VCE VET Creative and Digital Media

Program Booklet

Incorporating

CUA20215 Certificate II in Creative Industries (Release 1)

CUA31015 Certificate III in Screen and Media (Release 2)

January 2020

This program was first implemented in January 2016

Modification history

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Status | Release Date | Comments |
| 3.0 | Current | January 2020 | Updated imported units of competency from FSK – Foundation Skills Training Package |
| 2.0 | Superseded | January 2019 | New release of CUA31015. Updated elective bank in CUA31015 |
| 1.1 | Superseded | January 2018 | Updated program information and advice |
| 1.0 | Superseded | October 2016 | Original Program |

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Introduction

VCE VET programs are vocational training programs approved by the Victorian Curriculum and Assessment Authority (VCAA). VCE VET programs lead to nationally recognised qualifications, thereby offering students the opportunity to gain both the VCE and a nationally portable vocational education and training (VET) certificate. VCE VET programs:

* are fully recognised within the Units 1 to 4 structure of the Victorian Certificate of Education (VCE) and therefore may contribute towards satisfactory completion of the VCE. VCE VET units have equal status with other VCE studies
* may contribute to the satisfactory completion of the Victorian Certificate of Applied Learning (VCAL)
* function within the National Training Framework.

Program development

This iteration of the VCE VET Creative and Digital Media program was implemented in 2017. It must be used in conjunction with the training package qualifications, CUA20215 Certificate II in Creative Industries and CUA31015 Certificate III in Screen and Media. This revision to the VCE VET Creative and Digital Media program is a consequence of the revision to the CUA Creative Arts and Culture Training Package.

The VCE VET Creative and Digital Media program provides students with the knowledge and skills to enhance their employment prospects in the Screen and Media and creative arts industries.

Program information

This program booklet must be read in conjunction with the *VCE VET Program Guide* and the nationally endorsed CUA Creative Arts and Culture Training Package.

Industry overview

Training package

Creative activity has become interdisciplinary and traditional boundaries between art forms, individual practitioners and institutions are breaking down. Traditional artisan skills must be complemented by practical business skills. Research consistently shows that most arts practitioners are sole operators or contractors who support themselves, in whole or in part, by performing their craft or skill.

Digital technologies have changed the way many creative products are generated, distributed and marketed. They have challenged existing business practices and brought about new business models, such as crowd-funding and customer co-creation.

As a result of industry changes outlined above, in 2015 five separate training packages were consolidated into the CUA Creative Arts and Culture Training Package.

The VCE VET Creative and Digital Media Program allows for credit in VCE/VCAL, and nationally recognised qualifications. These qualifications are drawn from the CUA Creative Arts and Culture Training Package (Release 4.1) which can be found at: <[training.gov.au/Training/Details/CUA](http://training.gov.au/Training/Details/CUA)>.

Qualifications / packaging rules

CUA20215 Certificate II in Creative Industries (Release 1)

Students must achieve ten units of competency to gain CUA20215 Certificate II in Creative Industries, including:

* three core units of competency
* seven elective units of competency of which
* 4 units must be selected from Group A
* 3 units may be from Group A or Group B or from any currently endorsed training package qualification or accredited course at Certificate II or III level.

This qualification reflects the role of individuals with the skills and knowledge to perform in a range of varied activities in the creative industries where there is a clearly defined range of contexts. Activities are of limited complexity with required actions clearly defined.

Pathways may include employment into roles such as community radio production assistant and community television production assistant.

For further information, visit <[training.gov.au/Training/Details/CUA20215](https://training.gov.au/Training/Details/CUA20215)>.

CUA31015 Certificate III in Screen and Media (Release 2)

Students must achieve eleven units of competency to gain CUA31015 Certificate III in Screen and Media, including:

* three core units of competency
* eight elective units of competency consisting of:
* 6 units must be selected from the electives listed in the qualification
* 2 units may be from any currently endorsed Training Package qualification or accredited course at Certificate II, III, or IV level.

Elective units must be relevant to the work environment and the qualification, maintain the integrity of the AQF alignment and contribute to a valid vocational outcome.

This qualification reflects the role of a skilled operator in digital video, radio and online content creation, or a skilled assistant in the film and television production services who applies a broad range of competencies in a varied work context, using some discretion and judgement and relevant theoretical knowledge.

Pathways may include employment into roles such as: media technician, camera and lighting assistant, community program maker/presenter.

