



COURSE GUIDE 2024

VET in Schools



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COSAMP encourages Structured Workplace Learning (SWL) as a valuable component of any VET program. SWL involves on-the-job training in which students are required to master a designated set of skills and competencies related to VET programs, and complements the training undertaken at the school by providing the context for:

- Enhancement of skills development
- Practical application of industry knowledge
- Increased employment opportunities

All hours listed are Nominal Hours, taken from the relevant Purchasing / Nominal Hours Guide.



ABOUT US

COSAMP is a specialist Creative Industries RTO and online music technology resource and training provider supporting schools in the delivery of VET in Schools programs.

Established in 2009, COSAMP has continued to build a strong reputation across the sector as a reliable RTO and provider of contemporary music technology teaching resources and support services to secondary school music departments and music teachers across Australia.

Our approach, as we partner with schools, is to always focus on support, providing teachers and coordinators with industry-leading assessments and resources, expert industry knowledge and ongoing flexibility to suit the unique needs of secondary schools.

Above all, we pride ourselves on our personalised approach with schools, offering easy-to-navigate platforms, streamlined and integrated systems for completing important VET admin requirements and contextualised, engaging student materials that pave the pathway towards successful student outcomes.



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CUA20220 CERTIFICATE II IN CREATIVE INDUSTRIES

This qualification allows students to explore a variety of areas in the arts and creative industries field. Through this course, students gain knowledge and skills in a wide range of interests including entertainment customer service, staging, television and radio production, broadcasting production, lighting and sound, theatre, scenery and set construction, screen and media, and film production.



COURSE DURATION: 1-2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **10 units of competency (3 core, 7 elective)**, of which:

- 4 must be from the electives listed
- 3 may be from the remaining listed electives or any currently endorsed training package qualification or accredited course



CUA20220 CERTIFICATE II IN CREATIVE INDUSTRIES

AVAILABLE UNITS OF COMPETENCY

NOMINAL
HOURS

UNIT CODE	UNIT TITLE	TYPE	VIC	WA
BSBTWK201	Work effectively with others	Core	40	35
CUAIND211	Develop and apply creative arts industry knowledge	Core	20	20
CUAWHS312	Apply work health and safety practices	Core	30	20
BSBCMM211	Apply communication skills	Elective	40	35
BSBCRT201	Develop and apply thinking and problem solving skills	Elective	30	25
BSBCRT311	Apply critical thinking skills in a team environment	Elective	40	45
BSBOPS203	Deliver a service to customers	Elective	40	40
BSBPEF101	Plan and prepare for work readiness	Elective	20	20
BSBPEF202	Plan and apply time management	Elective	20	15
BSBSUS211	Participate in sustainable work practices	Elective	20	30
BSBTEC201	Use business software applications	Elective	60	55
BSBTWK301	Use inclusive work practices	Elective	30	35
CUAACD101	Use basic drawing techniques	Elective	50	40
CUAACD201	Develop drawing skills to communicate ideas	Elective	60	70
CUACAM211	Assist with basic camera shoots	Elective	30	30
CUADES201	Follow a design process	Elective	50	40
CUADIG211	Maintain interactive content	Elective	30	30
CUADIG212	Develop digital imaging skills	Elective	50	40
CUAFOH211	Undertake routine front of house duties	Elective	60	50
CUALGT211	Develop basic lighting skills	Elective	30	25
CUAPOS211	Perform basic vision and sound editing	Elective	60	50
CUAPRP201	Develop basic prop construction skills	Elective	20	20
CUARES201	Collect and organise content for broadcast or publication	Elective	20	30
CUASCE201	Develop basic scenic art skills	Elective	20	20
CUASTA211	Develop basic staging skills	Elective	20	20
CUASTA212	Assist with bump in and bump out of shows	Elective	80	80
HLTAID010	Provide basic emergency life support	Elective	12	10
Additional note: We recommend this unit is delivered by an external provider				
ICTICT214	Operate application software packages	Elective	60	60
ICTICT215	Operate digital media technology packages	Elective	40	40
ICTWEB201	Use social media tools for collaboration and engagement	Elective	20	20
CUASMT311	Work effectively backstage during performances	Import	100	90
Additional note: This unit is not available for delivery in Victoria, as per the VCAA approved units				



CUA20120 CERTIFICATE II IN DANCE

The aim of this qualification is to provide students with the technical and performance skills, knowledge and attitudes to begin establishing a career in the entertainment industry.

As young dance performers, students explore a variety of dance styles and techniques (contemporary, jazz and street) across multiple forms of movement and dance.

