



Australian Government

Department of Education, Employment and Workplace Relations

CUVPRP304A Participate in collaborative creative projects

Release: 1

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Modification History

Version	Comments
CUVPRP304A	This version first released with <i>CUV11 Visual Arts, Craft and Design Training Package version 1.0</i>

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to make a contribution to a collaborative creative project. It includes the technical and teamwork skills to work in this context.

Application of the Unit

People developing their creative skills in many different areas may work on collaborative projects, which could include community art projects organised through local councils, business organisations or educational institutions.

At this level, work is usually undertaken under supervision.

Licensing/Regulatory Information

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

Pre-Requisites

Not applicable.

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

ELEMENT	PERFORMANCE CRITERIA
<i>Elements describe the essential outcomes of a unit of competency.</i>	<i>Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.</i>

Elements and Performance Criteria

1. Participate in project set-up	1.1 Liaise with others involved in the project to identify overall purpose and goals 1.2 Agree on responsibilities for the different aspects of the work within the team, including timelines 1.3 Where appropriate, contribute to the development of ideas for the creative project
2. Contribute to creative work	2.1 Organise the resources needed for individual or team work based on own role and responsibilities 2.2 Safely use a range of technical skills to support the creative ideas of the work 2.3 Test and refine techniques through the production of work within the parameters of the project
3. Work collaboratively	3.1 Follow through on own responsibilities within the project 3.2 Share creative and technical ideas with other people during the making of the work 3.3 Contribute constructively and positively to the dynamics of the group to ensure positive outcomes 3.4 Identify and resolve practical and interpersonal challenges in group process
4. Review collaborative work	4.1 Participate in a review of the project processes and outcomes with other team members 4.2 Seek feedback on own role and identify skill development opportunities 4.3 Provide supportive feedback to others

Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

Required skills

- communication skills to:
 - share ideas about creative work
 - make positive and constructive contributions to a collaborative process
 - learning skills to use the collaborative process as a development tool
 - literacy skills to interpret project information
 - planning and organising skills to participate in the set up and operation of a collaborative project
 - problem-solving skills to test and refine different techniques
 - technical skills to use a range of techniques in the particular area of creative work

Required knowledge

- different types of collaborative creative projects, including the ways they are resourced and run
- sources of ideas for creative work in the relevant context
- resources needed for creative work in the relevant area of work
- techniques used to achieve different effects in the relevant area of work
- different roles played by people in a collaborative project and ways to participate constructively and positively
- typical problems that arise within a group project and how they may be avoided or addressed
- intellectual property issues that affect the creation of any type of creative work
- sustainability considerations relevant to the type of work being created and its location
- OHS requirements for the work being undertaken

Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

Overview of assessment	
Critical aspects for assessment and evidence required to demonstrate competency in this unit	Evidence of the ability to: • make a positive contribution to a collaborative creative project • show some technical proficiency in the use of a range of techniques, tools, materials and equipment.
Context of and specific resources for assessment	Assessment must ensure: • participation in a collaborative creative project • materials, tools and equipment required for realisation of the creative work.
Method of assessment	A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit: • evaluation of work produced by the candidate as part of a collaborative effort • evaluation of presentation prepared by the candidate detailing the processes and outcomes of a collaborative creative project • questioning and discussion about candidate's participation in the project • participation in discussions with the candidate and others about the project • review of portfolios of evidence • review of third-party reports from experienced practitioners. Assessment methods should closely reflect workplace demands (e.g. literacy) and the needs of particular groups (e.g. people with disabilities, and people who may have literacy or numeracy difficulties, such as speakers of languages other than English, remote communities and those with interrupted schooling).
Guidance information for assessment	Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

Others may include:	• peers • mentors • supervisors • teachers.
Overall purpose and goals may relate to:	• creative work in private spaces • community participation • enhancement of public space • fundraising • mounting of community exhibitions • therapeutic.
Resources may include:	• equipment • materials • tools • work space.
Technical skills may relate to any creative form, either singly or in combination, including:	• ceramics • dance • design in any discipline • drawing • digital work • glass • painting • printmaking • sculpture • screen and media • textiles • woodwork.
Review may include:	• brainstorming • formal reporting • professional critique • reviewing feedback.

Unit Sector(s)

Industry capability – professional practice