For further information, visit <[training.gov.au/Training/Details/CUA31015](https://training.gov.au/Training/Details/CUA31015)>.

VCE VET Program details

Aims

The VCE VET Creative and Digital Media program aims to:

* provide participants with the knowledge, skills, and competency that will enhance their employment prospects in the creative and digital media industries
* enable participants to gain a recognised credential and to make an informed choice of vocation or career path.

Program structure

The VCE VET Creative and Digital Media program offers two distinct options: a certificate II with VCE credit at Units 1 and 2 level; a certificate III with VCE credit at Units 1 to 4 level. Certificate II is typically completed over one year and certificate III typically completed over two years.

The identified units of competency in the VCE VET Creative and Digital Media program have been selected for recognition purposes and may vary from the qualification packaging rules.

CUA20215 Certificate II in Creative Industries

Certificate II comprises 10 units of competency: three compulsory units and a minimum of seven elective units. Students may choose electives from a variety of sector specific units: camera/cinematography, broadcasting, lighting, animation and digital effects.

CUA31015 Certificate III in Screen and Media

Certificate III comprises a minimum of 11 units of competency: 3 compulsory units and a minimum of eight elective units.

Scored assessment

Scored assessment is available for the CUA31015 Certificate III in Screen and Media qualification. To gain a study score a student must:

* be assessed as competent in the prescribed training,
* complete all scored VCE VET assessments and
* complete an end of year examination.

VCE VET Credit

Students undertaking the VCE VET Certificate II in Creative Industries will be eligible for:

* up to three VCE VET units at Units 1 and 2 level.

On successful completion of the VCE VET Certificate III in Screen and Media, students will be eligible for:

* up to two VCE VET units at Units 1 and 2 level and
* a VCE VET Units 3 and 4 sequence.

**Note:** Students may undertake additional units to complete the CUA31015 Certificate III in Screen and Media. Credit will accrue on the basis of 90 hours per VCE VET unit. Additional credit may accrue depending on the units of competency completed.

In order to qualify for a non scored Units 3 and 4 sequence as an alternative to the scored Units 3 and 4 sequence, students will be required to undertake the compulsory units and at least 250 hours of training from the screen and media elective bank.

VCE VET credit will accrue in the following order: Units 1, 2, 3, 4, 3, 4. Unit 1 and 2 credits and units for the non-scored Units 3 and 4 sequence may be accumulated over more than one year. All the units in the scored Units 3 and 4 sequence must be undertaken in the one year.

Nominal hour duration

Nominal hours represent the supervised structured learning and assessment activities required to sufficiently address the content of each unit of competency.

Nominal hours are used to determine credit into the VCE or VCAL for VET units of competency.

Duplication

When a VCE VET program significantly duplicates other VCE studies or VET training in a student’s program, a reduced VCE VET unit entitlement may apply. Credit towards the VCAL may also be reduced due to duplication.

No significant duplication has been identified between the VCE VET Creative and Digital Media program and other VCE studies.

Dual Enrolments

Where students undertake multiple qualifications within the VCE VET Creative and Digital Media program, care must be taken to ensure students enroll in all the units of competency only once. Credit for a unit of competency can only be counted once towards the VCE or VCAL.

Sequence

Certain units of competency will complement each other, lending to coordinated delivery that minimises content overlap. Units of competency have guidelines on the different situations and delivery contexts, and a range of delivery sequences are possible.

The intention of VCE VET programs is to provide students with a qualification that meets industry expectations. The strong advice and assumption of industry bodies is that the quality of the qualification is compromised when foundation training is neglected.

The sequencing of units of competency is determined by the registered training organisation, teacher or trainer; however, it is anticipated that a number of the core units of competency will be undertaken in the first year of the program.

Schools are advised that the Units 3 and 4 sequences are not designed as stand-alone studies.

The VCE VET Units 3 and 4 sequence must be assessed in the same enrolment year to access a study score where available. Students may undertake both the scored VCE VET Units 3 and 4 sequence and where available, additional units of competency from the elective bank in order to achieve an additional non scored VCE VET Units 3 and 4 sequence.