The skills learnt can be applied to everyday fitness and coordination, to further training in dance and performance, and to a deeper appreciation of dance and the performing arts.



COURSE DURATION: 1-2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **10 units of competency (6 core, 4 elective)**, of which:

- *at least 1 must be from Group A*
- *of the remaining elective units:*
 - *all may be from Group A and/or Group B*
 - *1 may be from this or any other currently endorsed Certificate I or above training package qualification or accredited course*



CUA20120 CERTIFICATE II IN DANCE

AVAILABLE UNITS OF COMPETENCY

UNIT CODE	UNIT TITLE	TYPE	NOMINAL HOURS	
			VIC	WA
CUADAN211	Develop basic dance techniques	Core	20	50
CUADAN212	Incorporate artistic expression into basic dance performances	Core	45	20
CUAIND211	Develop and apply creative arts industry knowledge	Core	20	20
CUAPRF211	Prepare for live performances	Core	40	35
CUAWHS111	Follow safe dance practices	Core	60	60
CUAWHS211	Develop a basic level of physical fitness for dance performance	Core	40	40
CUADAN213	Perform basic jazz dance techniques	A	80	45
CUADAN215	Perform basic contemporary dance techniques	A	45	45
CUADAN218	Perform basic street dance techniques	A	45	45
BSBSUS211	Participate in sustainable work practices	B	20	30
CUAPRF314	Develop audition techniques	Import	35	30

OTHER DETAILS

Victorian Schools: The 2nd year of the VCE VET Dance program (the scored Units 3&4 sequence) includes additional Units of Competency from the CUA30120 Certificate III in Dance. For more information, please refer to the VCAA Program Booklet. If you are wanting to deliver a VCE VET Dance program, please contact COSAMP prior to enrolment to discuss your options.



CUA20620 CERTIFICATE II IN MUSIC

The Certificate II in Music prepares students to perform a range of tasks in the music industry, using practical elements and fundamental operational knowledge in environments that require foundational skills in music performance, music making or composition, sound production or music business.

The program is suited to students with an interest in music who are keen to develop their skills as a musician or producer with the aim to perform, use music technology and be involved with live music events.

Career and pathways opportunities may lead to roles such as studio assistant, performer or session musician, entry-level producer, stagehand, songwriter, and road crew member.



COURSE DURATION: 1-2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **8 units of competency (3 core, 5 elective)**, of which:

- *at least 3 must be from Group A*
- *of the remaining listed elective units:*
 - *all may be from Group A and/or Group B*
 - *1 unit may be from elsewhere in this or any currently endorsed Certificate I or above training package qualification or accredited course*



CUA20620 CERTIFICATE II IN MUSIC

AVAILABLE UNITS OF COMPETENCY

NOMINAL
HOURS

UNIT CODE	UNIT TITLE	TYPE	VIC	WA
BSBTWK201	Work effectively with others	Core	40	35
BSBWHS211	Contribute to the health and safety of self and others	Core	20	15
CUAIND211	Develop and apply creative arts industry knowledge	Core	20	20
CUAMCP211	Incorporate technology into music making	A	50	45
CUAMLT202	Apply knowledge of music culture to music making	A	25	25
CUAMLT211	Develop musical ideas and knowledge	A	25	25
CUAMPF111	Develop skills to play or sing music	A	70	63
CUAMPF112	Perform simple musical parts in ensembles	A	70	70
CUAMPF211	Perform simple musical pieces	A	70	63
CUAMPF212	Incorporate music technology into performances	A	35	34
CUAMPF213	Perform simple repertoire in ensembles	A	50	45
CUAMPF214	Perform music from simple written notation	A	30	30
CUASOU211	Develop basic audio skills and knowledge	A	40	35
CUASOU212	Perform basic sound editing	A	30	25
CUASOU213	Assist with sound recordings	A	35	30
CUASOU214	Mix sound in a broadcasting environment	A	20	20
CUASOU303	Repair and maintain audio equipment	A	40	40
BSBESB301	Investigate business opportunities	B	25	25
BSBPEF202	Plan and apply time management	B	20	15
CUADES201	Follow a design process	B	50	40
CUADIG211	Maintain interactive content	B	30	30
CUARES201	Collect and organise content for broadcast or publication	B	20	30
CUASTA212	Assist with bump in and bump out of shows	B	80	80
ICTWEB306	Develop web presence using social media	B	30	25

OTHER DETAILS

Focus vs Specialisation: Unlike the Certificate III & IV in Music, the Certificate II qualification does not allow for specialisations. Whilst you may select specific elective units to create an intended focus, this will not be listed in the qualification title.



