



Australian Government

Department of Education, Employment and Workplace Relations

SIRRMER406 Design, construct and maintain props

Release: 1

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Modification History

The version details of this endorsed unit are in the table below. The latest information is at the top.

Release	Comments
First Release	This is a revised unit, based on and equivalent to SIRRMER010A Design, construct and maintain props and merchandisers. Title change but no change to unit outcomes.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to interpret specifications, design and construct three-dimensional (3-D) props, and maintain and modify fashion mannequins for displays.

Application of the Unit

This unit applies to frontline visual merchandisers.

Licensing/Regulatory Information

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

Pre-Requisites

Nil

Employability Skills Information

This unit contains employability skills.

Elements and Performance Criteria Pre-Content

Elements and Performance Criteria

Element

Performance Criteria

Elements describe the essential outcomes of a unit of competency.

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.

1. Design and construct 3-D props and merchandisers.

- 1.1. Interpret requirements for props in consultation with relevant stakeholders.
- 1.2. Produce canvas backdrops with applied images or collage to ***client*** specifications and for use in specific window displays.
- 1.3. Produce 3-D ***props*** to reflect specified ***promotional and cultural themes*** or ***product categories*** used in displays.
- 1.4. Safely construct full-size fashion mannequins to ***relevant standards, performance benchmarks and specifications*** for use in display windows.
- 1.5. Design and construct point-of-sale units and ticket holders to suit specific products.
- 1.6. Construct slat wall fittings to suit a corporate identity or sign.
- 1.7. Design and construct props to suit any given window or exhibition theme.

2. Maintain and modify fashion mannequins.

- 2.1. Assess ex-storage mannequins to determine 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

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

Required skills

- creative design skills to generate ideas for props
- literacy skills to:
 - interpret requirements for props
 - read instructions for the safe use of tools and equipment
- technical skills to safely use tools, equipment and materials used to construct props

Required knowledge

- appropriate materials and media for visual merchandising applications
- elements and principles of design
- ethnic and cultural styles and decorative motifs that may be used for promotions, exhibitions, festivals and specific events
- work health and safety (WHS) requirements relating to the production of props
- relevant standards, performance benchmarks and specifications to prop design, construction and maintenance

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.

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

Evidence of the following is essential:

- identifies and uses research on historical, cultural and seasonal themes in designing displays and merchandisers
- plans, coordinates and implements activities associated with constructing a range of props and merchandisers for different applications
- draws on past and present trends to create design images that represent lifestyle or corporate images
- observes and integrates WHS principles in the construction of props and merchandisers
- maintains and modifies store mannequins for a range of display applications.

Context of and specific resources for assessment

Assessment must ensure access to:

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

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:

- observation of performance in the workplace
- project-based assessment in a simulated display environment
- 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.

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 individual, accessibility of the item, and local industry and regional contexts) may also be included.

Client may include:

- external business
- manager within the organisation.

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

- asymmetrical props
- centrepieces for themed events
- display props made in reproducible moulds
- dynamic props
- formal display props
- harmonious props
- miniature 3-D props
- minimalist props
- mixed-media soft models
- rhythmic props
- trompe l'oeil finishes on 2-D and 3-D surfaces.

Promotional and cultural themes may include:

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

Product categories may include:

- baby and toddler products
- books
- cameras, photographic equipment and services
- computer products and services

Relevant standards, performance benchmarks and specifications may include:

- electrical products
- fashion and accessories
- floor covering products and services
- food and liquor
- footwear products and services
- furniture products
- hair, beauty and cosmetics products
- hardware products and services
- jewellery
- music and audio products and services
- newsagency products and services
- soft furnishings, fabrics, manchester and haberdashery
- sporting products and services
- toys.
- Australian standards
- design briefs
- industry standards
- manufacturer and supplier standards
- WHS
- planning milestones and timeframes
- quality measures and criteria.

Unit Sector(s)

Retail

Competency Field

Merchandising