VCE VET Creative and Digital Media program structure

CUA20215 Certificate II in Creative Industries (Release 1)

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Units 1 and 2** | | |
| **Compulsory units:** | | |
| BSBWOR203 | Work effectively with others | 15 |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| CUAWHS302 | Apply work health and safety practices | 10 |
| **Subtotal:** | | **45** |
| **Electives**: Select a minimum of **seven** electives to a minimum of 135 nominal hours:   * **Four or more** electives must be selected from Group A * **Up to three** electives can be selected from Group B   **Students may receive the Certificate II in Creative Industries without undertaking 135 hours of electives; however, they will not be eligible to receive two units of credit at Units 1 and 2 level.** | | |
| **Elective Group A:** | | |
| BSBCRT101 \* | Apply critical thinking techniques | 20 |
| BSBCRT301 \* | Develop and extend critical and creative thinking skills | 40 |
| BSBCUS201 \* | Deliver a service to customers | 40 |
| BSBDES201 \* | Follow a design process | 40 |
| BSBDES202 \* | Evaluate the nature of design in a specific industry context | 30 |
| BSBDIV301 \* | Work effectively with diversity | 30 |
| BSBWOR202 | Organize and complete daily work activities | 20 |
| BSBWOR204 | Use business technology | 20 |
| CPCCOHS1001A \* | Work safely in the construction industry | 6 |
| CPCCVE1011A | Undertake a basic construction project | 40 |
| CUAACD101 | Use basic drawing techniques | 50 |
| CUAACD201 \* | Develop drawing skills to communicate ideas | 60 |
| CUAFOH201 | Undertake routine front of house duties | 60 |
| CUAFOH202 | Usher patrons | 30 |
| CUALGT201 \* | Develop basic lighting skills and knowledge | 30 |
| CUAMPF101 | Develop skills to play or sing music | 70 |
| CUAMPF102 | Develop ensemble skills to perform simple musical parts | 70 |
| CUAPRP201 | Develop basic prop construction skills | 20 |
| CUASCE201 | Develop basic scenic art skills | 20 |
| CUASCE202 | Prepare and prime scenic art cloths | 25 |
| CUASCE203 | Repair, maintain and alter scenic art | 15 |
| CUASET201 | Develop basic skills in set construction | 65 |
| CUASOU201 | Develop basic audio skills and knowledge | 40 |
| CUASOU202 \* | Perform basic sound editing | 30 |
| CUASOU203 \* | Assist with sound recordings | 35 |
| CUASOU204 \* | Mix sound in a broadcasting environment | 20 |
| CUASTA201 | Develop basic staging skills | 20 |
| CUASTA202 | Assist with bump in and bump out of shows | 80 |
| CUAVSS201 | Develop basic vision system skills | 20 |
| ICTTEN202 | Use hand and power tools | 40 |
| LMTCL2001B | Use a sewing machine | 40 |
| LMTCL2003B | Identify fibres and fabrics | 50 |
| LMTCL2011B | Draw and interpret a basic sketch | 30 |
| SIRXSLS002A | Advise on products and services | 30 |
| SITTTSL201 | Operate an online information system | 40 |
| SITXCCS201 | Provide visitor information | 35 |
| SITXCOM201 | Show social and cultural sensitivity | 20 |
| SITXFIN201 | Process financial transactions | 25 |
| SITXFSA101 | Use hygienic practices for food safety | 15 |
| **Elective Group B:** | | |
| BSBCMM201 | Communicate in the workplace | 40 |
| BSBINM201 | Process and maintain workplace information | 30 |
| BSBINN201 \* | Contribute to workplace innovation | 35 |
| BSBITU201 | Produce simple word processed documents | 60 |
| BSBITU202 | Create and use spreadsheets | 30 |
| BSBLED101 | Plan skills development | 20 |
| BSBLIB303 | Provide multimedia support | 30 |
| BSBSUS201 \* | Participate in environmentally sustainable work practices | 20 |
| CUAAIR201 \* | Develop techniques for presenting information on air | 30 |
| CUACAM201 \* | Assist in a basic camera shoot | 30 |
| CUADIG201 \* | Maintain interactive content | 30 |
| CUADIG202 | Develop digital imaging skills | 50 |
| CUAPOS201 \* | Perform basic vision and sound editing | 40 |
| CUARES201 \* | Collect and organise content for broadcast or publication | 20 |
| HLTAID002 | Provide basic emergency life support | 12 |
| ICPDMT296 | Create and test an interactive CD-ROM/DVD | 20 |
| ICTICT203 | Operate application software packages | 60 |
| ICTICT204 | Operate a digital media technology package | 40 |
| ICTWEB201 \* | Use social media tools for collaboration and engagement | 20 |
| LMTCL1001B | Produce a simple garment | 40 |
| LMTML1001A | Make a simple head piece | 40 |
| **Maximum of three** units may come from: | | |
| FSKDIG003 | Use digital technology for routine workplace tasks | 15 |
| FSKLRG009 | Use strategies to respond to routine workplace problems | 15 |
| FSKLRG011 | Use routine strategies for work-related learning | 10 |
| FSKOCM003 | Participate in simple spoken interactions at work | 10 |
| FSKRDG007 | Read and respond to simple workplace information | 15 |
| **Minimum for Units 1 and 2:** | | **180** |

