



Australian Government

Department of Education, Employment and Workplace Relations

CUV10203 Certificate I in Aboriginal or Torres Strait Islander Cultural Arts

Release: 1

CUV10203 Certificate I in Aboriginal or Torres Strait Islander Cultural Arts

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** for learners in schools or local communities to develop basic knowledge and skills for the visual arts and crafts industries. The Employability Skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Communication <ul style="list-style-type: none">• Discussing issues of family and kinship with one's own Aboriginal or Torres Strait Islander community.• Passing on key safety information to colleagues.• Producing ceramic objects or paintings that communicate a concept or idea.
Teamwork <ul style="list-style-type: none">• Checking safety procedures with other team members.
Problem Solving <ul style="list-style-type: none">• Identifying sensitive issues and using information in a culturally appropriate way.• Identifying safety issues and reporting them to appropriate person.
Initiative and Enterprise <ul style="list-style-type: none">• Collecting information to develop a concept for own work.
Planning and Organising <ul style="list-style-type: none">• Collecting and organising information on one's own Aboriginal or Torres Strait Islander cultural heritage.• Organising work tasks to ensure safety.
Self-management <ul style="list-style-type: none">• Following workplace procedures, particularly in relation to OHS.• Maintaining personal safety standards.
Learning <ul style="list-style-type: none">• Improving ceramics, drawing and painting skills through experimentation.
Technology <ul style="list-style-type: none">• Using the internet to source information.• Using a range of tools to produce art works, including computer applications.

Packaging Rules

Core Units
Complete 4 core units :

Core Units

BSBOHS201A Participate in OHS processes
 CUVCOR01B Source concept for own work
 CUVCOR07B Use drawing techniques to represent the object or idea
 CUVPRP02B Develop understanding of own Aboriginal or Torres Strait Islander identity

Elective Units

Complete **2 other** units with at least **1 unit** from the following areas of the Visual Arts Craft and Design Training Package:

- Ceramics
- Digital art
- Drawing
- Jewellery
- Painting
- Photoimaging
- Prints
- Sculpture
- Textiles/fibre work
- Video art
- Wood

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. 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.

Notes on Certificate I in Aboriginal or Torres Strait Islander Cultural Arts

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.

The local cultural knowledge necessary to achieve some of the units of competency in this qualification may only be accessible to Aboriginal or Torres Strait Islander people. Any organisation or individual planning to offer this qualification would be expected to work closely with the local Aboriginal or Torres Strait Islander community, for example through establishing a local Aboriginal or Torres Strait Islander reference group.

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