



Australian Government

Department of Education, Employment and Workplace Relations

SIRRMER010A Design, construct and maintain props and merchandisers

Revision Number: 1

SIRRMER010A Design, construct and maintain props and merchandisers

Modification History

Not applicable.

Unit Descriptor

Unit descriptor	This unit describes the performance outcomes, skills and knowledge required to design and construct multi-purpose props and merchandisers suitable for retail windows, and in store and exhibition spaces.
------------------------	--

Application of the Unit

Application of the unit	This unit requires the team member to interpret specifications to design and construct three-dimensional props and merchandisers, maintain and modify fashion mannequins and use a range of props and merchandisers to design and construct displays in retail windows, and store and exhibition spaces.
--------------------------------	--

Licensing/Regulatory Information

Not applicable.

Pre-Requisites

Prerequisite units	Nil
---------------------------	-----

Employability Skills Information

Employability skills

The required outcomes described in this unit contain applicable facets of employability skills. The Employability Skills Summary of the qualification in which this unit is packaged will assist in identifying employability skills requirements.

Elements and Performance Criteria Pre-Content

Elements describe the essential outcomes of a unit of competency.

Performance criteria describe the required performance needed to demonstrate achievement of the element. Where ***bold italicised*** text is used, further information is detailed in the required skills and knowledge and/or the range statement. Assessment of performance is to be consistent with the evidence guide.

Elements and Performance Criteria

ELEMENT

PERFORMANCE CRITERIA

- | | | |
|---|---|---|
| 1 | Design and construct three-dimensional props and merchandisers. | 1.1 Produce canvas backdrops with applied images or collage to <i>client</i> specifications or for use in specific window displays.
1.2 Produce three-dimensional <i>props and merchandisers</i> to reflect specified <i>promotional and cultural themes</i> or <i>product categories</i> used in displays.
1.3 Safely construct full-size fashion merchandisers to <i>relevant standards, performance benchmarks and specifications</i> for use in display windows.
1.4 Design and construct point-of-sale units and ticket holders to suit specific products.
1.5 Construct slat wall fittings to suit a corporate identity or sign.
1.6 Design and construct props to suit any given window or exhibition theme. |
|---|---|---|

ELEMENT	PERFORMANCE CRITERIA
2 Maintain and modify fashion mannequins.	2.1 Assess ex-storage mannequins to ascertain maintenance requirements.
	2.2 Recycle mannequins in whole or part using a variety of methods to create new mannequins.
	2.3 Update mannequins to service window themes.
	2.4 Customise mannequins to suit lifestyle themes and images.

Required Skills and Knowledge

REQUIRED SKILLS AND KNOWLEDGE

This section describes the essential skills and knowledge and their level, required for this unit.

The following skills must be assessed as part of this unit:

- generating design ideas for props and merchandisers
- constructing props and merchandisers.

The following knowledge must be assessed as part of this unit:

- ethnic and cultural styles and decorative motifs that may be used for promotions, exhibitions, festivals and specific events
- the elements and principles of design
- appropriate materials and media for visual merchandising applications
- relevant standards, performance benchmarks and specifications.

Evidence Guide

EVIDENCE GUIDE

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

Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the following is essential:

- identification and utilisation of research on historical, cultural and seasonal themes in designing displays and merchandisers
- planning, coordinating and implementing activities associated with constructing a range of props and merchandisers for different applications
- ability to draw on past and present trends to create design images that represent lifestyle or corporate images
- observation and integration of OHS principles in the construction of props and merchandisers
- maintenance and modification of store mannequins for

EVIDENCE GUIDE

a range of display applications.

Context of and specific resources for assessment

Assessment must ensure access to:

- a real or simulated work environment
- relevant documentation, such as:
 - benchmarks and specifications
 - OHS requirements
- relevant tools, equipment and materials
- fashion mannequins.

Methods of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- observation of performance in the workplace
- project-based assessment in a simulated display environment
- third-party reports from a supervisor
- customer feedback
- answers to questions about specific skills and knowledge
- review of portfolios of evidence and third-party workplace reports of on-the-job performance.

Holistic assessment with other units relevant to the industry sector, workplace and job role is recommended.

Assessing employability skills

Employability skills are integral to effective performance in the workplace and are broadly consistent across industry sectors. How these skills are applied varies between occupations and qualifications due to the different work functions and contexts.

Employability skills embedded in this unit should be assessed holistically in the context of the job role and with other relevant units that make up the skill set or qualification.

Range Statement

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 in the performance criteria is detailed below.

Clients may include:

- clients may include managers within the organisation or external businesses.

Props and merchandisers may be used in retail windows, in-store displays, exhibitions, corporate promotional displays, and corporate or social events and may include:

- formal display props
- asymmetrical props
- minimalist props
- dynamic props
- harmonious props
- rhythmic props
- trompe l'oeil finishes on three-dimensional and three-dimensional surfaces
- miniature three-dimensional props
- display props made in reproducible moulds
- centrepieces for themed events
- mixed-media soft models.

RANGE STATEMENT

Promotional and cultural themes may include:

- seasonal themes
- cultural themes
- historical themes
- product category themes
- classical
- medieval
- baroque and rococo
- the 1920s
- art nouveau
- art deco and surrealism
- Memphis
- deconstruction and post modernism
- Japanese design
- the Bauhaus and modernism
- pop and the 1960s
- current events, such as sporting events, arts or entertainment
- Christmas, Easter and other cultural and religious occasions

Relevant standards, performance benchmarks and specifications may include:

- Australian standards
- industry standards
- quality measures and criteria
- planning milestones and timeframes
- design brief
- manufacturer and supplier standards
- OHS.

RANGE STATEMENT

Product categories may include:

- food and liquor
- fashion and accessories
- footwear products and services
- jewellery
- hair, beauty and cosmetics products
- electrical products
- furniture products
- soft furnishings, fabrics, manchester and haberdashery
- floor covering products and services
- hardware products and services
- baby and toddler products
- cameras, photographic equipment and services
- computer products and services
- sporting products and services
- toys
- books
- newsagency products and services
- music and audio products and services.

Unit Sector(s)

Sector	Retail
---------------	--------

Competency field

Competency field	Merchandising
-------------------------	---------------