Notes

\* These units of competency can contribute to completion of both Certificate II and Certificate III qualifications.

CUA31015 Certificate III in Screen and Media (Release 2)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Code | | Unit Title | Release | Nominal  Hours |
| **Units 1 and 2** | | | | |
| **Compulsory:** | | | | |
| BSBCRT301 | Develop and extend critical and creative thinking skills | | | 40 |
| BSBWHS201 \*\* | Contribute to health and safety of self and others | | | 20 |
| CUAIND301 | Work effectively in the creative arts industry | | | 50 |
| **Subtotal**: | | | | **110** |
| Select a minimum of **three** electives from the Screen and Media Elective Bank to a **minimum of 70 hours** | | | |  |
| **Minimum for Units 1 and 2:** | | | | **180** |
| **Units 3 and 4** | | | **Release** | **Nominal Hours** |
| BSBDES302 \*\* | | Explore and apply the creative design process to 2D forms | 1 | 50 |
| CUAANM301 | | Create 2D digital animations | 1 | 35 |
| CUADIG302 | | Author interactive sequences | 1 | 40 |
| CUADIG304† | | Create visual design components | 1 | 30 |
| CUAWRT301 | | Write content for a range of media | 1 | 40 |
| **Total for Units 3 and 4:** | | | | **195** |
| **Total:** | | | | **375** |

Notes

\*\* Core units in CUA30715 Certificate III in Design Fundamentals

† Visual Communications Specialist Skills Set – ICTSS00054 *-* 3 Units

Screen and Media Elective Bank

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| AHCILM306A | Follow Aboriginal cultural protocols | 40 |
| BSBCON401 | Work effectively in a business continuity context | 40 |
| BSBCRT101 | Apply critical thinking techniques | 20 |
| BSBCUS201 | Deliver a service to customers | 40 |
| BSBDES201 \*\* | Follow a design process | 40 |
| BSBDES202 | Evaluate the nature of design in a specific industry context | 30 |
| BSBDES303 \*\* | Explore and apply creative design process to 3D forms | 50 |
| BSBDIV301 | Work effectively with diversity | 30 |
| BSBFIA301 | Maintain financial records | 60 |
| BSBINN201 | Contribute to workplace innovation | 35 |
| BSBINN301 | Promote innovation in a team environment | 40 |
| BSBSUS201 | Participate in environmentally sustainable work practices | 20 |
| CPCCOHS1001A | Work safely in the construction industry | 6 |
| CUAACD201 | Develop drawing skills to communicate ideas | 60 |
| CUAAIR201 | Develop techniques for presenting information on air | 30 |
| CUAAIR301 | Present programs on air | 30 |
| CUAAIR302 | Develop techniques for presenting to camera | 30 |
| CUAANM302 | Create 3D digital animations | 75 |
| CUAANM303 | Create 3D digital models | 75 |
| CUABRD301 | Perform basic transmission operations | 40 |
| CUABRD302 | Provide production support for television productions | 50 |
| CUABRD303 | Prepare video material for television transmission | 40 |
| CUACAM201 | Assist with a basic camera shoot | 30 |
| CUACAM301 | Shoot material for screen productions | 60 |
| CUACAM302 | Rig camera infrastructure | 30 |
| CUACMP311 | Implement copyright arrangements | 20 |
| CUADIG201 | Maintain interactive content | 30 |
| CUADIG301 † | Prepare video assets | 30 |
| CUADIG303 | Produce and prepare photo images | 20 |
| CUAGMT301 | Repair and maintain production equipment | 25 |
| CUALGT201 | Develop basic lighting skills and knowledge | 30 |
| CUALGT301 | Operate basic lighting | 30 |
| CUALGT303 | Install and test lighting equipment | 30 |
| CUAPOS201 | Perform basic vision and sound editing | 40 |
| CUAPPM302 | Plan and prepare program content | 60 |
| CUARES201 | Collect and organise content for broadcast or publication | 20 |
| CUASOU202 | Perform basic sound editing | 30 |
| CUASOU203 | Assist with sound recordings | 35 |
| CUASOU204 | Mix sound in a broadcasting environment | 20 |
| CUASOU304 | Prepare audio assets | 30 |
| CUASOU305 | Compile audio material for broadcast | 30 |
| CUASOU307 | Record and mix a basic music demo | 40 |
| CUASOU308 | Install and disassemble audio equipment | 40 |
| CUASOU309 | Restore audio tracks | 35 |
| CUASOU310 | Analyse soundtracks | 35 |
| CUASOU405 | Record sound | 60 |
| CUAWRT302 | Write simple stories | 30 |
| HLTAID003 | Provide first aid | 18 |
| ICTICT306 | Migrate to new technology | 20 |
| ICTICT308 | Use advanced features of computer applications | 40 |
| ICTWEB201 | Use social media tools for collaboration and engagement | 20 |
| ICTWEB303 † | Prepare digital images for the web | 30 |
| **Maximum of two** units may be selected from the following: | | |
| BSBDES301 \*\* | Explore use of colour | 40 |
| BSBDES304 \*\* | Source and apply design industry knowledge | 20 |
| CUAACD301 \*\* | Produce drawings to communicate ideas | 80 |
| ICPPRP225 | Produce graphics using a graphics application | 60 |
| ICTPRG301 | Apply introductory programming techniques | 40 |

