



Australian Government

SISXIND211 Develop and update sport, fitness and recreation industry knowledge

Release: 1

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Modification History

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

Release	Comments
1	New unit.

Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to develop and update current and emerging information on the sport, fitness and recreation industry, including industry structure, current technology and key environmental, community, legal and ethical issues that must be considered and applied in day-to-day work. The unit focuses on the ability to source and comprehend general sport, fitness and recreation industry information and covers the initial and ongoing development of a person's required knowledge base. This information underpins effective performance in the sport, fitness and recreation industry.

Application of the Unit

This unit describes a key function for all people working in the sport, fitness and recreation industry who require an essential and broad knowledge of the industry to support all work activities. This unit applies to individuals working within any sector, in any location and for any sport, fitness and recreation organisation.

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

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.

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| <ol style="list-style-type: none"> 1. Source and apply general information on the structure and operation of the sport, fitness and recreation industry. 2. Source and apply information on legal and ethical issues that impact on the sport, fitness and recreation industry. 3. Source and apply information on sport, fitness and recreation industry technology. 4. Update knowledge of the sport, fitness and recreation industry. | <ol style="list-style-type: none"> 1.1 Identify credible <i>sources of information</i>. 1.2 Access and comprehend specific <i>industry information</i> of relevance to the sport, fitness and recreation industry. 1.3 Identify the <i>economic and social significance</i> of sport, fitness and recreation and its impact on individuals and the community. 1.4 Identify the role of volunteers. 1.5 Apply <i>industry information</i> in day-to-day work activities. 2.1 Obtain information on legal issues that impact on own work role. 2.2 Carry out work tasks according to legal obligations and industry standards of <i>ethical practice</i>. 2.3 Apply knowledge of a client-focused approach according to <i>community development philosophies and principles</i>. 3.1 Source and access information on current and emerging <i>technologies</i> that impact on the sport, fitness and recreation industry. 3.2 Identify the potential effects of different technologies. 3.3 Apply knowledge of current and emerging technology in day-to-day work activities. 4.1 Identify and use a range of opportunities to update knowledge of the sport, fitness and recreation industry. 4.2 Share updated information with colleagues, according to organisation procedures, and incorporate into day-to-day work activities. |
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Required Skills and Knowledge

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

Required skills

- research skills to identify, interpret and sort relevant information
- communication skills including active listening and questioning to obtain information and to provide a verbal summary of information
- literacy skills to read and comprehend the content of plain English information documents about legal issues, industry accreditation and registration schemes, working with children checks and codes of conduct or behaviour
- writing skills to note take, summarise and record information in basic documents such as information sheets, portfolios and files.

Required knowledge

- sources of general information on the sport, fitness and recreation industry
- structure of the sport, fitness and recreation industry; the functions, key characteristics and interrelationships of the different sectors of the industry including the roles of the following sectors:
 - community recreation
 - fitness
 - sport
 - outdoor recreation
- the existence and primary functions of the sector-specific industry associations and associated industry accreditation and registration schemes
- the existence and primary functions of local, regional, state and national bodies and their roles
- the existence and primary functions of trade unions in the industry
- the existence and key characteristics of codes of conduct or ethics in the sport, fitness and recreation industry, the impacts of compliance and non-compliance and the roles and responsibilities of individual workers in these quality assurance processes
- the existence and basic aspects of state, territory and local council laws that impact on sport, fitness and recreation organisations and actions that must be adhered to by sport, fitness and recreation organisations, in particular laws that cover:
 - Equal Employment Opportunity (EEO)
 - anti-discrimination
 - work health and safety and workers compensation
 - workplace relations
 - child protection
 - legal liability and duty of care
 - volunteers
 - drugs
 - environmental protection

- local community protection (this would include land ownership, management and access requirements that must be met when delivering services)
- consumer protection (this would include refund requirements that must be met by sport, fitness and recreation organisations, terms and conditions of memberships and cancellation fees)
- current and emerging technology used in the sport, fitness and recreation industry
- principles of a client-focused approach, and philosophies and principles of community development to enable the application of inclusive practices.

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:

- source initial and updated information on the sport, fitness and recreation industry and apply this knowledge of industry to the performance of own work role
- comprehend general knowledge of the sport, fitness and recreation industry, including main roles, functions and interrelationships of different sectors, with a more detailed knowledge of issues that relate to a specific sector
- identify the key environmental, community, legal and ethical issues for the sport, fitness and recreation industry
- identify peak industry bodies and their role in registration and accreditation and the requirements for work in chosen sector.

Context of and specific resources for assessment

Assessment must also ensure access to:

- communication technology, information programs and publications to facilitate the processes involved in sourcing industry information
- information sources in order to conduct research and collect sufficient information
- industry association membership information, codes of conduct and registration and accreditation schemes information
- plain English documents that describe key sport, fitness and recreation and general workplace legislation.

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:

- projects to research differing aspects of the sport, fitness and recreation industry and delivery of the sourced information in a brief written or oral presentation
- case studies and problem-solving exercises to assess application of knowledge to different situations and contexts
- written and oral questioning or interview to test knowledge of different sectors of the sport, fitness and

recreation industry and their interrelationships, the key content of legislation and industry codes of conduct

- review of portfolios of evidence and third-party workplace reports of on-the-job performance by the individual.

Guidance information for assessment

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

- SISXWHS101 Follow work health and safety policies.

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

Sources of information may include:

- formal and informal research
- media
- reference books
- legislation or plain English publications describing the law and responsibilities to comply
- libraries
- unions
- industry associations and organisations
- industry journals
- computer data, including internet
- personal observations and experience
- informal discussions and networking with colleagues
- industry seminars
- training courses
- familiarisation tours of sport, fitness and recreation facilities
- participation or membership in professional industry associations
- participation in industry accreditation schemes
- use of industry codes of conduct or ethics.

Industry information may include:

- peak bodies
- professional or industry organisations
- unions and industrial relations
- industry registration and accreditation schemes
- international agencies
- types of employment opportunities, including part-time and casual
- working hours
- role of volunteers
- economic and social significance of the sport, fitness and recreation industry
- relationships between sport, fitness and recreation and other industries, including:
 - events
 - hospitality
 - entertainment
 - arts
 - tourism
- nationally recognised qualifications
- different sport, fitness and recreation services and their relevance to industry sectors
- specific features of the local or regional industry
- roles and responsibilities of individual staff.

Economic and social significance may include:

- impact on volunteers
- effect on local amenities or facilities
- community role in recreation
- positive and negative impacts on health
- impact on employment
- national pride.

Ethical practice may include:

- professional relationships
- client relationships
- agreed compliance with codes of conduct, practice or ethics
- truth and honesty regarding all information given to customers
- professional standards of customer service
- information collection, storage and dissemination
- inclusive and non-discriminatory practices.

Community development philosophies and principles may include:

- social justice
- human rights
- individual and social empowerment.

Technologies may relate to:

- current and emerging industry technology, including e-business
- social media
- event management systems
- client relationship management
- performance enhancement.

Unit Sector(s)

Cross-Sector

Competency field

Working in Industry