CUV40211 Certificate IV in Aboriginal or Torres Strait Islander Cultural Arts
Modification History

<table>
<thead>
<tr>
<th>Version</th>
<th>Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td>CUV40211</td>
<td>This version first released with <em>CUV11 Visual Arts, Craft and Design Training Package version 1.0</em></td>
</tr>
</tbody>
</table>

Description

This qualification reflects the role of people who work in an Aboriginal or Torres Strait Islander cultural arts context. They produce work that shows a well-developed command of technique in their chosen art form and are able to apply solutions to a defined range of unpredictable problems. They have broad and integrated factual, technical and theoretical knowledge with cognitive skills that allow them to analyse, compare and act on information from a range of sources.

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.

Pathways Information

Pathways into the qualification

It is recommended that people undertaking this qualification possess some relevant art or design skills and knowledge prior to entry. This could be demonstrated through basic skills in drawing or particular art techniques.

Pathways from the qualification

This qualification prepares people for skilled work at a pre-professional level and for learning at higher levels, in particular through visual arts qualifications at Diploma, Advanced Diploma and Degree levels.

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.

<table>
<thead>
<tr>
<th>Employability skill</th>
<th>Industry/enterprise requirements for this qualification</th>
</tr>
</thead>
</table>
| Communication                | • discussing issues of family and kinship with one’s own Aboriginal or Torres Strait Islander community  
                              | • passing on key safety information to colleagues  
                              | • presenting and discussing ideas with others  
                              | • producing art works which are consistent with the ideas that inform them                                                                                                                                                                             |
| Teamwork                     | • obtaining feedback on ideas  
                              | • discussing ideas with others  
                              | • collaborating on ideas                                                                                                                                                                                                                           |
| Problem-solving              | • resolving safety issues in own work  
                              | • refining ideas to incorporate feedback from others  
                              | • adjusting techniques to achieve a particular effect                                                                                                                                                                                         |
| Initiative and enterprise    | • developing several possible ways of communicating an idea  
                              | • developing new and personal ideas, and own artistic voice from research and experimentation                                                                                                                                                       |
| Planning and organising      | • sourcing and analysing information to develop ideas  
                              | • organising the presentation of ideas to others  
                              | • organising work tasks to ensure safety  
                              | • organising workspace and materials for work projects  
                              | • researching history and theory to inform creative practice                                                                                                                                                                                       |
| Self-management              | • establishing and following safe working practices  
                              | • maintaining personal safety standards  
                              | • challenging one’s own ideas and approaches  
                              | • having clear goals about one’s future as a creative practitioner                                                                                                                                                                             |
| Learning                     | • evaluating information gained from research and integrating ideas into the development of own work  
                              | • using practice, feedback and evaluation opportunities to continuously improve skills and knowledge  
                              | • improving skills through experimentation with materials and techniques  
<pre><code>                          | • keeping up-to-date with industry and technological developments                                                                                                                                                                               |
</code></pre>
<table>
<thead>
<tr>
<th>Employability skill</th>
<th>Industry/enterprise requirements for this qualification</th>
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<tbody>
<tr>
<td></td>
<td>• seeking expert advice on copyright</td>
</tr>
<tr>
<td>Technology</td>
<td>• using the internet for research</td>
</tr>
<tr>
<td></td>
<td>• extending the application of tools and equipment to</td>
</tr>
<tr>
<td></td>
<td>produce art works</td>
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<tr>
<td></td>
<td>• using technology to expand own arts practice</td>
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</table>
Packaging Rules

Total number of units = 15
6 core units plus
9 elective units

The elective units consist of:

- 4 units from Group A
- 1 unit from Group B
- of the remaining 4 units:
  - up to 4 may be from Group A and/or Group B
  - up to 4 may be from Certificate III or above in any currently endorsed Training Package
  - up to 2 may be from a Certificate II in any currently endorsed Training Package
  - 2 may be from a Certificate III, IV or Diploma in any endorsed Training Package or accredited course

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

Core units
BSBOHS201A Participate in OHS processes
CUVACD301A Produce drawings to communicate ideas
CUVATS301A Develop and apply knowledge of Aboriginal or Torres Strait Islander cultural arts
CUVATS302A Produce work that expresses own Aboriginal or Torres Strait Islander identity
CUVPRH401A Realise a creative project
CUVRES401A Research history and theory to inform own arts practice

Elective units
Group A
Aboriginal and Torres Strait Islander cultural arts
CUADAN204A Perform basic Aboriginal and Torres Strait Islander dance technique
CUADAN302A Increase depth of Aboriginal and Torres Strait Islander dance techniques
CULMS001B Work with Aboriginal and Torres Strait Islander cultural material
CULMS002B Research and evaluate Aboriginal or Torres Strait Islander cultural material
SITTGDE008A Research and share general information on Australian Indigenous cultures
SITTGDE009A Interpret aspects of local Australian Indigenous culture

Art, craft and design
CUVACD302A Produce computer-aided drawings
CUVACD303A Produce technical drawings
CUVACD304A Make scale models
CUVACD401A Integrate colour theory and design processes
CUVACD402A Experiment with moulding and casting techniques

Dance
CUACHR301A Develop basic dance composition skills
CUADAN202A Incorporate artistic expression into basic dance performances
Design process
BSBDES301A Explore the use of colour
BSBDES302A Explore and apply the creative design process to 2D forms
BSBDES303A Explore and apply the creative design process to 3D forms
BSBDES304A Source and apply design industry knowledge
BSBDES305A Source and apply information on the history and theory of design
BSBDES401A Generate design solutions
BSBDES402A Interpret and respond to a design brief
BSBDES403A Develop and extend design skills and practice