Notes

\*\* Core units in CUA30715 Certificate III in Design Fundamentals

† Visual Communications Specialist Skills Set – ICTSS00054 *-* 3 Units

Study Score

A study score is available for the VCE VET Creative and Digital Media program.

VCE VET Creative and Digital Media offers a scored program option. To be eligible for a study score students must:

* satisfactorily complete all the units of competency required in the Units 3 and 4 sequence,
* be assessed in accordance with the tools and procedures specified in the *VCE VET Assessment Guide* and program specific assessment plan templates published annually on the VCAA website,
* undertake an examination in the end-of-year examination period, based on the underpinning knowledge and skills in the compulsory units of competency in the Units 3 and 4 sequence, and in accordance with the current examination specifications.

Units 3 and 4 of the Creative and Digital Media program must be delivered and assessed in a single enrolment year.

The study score for the VCE VET Creative and Digital Media program is based on evidence from two sources: coursework tasks and an examination. The assessment of three VCE VET coursework tasks does not replace the qualification assessments. Both tend to be complementary and may be integrated. Tasks may be designed with both assessment purposes in mind.

For further information on scored assessment refer to the *VCE VET Assessment Guide*, which contains information relating to study scores for VCE VET programs. It includes an overview of study score assessment, advice regarding the development of coursework tasks, and integration of study scores with competency assessment.

The assessment guide also contains generic templates, scoring criteria and other coursework assessment records:   
<[www.vcaa.vic.edu.au/assessment/vet-assessment/Pages/VCEVETProgramsScoredAssessment.aspx](https://www.vcaa.vic.edu.au/assessment/vet-assessment/Pages/VCEVETProgramsScoredAssessment.aspx)>.

Advice relating to the VCE VET Creative and Digital Media program is published on the VCAA website and updated annually: <<https://www.vcaa.vic.edu.au/curriculum/vet/vce-vet-programs/Pages/creativedigitalmedia.aspx>>.

ATAR Contribution

Students wishing to receive an ATAR contribution for the VCE VET Creative and Digital Media program Units 3 and 4 sequence must undertake scored assessment for the purpose of achieving a study score. This study score can contribute directly to the ATAR, either as one of the student's best four studies (the primary four) or as a fifth or sixth study increment. Where a student elects not to receive a study score no contribution to the ATAR will be available. Where an additional non-scored VCE VET Units 3 and 4 sequence is undertaken students may be eligible for a fifth or sixth study increment.

