A stylized map of Australia is shown on the left side of the page. The map is filled with various shades of green and blue. Overlaid on the map are several white silhouettes of Scout activities: a Scout in a hat, a Scout climbing a rope, and a Scout in a canoe.

Venturer Scouts: Qualifications and Secondary School Certificates of Education

CUA20220 Certificate II in Creative Industries

This information kit will help you understand the qualifications available from the Scouts Australia Institute of Training (RTO 5443) to Venturer Scouts (14-18 year olds) and how these can be incorporated into your secondary school certificate of education (e.g. HSC, VCE, etc.).

The information will assist:

- Venturer Scouts / School students
- Career Advisors and VET Coordinators
- Parents and other advisors

CUA20220 Certificate II in Creative Industries

The Certificate II in Creative Industries 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 defined range of contexts. It applies to work in different work environments that include entertainment customer service, staging, television and radio production, broadcasting production, lighting and sound, theatre, scenery and set construction, screen and media, and film production. Individuals complete tasks with limited complexity and with required actions clearly defined.

The job roles that relate to this qualification may include Venue Attendant, Usher, Production Assistant (Film and Television), Junior Production Crew, Trainee Production Crew, Radio Production Assistant, Program Seller, Merchandise Seller, Stagehand, Runner, Dresser, Crewing Employee, Sound Assistant, Bump in/Bump out Loader, Wardrobe Assistant.

Learning Pathways

To achieve the Certificate II in Creative Industries as a Venturer Scout in a manner that you can use on-demand learning, structured learning and practical experiences that contribute to learning by doing to achieve this qualification as a part of your secondary school certificate of education you will need to;

- Have at least six (6) months Scouting experience
- Have completed at least Milestone 1 as a Venturer Scout
- Complete the Scouts Australia on-demand learning
- Have completed at least two (2) seasons of the Scouts Australia community performances, Gang Show, Showtime, or equivalent experiences.

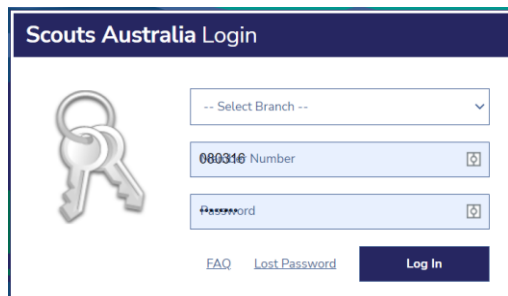
Work Placements

Within the context of Vocational Education and Training connected to school outcomes, structured workplace learning alternatively known as work placement requires students to participate in experiences where they are applying the skills and knowledge. Venturer Scouts attend meetings with their local Venturer unit for two (2) hours every week plus in relation to creative industries they participate in a range of practices and performances every week for six months.



On-demand Learning

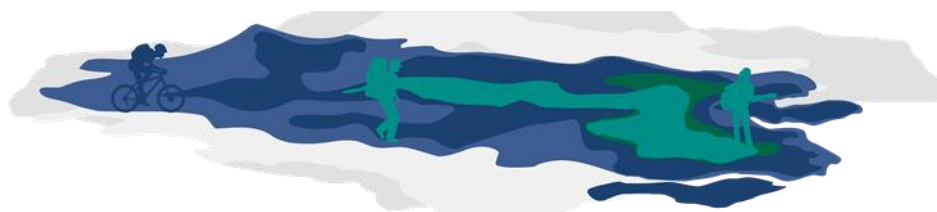
On-demand learning provides partial evidence towards the CUA20220 Certificate II in Creative Industries. All Venturer Scouts, Rover Scouts and adult members have access to the Scouts Australia on-demand learning at <https://training.scouts.com.au> To login you will need some basic information:



The image shows the Scouts Australia Login page. It features a dark blue header with the text "Scouts Australia Login". Below the header is a white box containing a key icon on the left. To the right of the icon are three input fields: a dropdown menu labeled "-- Select Branch --", a text field labeled "080316 Number" with a small icon to its right, and a password field labeled "Password" with a small icon to its right. At the bottom of the white box are three links: "FAQ", "Lost Password", and a dark blue "Log In" button.

- What Branch (State or Territory) you are in,
- Your Scouting member number,
- The first time you log in your password will be set to your date of birth.