Creative thinking
BSBCRT301A Develop and extend critical and creative thinking skills
BSBCRT401A Articulate, present and debate ideas
BSBCRT402A Collaborate in a creative process
BSBCRT403A Explore the history and social impact of creativity

Professional practice
CUAIND401A Extend expertise in specialist field
CUVPRP302A Document the work progress
CUVPRP303A Select and prepare creative work for exhibition
CUVPRP304A Participate in collaborative creative projects
CUVPRP402A Select sites for creative projects and plan work
CUVPRP403A Select and organise finished work for storage
CUVPRP405A Develop and discuss ideas for own creative work

Visual communication
CUFANM303A Create 3D digital models
CUFDIG401A Author interactive media
CUFDIG402A Design user interfaces
CUFDIG403A Create user interfaces
CUVCER401A Experiment with techniques to produce ceramics
CUVCER402A Experiment with throwing techniques
CUVCER403A Experiment with ceramic surface treatments
CUVDIG401A Experiment with techniques to enhance digital images
CUVDIG402A Experiment with techniques to produce video art
CUVDRA401A Experiment with techniques to produce drawings
CUVGLA401A Experiment with techniques to produce glasswork
CUVJWL401A Experiment with techniques to produce jewellery
CUVPAA401A Experiment with techniques to produce paintings
CUVPER401A Experiment with techniques to produce performance art
CUVPHI303A Process photo images to work-print and file stage
CUVPHI304A Process colour materials in a wet darkroom context
CUVPHI305A Use wet darkroom techniques to produce monochrome photographs
CUVPHI401A Capture images in response to a brief
CUVPHI403A Apply photo imaging lighting techniques
CUVPHI404A Enhance, manipulate and output photo images
CUVPR401A Experiment with techniques to produce prints
CUVSCU401A Experiment with techniques to produce sculpture
CUVTEx401A Experiment with techniques to produce textile work
CUVVWO401A Experiment with techniques to produce wood objects

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LMFFDT4011A Set up, operate and maintain basic static woodworking machines for furniture designs
LMFFDT4016A Select, use and maintain hand tools for the creation of custom furniture
LMFM4005A Hand carve wood to custom design
LMFGG3007B Form glass
LMFSL3003A Fire glass
LMTTD4005A Produce screen printed textiles
LMTTD4006A Source textile materials and resources
LMTTD4007A Analyse textile design influences
LMTTD4010A Apply manipulation techniques to create experimental textile samples
LMTTD4012A* Analyse use of colour in textiles
LMTTD4013A Prepare stencils and screens for textile printing
PMC552020C Operate slip casting equipment
PMC552024C Hand mould products

*Note the following prerequisite unit requirement.

<table>
<thead>
<tr>
<th>Unit code and title</th>
<th>Prerequisite unit required</th>
</tr>
</thead>
<tbody>
<tr>
<td>LMTTD4012A Analyse use of colour in textiles</td>
<td>LMTCL2003B Identify fibres and fabrics</td>
</tr>
<tr>
<td></td>
<td>LMTTD4013A Prepare stencils and screens for textile printing</td>
</tr>
</tbody>
</table>

**Group B**

**Copyright and IP**

BSBIPR401A Use and respect copyright
CUFCMP301A Implement copyright arrangements

**Industry capability**

CUAIND301A Work effectively in the creative arts industry
CUFIND401A Provide services on a freelance basis
CUSIND302A Plan a career in the creative arts industry
CUVIND401A Communicate effectively with arts professionals

**Innovation**

BSBINN201A Contribute to workplace innovation
BSBINN301A Promote innovation in a team environment

**Professional practice**

CUVFIM401A Obtain revenue to support operations
CUVPRP404A Develop self as artist
Small and micro business
BSBSMB201A Identify suitability for micro business
BSBSMB301A Investigate micro business opportunities
BSBSMB302A Develop a micro business proposal
BSBSMB303A Organise finances for the micro business
BSBSMB304A Determine resource requirements for the micro business
BSBSMB305A Comply with regulatory, taxation and insurance requirements for the micro business
BSBSMB306A Plan a home based business
BSBSMB307A Set up information and communications technology for the micro business
BSBSMB401A Establish legal and risk management requirements of small business
BSBSMB402A Plan small business finances
BSBSMB403A Market the small business
BSBSMB404A Undertake small business planning
BSBSMB405A Monitor and manage small business operations
BSBSMB406A Manage small business finances
BSBSMB408B Manage personal, family, cultural and business obligations

**Research**
CUFRES401A Conduct research

**Sustainability**
BSBSUS301A Implement and monitor environmentally sustainable work practices

**Workplace effectiveness**
BSBWOR301A Organise personal work priorities and development
BSBWOR401A Establish effective workplace relationships
BSBWOR403A Manage stress in the workplace
BSBWOR404B Develop work priorities

**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.

**Indigenous textile artist**
Core units plus:
- CUAIND401A Extend expertise in specialist field
- CUVPRP302A Document the work progress
- CUVPRP304A Participate in collaborative creative projects
- CUVPRP404A Develop self as artist
- CUVTEX401A Experiment with techniques to produce textile work
- LMTTD4005A Produce screen printed textiles
- LMTTD4007A Analyse textile design influences
- LMTTD4010A Apply manipulation techniques to create experimental textile samples
- LMTTD4012A Analyse use of colour in textiles

**Indigenous painter**
Core units plus:
- BSBDES301A Explore the use of colour
- CUAIND401A Extend expertise in specialist field
- CUVPAI401A Experiment with techniques to produce paintings
- CUVPAI301A Produce paintings
- CUVPRP302A Document the work progress
- CUVPRP303A Select and prepare creative work for exhibition
- CUVPRP304A Participate in collaborative creative projects
- CUVPRP404A Develop self as artist
- CUVPRP405A Develop and discuss ideas for own creative work