The increment is awarded by the Victorian Tertiary Admissions Centre (VTAC). Further information can be found on the VTAC website:

* study rules: <[www.vtac.edu.au/results-offers/atar-explained/study-rules](http://www.vtac.edu.au/results-offers/atar-explained/study-rules.html)>
* study groupings: <[www.vtac.edu.au/results-offers/atar-explained/study-groupings](http://www.vtac.edu.au/results-offers/atar-explained/study-groupings.html)>.

Increments for non scored Units 3 and 4 sequences for VCE VET programs will be calculated using 10% of the fourth study score of the primary four.

Structured workplace learning

The VCAA has determined that Structured Workplace Learning (SWL) is an appropriate and valuable component of all VCE VET programs. SWL involves on-the-job training in which students are required to master a designated set of skills and competencies related to VCE VET programs.

SWL complements the training undertaken at the school/RTO. It provides the context for:

* enhancement of skills development,
* practical application of industry knowledge,
* assessment of units of competency, as determined by the RTO and
* increased employment opportunities.

The VCAA strongly recommends that students undertake a minimum of 80 hours of SWL for the VCE VET Creative and Digital Media program. SWL should be spread across the duration of the training program.

Further details regarding SWL, the SWL Portal and the Department of Education and Training SWL Manual are available on online: [<www.education.vic.gov.au/school/teachers/teachingresources/careers/work/Pages/structuredlearning.aspx](http://www.education.vic.gov.au/school/teachers/teachingresources/careers/work/Pages/structuredlearning.aspx)>.

The *SWL Manual* outlines roles and responsibilities of the student, parent, employer and principal; procedures and guidelines for placing students in the workplace; and relevant policy and legislation. The manual also has a link to Ministerial Order 55 and the SWL Arrangement form.

SWL Recognition

Structured Workplace Learning recognition (SWL R) involves the development and maintenance of the Workplace Learning Record (WLR) by the student. The work placement must be in an industry area aligned to the VET certificate drawn from the VCE VET Creative and Digital Media program. The completion of the WLR is a requirement for recognition by the VCAA for VCE and VCAL credit.

The VCE VET Creative and Digital Media program offers SWL recognition. Further details are available at: <[www.vcaa.vic.edu.au/curriculum/vet/swl-vet/Pages/SWL-recognition.aspx](https://www.vcaa.vic.edu.au/curriculum/vet/swl-vet/Pages/SWL-recognition.aspx)>.

Work health and safety

Schools/RTOs must ensure that Work Health and Safety (WHS) issues are fully addressed in the training program.

The principal is responsible for ensuring the school meets its responsibilities for students in SWL arrangements.

Where the student will be employed under an SWL arrangement, the principal must be satisfied that the student is undertaking training in the WHS unit of competency before the arrangement can be entered into.

Students must be informed of the significance of work-related hazards. They must understand the need for, and the nature of, workplace risk controls such as safe working procedures and the use of personal protective clothing and equipment.

Schools must also be satisfied, through their review of the acknowledgment provided by employers on the SWL Arrangement form, that the workplace in question and the activities proposed will not expose a student to risk during their structured work placement.

Employers must view their duty of care towards students as essentially no different from that owed to their employees. They must understand that students cannot be expected to possess the judgment or maturity to undertake any task that presents potential risk. This means that no student may be exposed at any time to dangerous plant machinery, equipment, substances, work environments or work practices.

On the first morning of their placement, students should be introduced to their supervisor and provided with a formal induction to the workplace. This will include first aid, emergency and incident reporting arrangements.

The student should be given an orientation tour of the workplace and any excluded areas or activities should be pointed out. Students should be instructed to report without delay anything they feel may be unsafe. They should be encouraged to ask for help or further instruction if they are not sure of the correct way to carry out any task.

Close supervision of students undertaking SWL is essential. Supervisors nominated by the employer must understand all requirements for safely managing the student’s activities. Supervisors must understand that a student may not fully grasp information or instructions the first time they are told. They should encourage students to ask for help if they have forgotten or if they experience difficulty in putting information into practice.

The WorkSafe Victoria website makes available useful resources: [<www.worksafe.vic.gov.au](http://www.worksafe.vic.gov.au)>.