CUA20220 Certificate II in Creative Industries	
Core units of competency (All 3 core units must be completed for a full qualification)	
Units of Competency	On-demand learning
BSBTWK201 Work effectively with others	The Patrol System for One Program
CUAIND211 Develop and apply creative arts industry knowledge	
CUAWHS312 Apply work health and safety practices	WHS for Scouting
Example Elective units of competency (7 elective units are required)	
BSBCMM211 Apply communication skills	Communication
BSBCRT201 Develop and apply thinking and problem solving skills	Youth Led Programming
BSBPEF202 Plan and apply time management	Plan>Do>Review>
CHCDIV001 Work with diverse people	Being Inclusive
BSBSUS211 Participate in sustainable work practices	Follow Environmental Impact Practices
CUAMPF111 Develop skills to play or sing music	
CUAMPF112 Perform simple musical parts in ensembles	



Learning and Assessment

There are two ways Venturer Scouts typically complete qualifications via the Scouts Australia Institute of Training:

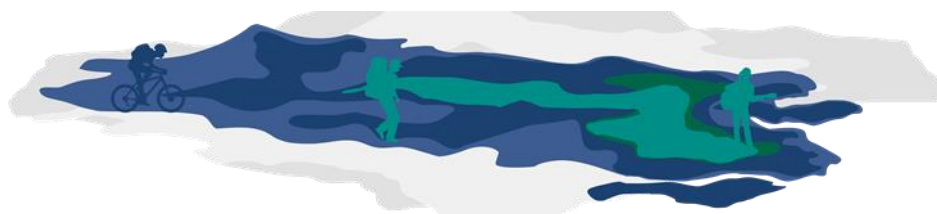
- If not including qualifications in your secondary school certificate of education you can submit current evidence at any time that you are a member of Scouting. While you are at school, after you have left school, while you are a Venturer Scout or after moving into Rover Scouts. You are assessed on the evidence you have provided and if there is not enough evidence the assessor may ask you to provide other suitable evidence which may or may not include the on-demand learning.
- When completing a Vocational Education and Training qualification connected to school outcomes you **must complete** this within a specified time frame. The use of the on-demand learning provides you with learning materials that assist you to complete the qualification/s within the limited timeframe you have to ensure that they are included in your secondary school certificate of education.

Dual Qualifications

The Certificate II in Creative Industries is an excellent qualification to combine with other qualifications making it possible to complete dual qualifications by combining this qualification with any of the following qualifications:

- CHC24015 Certificate II in Active Volunteering
- BSB20120 Certificate II in Workplace Skills

Examples to combine the Certificate II in Creative Industries with other qualifications are shown on the following page. Core units of competency are highlighted in green and are required to be completed within that qualification.



Certificate II in Creative Industries	Certificate II in Active Volunteering
3 Core + 7 Electives: Minimum 4 listed electives, Max: 3 Electives from any qualification	4 Core + 3 Electives: 3 Electives from any qualification
CUAIND211 Develop and apply creative arts industry knowledge	
CUAWHS312 Apply work health and safety practices	
BSBTWK201 Work effectively with others	BSBTWK201 Work effectively with others
BSBCMM211 Apply communication skills	BSBCMM201 Communicate in the workplace
CHCDIV001 Work with diverse people	CHCDIV001 Work with diverse people
CHCVOL001 Be an effective volunteer	CHCVOL001 Be an effective volunteer
	HLTWHS001 Participate in workplace health and safety
BSBPEF202 Plan and apply time management	BSBPEF202 Plan and apply time management
BSBCRT201 Develop and apply thinking and problem solving skills	BSBCRT201 Develop and apply thinking and problem solving skills
CUAMPF111 Develop skills to play or sing music	
CUAMPF112 Perform simple musical parts in ensembles	

Certificate II in Creative Industries	Certificate II in Workplace Skills
3 Core + 7 Electives: Minimum 4 listed electives, Max: 3 Electives from any qualification	5 Core + 5 Electives: 3 listed electives, 1 Group A, 1 Group B Max: 2 Electives from any qualification
CUAIND211 Develop and apply creative arts industry knowledge	
CUAWHS312 Apply work health and safety practices	CUAWHS312 Apply work health and safety practices
BSBTWK201 Work effectively with others	BSBTWK201 Work effectively with others
BSBCMM211 Apply communication skills	BSBCMM211 Apply communication skills
BSBSUS211 Participate in sustainable work practices	BSBSUS211 Participate in sustainable work practices
BSBPEF202 Plan and apply time management	BSBPEF202 Plan and apply time management
	BSBWHS211 Contribute to the health and safety of self and others
	BSBOPS201 Work effectively in business environments
BSBCRT201 Develop and apply thinking and problem solving	BSBCRT201 Develop and apply thinking and problem solving skills
	BSBTEC202 Use digital technologies to communicate in a work environment
CHCDIV001 Work with diverse people	CHCDIV001 Work with diverse people
CUAMPF111 Develop skills to play or sing music	
CUAMPF112 Perform simple musical parts in ensembles	

