



Australian Government

Department of Education, Employment and Workplace Relations

CUV20111 Certificate II in Visual Arts

Release: 1

CUV20111 Certificate II in Visual Arts

Modification History

Version	Comments
CUV20111	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Description

This qualification allows learners to develop the basic creative and technical skills that underpin visual arts and craft practice. It is suitable for delivery in schools and local communities. There are no direct job outcomes from this qualification.

Pathways Information

Pathways into the qualification

People may enter this qualification with limited or no vocational experience and without a relevant lower level qualification.

Pathways from the qualification

After achieving this qualification, people could progress to a wide range of other qualifications in visual arts and craft, or the creative industries more broadly.

Licensing/Regulatory Information

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

Entry Requirements

There are no entry requirements for this qualification.

Employability Skills Summary

The following table contains a summary of the employability skills as identified by the visual arts, craft and design industries for this qualification. The employability skills facets described here are broad industry requirements that may vary depending on qualification packaging options.

Employability skill	Industry/enterprise requirements for this qualification
Communication	<ul style="list-style-type: none">• liaising with people from arts organisations• passing on key safety information to colleagues• collecting information to develop an idea for own work• talking about ideas with others
Teamwork	<ul style="list-style-type: none">• checking safety procedures with other team members• obtaining feedback on concepts
Problem-solving	<ul style="list-style-type: none">• adjusting work practices to suit particular contexts• identifying safety issues and reporting them to appropriate person• refining ideas to incorporate feedback from others• identifying action to be taken for simple problems
Initiative and enterprise	<ul style="list-style-type: none">• developing ideas from a range of information sources
Planning and organising	<ul style="list-style-type: none">• collecting information to develop an idea for own work• organising work tasks to ensure safety• preparing work for storage and storing it appropriately• identifying the steps and resources required to produce the proposed work
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">• keeping up-to-date with industry developments• improving technical skills through practice
Technology	<ul style="list-style-type: none">• using the internet for sourcing information• using tools to make creative work

Packaging Rules

Total number of units = 9

4 core units *plus*

5 elective units

The elective units consist of:

- up to 5 from the list of elective units below
- up to 5 from Certificate II or above in any currently endorsed Training Package
- 1 from an accredited course at Certificate I, II or III.

The elective units chosen must be relevant to the work outcome and meet local industry needs.

Core units

BSBOHS201A Participate in OHS processes

CUVACD101A Use basic drawing techniques

CUVPRP201A Make simple creative work

CUVRES201A Source and use information relevant to own arts practice

Elective units

Aboriginal and Torres Strait Islander cultural arts

CULMS001B Work with Aboriginal or Torres Strait Islander cultural material

CUVATS101A Develop understanding of own Aboriginal or Torres Strait Islander identity

LMTFD2004B Work within an indigenous cultural framework

Creative thinking

BSBCRT101A Apply critical thinking techniques

Design

BSBDES201A Follow a design process

BSBDES202A Evaluate the nature of design in a specific industry context

Information technology

BSBITU101A Operate a personal computer

BSBITU102A Develop keyboard skills

BSBITU201A Produce simple word processed documents

BSBITU203A Communicate electronically

ICAICT204A Operate a digital media technology package

Industry capability

CUFIND201A Develop and apply creative arts industry knowledge

Innovation

BSBINN201A Contribute to workplace innovation

Micro business

BSBSMB201A Identify suitability for micro business

Professional practice

CUVPRP202A Participate in planning work for nominated sites

CUVPRP203A Store finished creative work

Sustainability

BSBSUS201A Participate in environmentally sustainable work practices

Visual communication

CUV CER201A Develop ceramic skills
 CUVDIG201A Develop digital imaging skills
 CUVDIG202A Develop video art skills
 CUVDRA201A Develop drawing skills
 CUVGLA201A Develop glassworking skills
 CUVJWL201A Develop jewellery-making skills
 CUVPAI201A Develop painting skills
 CUVPRI201A Develop printmaking skills
 CUVSCU201A Develop sculptural skills
 CUVTEX201A Develop skills in textile work
 CUVWOO201A Develop woodworking skills
 LMFCR0003B Carry out measurements and calculations
 LMFGG2001B Use glass and glazing sector hand and power tools
 LMFGG3007B Form glass
 LMFPF1001B Frame a simple artwork
 LMFPF2007B Assemble artwork package (basic)
 LMFSL3003A Fire glass
 LMTFD2001B Design and produce a simple garment
 LMTFD2002B* Apply printing techniques to produce indigenous textile designs
 LMTFD2003B* Apply dyeing techniques to produce indigenous textile designs
 MSAPCII295A Operate manufacturing equipment
 MSAPCII296A Make a small furniture item from timber
 MSAPCII297A Make an object from cloth using an existing pattern
 MSAPCII298A Make an object from metal
 MSAPCII299A Make an object from plastic
 MSATCM305A Demonstrate basic knowledge of casting operations
 PMC552020C Operate slip casting equipment
 PMC552024C Hand mould products
Workplace effectiveness
 BSBWOR202A Organise and complete daily work activities
 BSBWOR203A Work effectively with others
 BSBWOR204A Use business technology

***Note the following prerequisite unit requirement.**

Unit code and title	Prerequisite unit required
LMTFD2002B Apply printing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics
LMTFD2003B Apply dyeing techniques to produce indigenous textile designs	LMTCL2003B Identify fibres and fabrics

Selecting electives for different outcomes

The following examples are designed to assist in the selection of appropriate electives for particular outcomes at this level, but are in no way prescriptive.

Learner developing design and digital media skills

Core units plus:

- BSBCRT101A Apply critical thinking techniques
- BSBDES201A Follow a design process
- CUFIND201A Develop and apply creative arts industry knowledge
- CUVDIG201A Develop digital imaging skills
- CUVDIG202A Develop video art skills