Additional information

For updates or information relating to this program refer to:

* the VCE VET Creative and Digital Media program web page: <<https://www.vcaa.vic.edu.au/curriculum/vet/vce-vet-programs/Pages/creativedigitalmedia.aspx>>
* the *VCAA* *Bulletin*: <[www.vcaa.vic.edu.au/news-and-events/bulletins-and-updates/bulletin/Pages/index.aspx](https://www.vcaa.vic.edu.au/news-and-events/bulletins-and-updates/bulletin/Pages/index.aspx)>
* the Get VET web page for videos, success stories, flowcharts and posters designed to support teachers in engaging, informing and inspiring students and parents about VET Delivered to Secondary Students: <[www.vcaa.vic.edu.au/getvet](https://www.vcaa.vic.edu.au/getvet)>.

VCE Season of Excellence

High quality works created by students who complete this VCE VET program are eligible to apply for the VCE Season of Excellence. For further information, visit: <[www.vcaa.vic.edu.au/Pages/excellenceawards/seasonofexcellence/index.aspx](http://www.vcaa.vic.edu.au/Pages/excellenceawards/seasonofexcellence/index.aspx)>.

Pathways

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Certificate II** |  | Certificate III in Screen and Media | | |
|  |  |  |  |  |
| **Certificate III** |  | Certificate IV in Screen and Media |  | Specialisations in:   * + Interactive Media   + Specialist Make-up Services |
|  |  |  |  |  |
| **Certificate IV** |  | Diploma of Screen and Media |  | Specialisations in:   * + Interactive Media * Specialist Make-up Services |
|  |  |  |  |  |
| **Diploma** |  | Advanced Diploma of Screen and Media | | |
|  |  |  |  |  |
| Advanced Diploma |  | Higher Education |  | Bachelor of Communication (Media)  Bachelor of Communication (Social Media)  Bachelor of Design (Animation and Interactive Media)  Bachelor of Design (Communication Design)  Bachelor of Design (Digital Media)  Bachelor of Media and Communications  Bachelor of Screen and Media  Bachelor of Creative Industries  Bachelor of Content Creation |

Appendix – Sample programs

Sample 1: CUA20215 Certificate II in Creative Industries (Release 1)

The following sample program may provide:

* completion of CUA20215 Certificate II in Creative Industries
* three VCE VET units at Units 1 and 2 level

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal  Hours |
| **Units 1 and 2** | | |
| **Compulsory** | | |
| BSBWOR203 | Work effectively with others | 15 |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| CUAWHS302 | Apply work health and safety practices | 10 |
| **Subtotal:** | | **45** |
| **Electives:** | | |
| BSBCRT101 \* | Apply critical thinking techniques | 20 |
| BSBDES201 \* | Follow a design process | 40 |
| BSBCRT301 \* | Develop and extend critical and creative thinking skills | 40 |
| CUAACD101 | Use basic drawing techniques | 50 |
| CUADIG202 | Develop digital imaging skills | 50 |
| CUADIG201 \* | Maintain interactive content | 30 |
| ICTICT204 | Operate a digital media technology package | 40 |
| **Subtotal:** | | **270** |
| **Total Sample Program Hours:** | | **315** |

Notes

\* These units of competency can contribute to completion of both Certificate II and Certificate III qualifications.

Sample 2: CUA31015 Certificate III in Screen and Media (Release 2)

This sample program may provide:

* completion of CUA31015 Certificate III in Screen and Media
* three VCE VET units at Units 1 and 2 level
* a VCE VET Units 3 and 4 sequence and a study score

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Code | | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | | |
| BSBCRT301 | Develop and extend critical and creative thinking skills | | | 40 |
| BSBWHS201 \*\* | Contribute to health and safety of self and others | | | 20 |
| CUAIND301 | Work effectively in the creative arts industry | | | 50 |
| **Subtotal:** | | | | **110** |
| **Electives:** | | | | |
| CUADIG303 | | Produce and prepare photo images | | 20 |
| BSBDES201 \*\* | | Follow a design process | | 40 |
| CUADIG201 | | Maintain interactive content | | 30 |
| **Total for Units 1 and 2:** | | | | **200** |
| **Year 2 – Units 3 and 4** | | | | |
| **Code** | | **Unit Title** | **Release** | **Nominal  Hours** |
| BSBDES302 \*\* | | Explore and apply the creative design process to 2D forms | 1 | 50 |
| CUAANM301 | | Create 2D digital animations | 1 | 35 |
| CUADIG302 | | Author interactive sequences | 1 | 40 |
| CUADIG304 † | | Create visual design components | 1 | 30 |
| CUAWRT301 | | Write content for a range of media | 1 | 40 |
| **Total for Units 3 and 4:** | | | | **195** |
| **Total Sample Program Hours:** | | | | **395** |

