



**Australian Government**

# **SISXIND011 Maintain sport, fitness and recreation industry knowledge**

**Release: 1**

# SISXIND011 Maintain sport, fitness and recreation industry knowledge

## Modification History

Not applicable.

## Application

This unit describes the performance outcomes, skills and knowledge required to source sport, fitness, aquatic and recreation industry information, and to develop and maintain industry knowledge which underpins effective performance of workplace activities.

This unit applies to any type of sport, fitness, aquatic or recreation organisation including commercial, not-for-profit, community and government organisations. It applies to individuals working in a range of sport, fitness, aquatic or recreation roles at different levels of responsibility.

The skills in this unit must be applied in accordance with Commonwealth and State or Territory legislation, Australian standards and industry codes of practice.

No occupational licensing, certification or specific legislative requirements apply to this unit at the time of publication.

## Pre-requisite Unit

Nil

## Competency Field

Working in Industry

## Unit Sector

Cross-Sector

## Elements and Performance Criteria

### ELEMENTS

*Elements describe the essential outcomes.*

1. Develop industry knowledge.

### PERFORMANCE CRITERIA

*Performance criteria describe the performance needed to demonstrate achievement of the element.*

- 1.1. Identify credible sources of information on the sport, fitness, aquatic and recreation industry.
- 1.2. Access and interpret information about the structure and operation of sport, fitness, aquatic and recreation industry.

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|---|--|
| 2. Identify benefits of participation.      | 2.1. Identify the economic and social significance of the industry for the community and individuals.  |
|   | 2.2. Determine the benefits of participating in sport, fitness, aquatic and recreation activities and take opportunities to share information with colleagues and customers. |
| 3. Update knowledge of industry technology. | 3.1. Source information on current and emerging technologies used by the sport, fitness, aquatic or recreation industry.   |
|   | 3.2. Identify the potential benefits of different technologies and how use can positively impact service delivery.   |
| 4. Update industry knowledge.               | 4.1. Identify opportunities for ongoing development of knowledge and incorporate learning into day-to-day activities.  |
|   | 4.2. Identify contemporary issues for the industry that directly impact own workplace and clients.   |

## Foundation Skills

*Foundation skills essential to performance in this unit, but not explicit in the performance criteria are listed here, along with a brief context statement.*

### SKILLS

### DESCRIPTION

- |                       |  |
|-----------------------|--|
| Reading skills to:    | <ul style="list-style-type: none"><li>• interpret varied, unfamiliar and potentially complex industry information.</li></ul>   |
| Writing skills to:    | <ul style="list-style-type: none"><li>• produce notes, summarise and record information in basic documents including information sheets, portfolios and files.</li></ul>   |
| Technology skills to: | <ul style="list-style-type: none"><li>• use computers, mobile devices and the Internet to search for and download information</li><li>• use software applications to create, update and store basic documents.</li></ul> |

## Unit Mapping Information

Supersedes and is not equivalent to SISXIND002 Maintain sport, fitness and recreation industry knowledge and SISXIND001 Work effectively in sport, fitness and recreation environments.

## Links

Companion Volume implementation guides are found in VETNet - <https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=1ca50016-24d2-4161-a044-d3faa200268b>

