFWRT602A Edit scripts.</li> </ul>

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### **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.

<b>Productions</b> may include:	<ul> <li>advertisements/commercials</li> </ul>
	• animation
	<ul> <li>children's television or films</li> </ul>
	<ul> <li>corporate and training films and videos</li> </ul>
	<ul> <li>documentaries</li> </ul>
	<ul> <li>experimental films</li> </ul>
	<ul> <li>feature films and videos</li> </ul>
	<ul> <li>film and television adaptations</li> </ul>
	interactive digital media
	• live events and performances:
	sketch comedy
	<ul> <li>short plays</li> </ul>
	<ul> <li>extended performance pieces</li> </ul>
	<ul> <li>corporate launches or presentations</li> </ul>
	radio dramas and performance pieces
	short films and videos
	<ul> <li>television comedies, such as situation or sketch comedy</li> </ul>
	• television series, serials and miniseries.
Genre may include:	• film:
Gente may merade.	• thriller
	• horror
	road movie
	• romance
	science fiction
	• action
	western
	• comedy
	• film-noir
	• crime
	<ul><li>trime</li><li>historical</li></ul>
	<ul> <li>nistorical</li> <li>cinéma vérité</li> </ul>
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RANGE STATEMENT	
	<ul> <li>documentary</li> <li>television: <ul> <li>police series</li> <li>prison series</li> <li>comedy</li> <li>historical series</li> <li>family series</li> <li>documentary.</li> </ul> </li> </ul>
Structure may include:	<ul> <li>major and minor character emphasis and development</li> <li>opening plans</li> <li>point of view</li> <li>subplots</li> <li>transitions</li> <li>turning points.</li> </ul>
Format may include:	<ul> <li>corporate production script</li> <li>film script</li> <li>interactive digital media script, including:</li> <li>games</li> <li>e-learning resource</li> <li>live performance script</li> <li>radio performance script</li> <li>television episode script.</li> </ul>
Source material may include:	<ul> <li>a range of ideas for the design of stories that have been generated and explored using techniques, such as:</li> <li>role-playing</li> <li>making analogies</li> <li>looking at the subject from different viewpoints</li> <li>innovation</li> <li>inspiration</li> <li>life experience</li> <li>actual events and facts</li> <li>existing narrative material</li> <li>other media</li> <li>travel</li> <li>observation</li> </ul>

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RANGE STATEMENT	
	client brief
	• comics
	feature articles or other non-fiction material
	• games
	• interviews
	• literary, film, television or digital stories
	• novellas
	• novels
	• plays
	researched archival material
	• short stories.
Relevant personnel may include:	• broadcasters
, <b>F</b> ,,,	• clients
	• directors
	funding bodies
	interactive digital media technical staff
	• performers
	• producers
	script editors
	• storyliners
	• writers
	other technical/specialist staff.
Script-writing tools and	• condensing character, time, location and plot
techniques may include:	within requirements of production
	• consistency of:
	character portrayal
	• plot
	style and attitude
	• structure
	• impact
	• language
	experimental techniques:
	<ul> <li>abstraction</li> </ul>
	• ellipses
	• symbol
	metaphor
	• tone
	• myth
	<ul><li>archetype</li></ul>
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RANGE STATEMENT	
Collaborative techniques may	<ul> <li>atmosphere</li> <li>generating material consistent with selected genres</li> <li>linear and non-linear storytelling</li> <li>point of view</li> <li>sustaining audience attention</li> <li>sustaining essential narrative, performative and promotional elements</li> <li>sustaining themes</li> <li>use of sound</li> <li>use of subtext and resonance</li> <li>use of visual motifs, symbols and metaphors.</li> <li>incorporating and documenting creative input</li> </ul>
include:	<ul> <li>and feedback within production teams or projects</li> <li>negotiation and mediation with other members of the creative team, including: <ul> <li>storyliners</li> <li>script editors</li> <li>concept developers</li> <li>technical and production team members</li> </ul> </li> <li>team scheduling and planning</li> <li>using effective interpersonal communication techniques, including: <ul> <li>questioning and listening</li> <li>non-verbal communication</li> <li>conflict resolution.</li> </ul> </li> </ul>
Production and performance requirements may include:	<ul> <li>audience requirements</li> <li>budget requirements</li> <li>content</li> <li>legal issues: <ul> <li>copyright</li> <li>intellectual property</li> <li>confidentiality</li> <li>contracts</li> </ul> </li> <li>OHS issues</li> <li>purpose</li> <li>scheduling</li> <li>sign-offs and approval processes</li> <li>style</li> </ul>

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RANGE STATEMENT		
	•	technical requirements
	•	timing or duration
	•	venue requirements.
Feedback may include:	•	collaborative team conferencing
and the same of th	•	creative and production team meetings
	•	mapping
	•	scene breakdown
	•	script conferencing
	•	workshop feedback.

# **Unit Sector(s)**

Unit sector	
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# **Competency field**

Competency field	Communication - writing
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# **Co-requisite units**

Co-requisite units	

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