Notes

\*\* Core units in CUA30715 Certificate III in Design Fundamentals

† Visual Communications Specialist Skills Set – ICTSS00054 *-* 3 Units

Sample 3: CUA31015 Certificate III in Screen and Media (Release 2)

This sample program may provide:

* completion of CUA31015 Certificate III in Screen and Media
* two VCE VET units at Units 1 and 2 level
* a VCE VET non scored Units 3 and 4 sequence
* completion of Visual Communications Specialist Skills Set – ICTSS00054

|  |  |  |  |
| --- | --- | --- | --- |
| Code | | Unit Title | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | |
| BSBCRT301 | Develop and extend critical and creative thinking skills | | 40 |
| BSBWHS201 \*\* | Contribute to health and safety of self and others | | 20 |
| CUAIND301 | Work effectively in the creative arts industry | | 50 |
| **Subtotal:** | | | **110** |
| **Electives:** | | | |
| BSBCRT101 | | Apply critical thinking techniques | 20 |
| BSBDES201 \*\* | | Follow a design process | 40 |
| BSBDES303 \*\* | | Explore and apply creative design process to 3D forms | 50 |
| **Total for Units 1 and 2:** | | | **220** |
| **Year 2 – Units 3 and 4** | | | |
| ICTWEB303 † | | Prepare digital images for the web | 30 |
| CUADIG201 | | Maintain interactive content | 30 |
| CUADIG301 † | | Prepare video assets | 30 |
| CUAANM302 | | Create 3D digital animations | 75 |
| CUADIG304 † | | Create visual design components | 30 |
| **Total for Units 3 and 4:** | | | **195** |
| **Total Sample Program Hours:** | | | **415** |

Notes

\*\* Core units in CUA30715 Certificate III in Design Fundamentals

† Visual Communications Specialist Skills Set – ICTSS00054 *-* 3 Units

Sample 4: CUA31015 Certificate III in Screen and Media (Release 2)

This sample program may provide:

* completion of CUA31015 Certificate III in Screen and Media
* two VCE VET units at Units 1 and 2 level
* a VCE VET Units 3 and 4 sequence and a study score
* a VCE VET non scored Units 3 and 4 sequence
* completion of Visual Communications Specialist Skills Set – ICTSS00054

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Code | | Unit Title | | Nominal  Hours |
| **Year 1 - Units 1 and 2** | | | | |
| BSBCRT301 | Develop and extend critical and creative thinking skills | | | 40 |
| BSBWHS201 \*\* | Contribute to health and safety of self and others | | | 20 |
| CUAIND301 | Work effectively in the creative arts industry | | | 50 |
| **Subtotal:** | | | | **110** |
| **Electives:** | | | | |
| BSBCRT101 | | Apply critical thinking techniques | | 20 |
| BSBDES201 \*\* | | Follow a design process | | 40 |
| BSBDES303 \*\* | | Explore and apply creative design process to 3D forms | | 50 |
| **Total for Units 1 and 2:** | | | | **220** |
| **Year 2 – Units 3 and 4** | | | | |
| **Code** | | **Unit Title** | **Release** | **Nominal  Hours** |
| BSBDES302 \*\* | | Explore and apply the creative design process to 2D forms | 1 | 50 |
| CUAANM301 | | Create 2D digital animations | 1 | 35 |
| CUADIG302 | | Author interactive sequences | 1 | 40 |
| CUADIG304 † | | Create visual design components | 1 | 30 |
| CUAWRT301 | | Write content for a range of media | 1 | 40 |
| **Total for Units 3 and 4:** | | | | **195** |
| **Year 3 – Non Scored Units 3 and 4** | | | | |
| ICTWEB303 † | | Prepare digital images for the web | | 30 |
| CUADIG201 | | Maintain interactive content | | 30 |
| CUADIG301 † | | Prepare video assets | | 30 |
| CUAANM302 | | Create 3D digital animations | | 75 |
| CUADIG304 † | | Create visual design components | | 30 |
| **Total for Units 3 and 4:** | | | | **195** |
| **Total Sample Program Hours:** | | | | **610** |

Notes

\*\* Core units in CUA30715 Certificate III in Design Fundamentals

† Visual Communications Specialist Skills Set – ICTSS00054 *-* 3 Units