



**Australian Government**

**Department of Education, Employment and Workplace Relations**

# **CUV10103 Certificate I in Visual Arts and Contemporary Craft**

**Release: 1**

## **CUV10103 Certificate I in Visual Arts and Contemporary Craft**

### **Modification History**

Not Applicable

### **Description**

Not Applicable

### **Pathways Information**

Not Applicable

### **Licensing/Regulatory Information**

Not Applicable

### **Entry Requirements**

Not Applicable

## Employability Skills Summary

The following table contains a summary of the **Employability Skills** required for a pathway to the visual arts and craft industries. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

<p><b>Communication</b></p> <ul style="list-style-type: none"> <li>• Passing on key safety information to colleagues</li> <li>• Communicating effectively with people from a range of cultural backgrounds</li> <li>• Presenting information in a way that is useful for the purpose intended</li> <li>• Producing drawings that communicate a concept or idea</li> </ul>
<p><b>Teamwork</b></p> <ul style="list-style-type: none"> <li>• Checking safety procedures with other team members</li> <li>• Seeking feedback from colleagues</li> </ul>
<p><b>Problem Solving</b></p> <ul style="list-style-type: none"> <li>• Identifying safety issues and reporting them to appropriate person</li> <li>• Identifying whether information material needs to be reorganised</li> </ul>
<p><b>Initiative and Enterprise</b></p> <ul style="list-style-type: none"> <li>• Collecting information to develop a concept for own work</li> </ul>
<p><b>Planning and Organising</b></p> <ul style="list-style-type: none"> <li>• Organising work tasks to ensure safety</li> </ul>
<p><b>Self-management</b></p> <ul style="list-style-type: none"> <li>• Following workplace procedures, particularly in relation to OHS</li> <li>• Maintaining personal safety standards</li> </ul>
<p><b>Learning</b></p> <ul style="list-style-type: none"> <li>• Improving drawing skills through experimentation</li> </ul>
<p><b>Technology</b></p> <ul style="list-style-type: none"> <li>• Using the internet to source information</li> <li>• Using drawing tools, including computer applications</li> </ul>

## Packaging Rules

<p><b>Core Units</b></p>
<p>Complete <b>3 core units</b>:</p> <p>BSBOHS201A      Participate in OHS processes</p>

<b>Core Units</b>
CUVCOR01B Source concept for own work
CUVCOR07B Use drawing techniques to represent the object or idea
<b>Elective Units</b>
<p>Complete <b>3 other units</b> with at least 1 unit from the following areas of the Visual Arts Craft and Design Training Package:</p> <ul style="list-style-type: none"> <li>• Ceramics</li> <li>• Digital art</li> <li>• Drawing</li> <li>• Jewellery</li> <li>• Painting</li> <li>• Photoimaging</li> <li>• Prints</li> <li>• Sculpture</li> <li>• Textiles/fibre work</li> <li>• Video art</li> <li>• Wood</li> </ul> <p>Remaining units may be selected from other areas of the Visual Arts Craft and Design Training Package or any relevant endorsed Training Package at the appropriate level.</p> <p>The total package of units must meet the requirements of the Australian Qualifications Framework Descriptor for a Certificate I. In all cases selection of electives must be guided by the job outcome sought, local industry requirements and the level of the qualification.</p>

### ***Notes on Certificate I in Visual Arts and Contemporary Craft***

This qualification is suitable for delivery in schools or local communities and allows learners to develop basic knowledge and skills for the visual arts and craft industries.

Examples of other Training Packages, which may be relevant to this qualification, are as follows:

- Business Services, e.g. computer technology
- Entertainment, e.g. props, sets, scenic art, costume
- Financial Services, e.g. bookkeeping
- Furnishing, e.g. furniture production
- Hospitality, e.g. food and beverage
- Information Technology, e.g. Internet
- Manufactured Mineral Products, e.g. ceramics
- Metal and Engineering, e.g. jewellery
- Museums and Library/Information Services, e.g. exhibitions
- Music, e.g. performance
- Printing and Graphic Arts, e.g. pre-press
- Retail, e.g. customer service, sales

- Screen and Media, e.g. digital content, set and scenery construction
- Textile, Clothing and Footwear, e.g. clothing production
- Tourism, e.g. guiding

Appropriate elective units may include units such as:

BSBDIV301A Work effectively with diversity

CUFRES201A Collect and organise content for broadcast or publication

CUVVSP14B Apply techniques to produce drawings

CUVVSP34B Apply techniques to produce paintings