CUA30920 CERTIFICATE III IN MUSIC

The Certificate III in Music assists students in developing a wide range of competencies in varied work contexts of the music industry, as well as in environments that require skills in music performance, music creation or composition, sound production or music business.

The qualification is suited to students with a broad interest in music who are keen to further develop skills in their area of interest, from preparing for performances, recording, and mixing music or repairing and maintaining audio equipment for live music events. Career and pathways opportunities may lead to roles such as studio assistant, performer or session musician, producer, arranger, stagehand, broadcaster and sound & lighting technician.



COURSE DURATION: 2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **11 units of competency (3 core, 8 elective)**, of which:

- at least 6 must be from the elective units listed, with no more than 2 of these units from Group E
- up to 2 may be from the listed elective units (with the exception of Group E) or from this or any currently endorsed Certificate II or above training package qualification or accredited course



SPECIALISATION OPTIONS:

Specialisations are available but are not mandatory to achieve this qualification. COSAMP can offer the following specialisation options:

- To achieve a 'Performance' specialisation, a minimum of 4 units from Group A, coded CUAMPF, must be selected
- To achieve a 'Creation and Composition' specialisation, a minimum of 4 units from Group B must be selected
- To achieve a 'Sound Production' specialisation, a minimum of 4 units from Group C, coded CUASOU, must be selected
- If neither of the above specialisation guidelines are met, there will be no specialisation and the qualification title will not have any bracketed text

OTHER DETAILS

Victorian Schools: The Units of Competency labelled '+' (right) are the compulsory VCE VET Units 3&4 scored assessment units for 'Performance'. Those labelled '#' are for 'Sound Production'



CUA30920 CERTIFICATE III IN MUSIC

AVAILABLE UNITS OF COMPETENCY

NOMINAL
HOURS

UNIT CODE	UNIT TITLE	TYPE	VIC	WA
CUACMP311	Implement copyright arrangements	Core	20	40
CUAIND313	Work effectively in the music industry	Core	35	25
CUAIND314	Plan a career in the creative arts industry	Core	35	34
CUAMCP211	Incorporate technology into music making	A B C	50	45
CUAMCP311	Create simple musical compositions	A B C	35	30
CUAMCP312	Write song lyrics	A B C	30	30
CUAMCP313	Create simple musical pieces using music technology	A B C	35	35
CUAMLT311	Develop and apply aural perception skills	A B	45	45
CUAMLT313	Develop musical notation skills	A B	40	40
CUAMPF212	Incorporate music technology into performances	A	35	34
CUAMPF213	Perform simple repertoire in ensembles	A	50	45
CUAMPF311	Develop technical skills for musical performances	A	20	20
CUAMPF312	Prepare for musical performances +	A	35	35
CUAMPF313	Contribute to backup accompaniment as part of a group	A	35	34
CUAMPF314	Make music demos	A B	40	40
CUAMPF315	Develop and perform musical improvisation +	A	35	34
CUAMPF412	Develop and apply stagecraft skills +	A	70	63
CUAMPF414	Perform music as part of a group +	A	70	63
CUASOU212	Perform basic sound editing	B C	30	25
CUASOU312	Develop and apply knowledge of audio theory	B C	60	55
CUASOU317	Record and mix basic music demos #	B C	40	40
CUASOU321	Mix music in studio environments #	B C	60	55
CUASOU211	Develop basic audio skills and knowledge	C	40	35
CUASOU213	Assist with sound recordings	C	35	30
CUASOU214	Mix sound in a broadcasting environment	C	20	20
CUASOU302	Compile and replay audio material	C	50	50
CUASOU303	Repair and maintain audio equipment	C	40	40
CUASOU306	Operate sound reinforcement systems #	C	40	40
CUASOU308	Install and disassemble audio equipment #	C	40	40
CUASOU319	Restore audio tracks	C	35	35
CUASOU331	Undertake live audio operations	C	100	90
CUASOU412	Manage audio input sources #	C	30	30
BSBESB301	Investigate business opportunities	D	25	25
ICTWEB306	Develop web presence using social media	D	30	25
BSBSTR401	Promote innovation in team environments	E	40	35
BSBTWK301	Use inclusive work practices	E	30	35
CUALGT311	Operate basic lighting	E	30	25
SITEEVT004	Provide event staging support	E	31	20
CUAMPF416	Perform music as a soloist +	Import	70	63



CUA40920 CERTIFICATE IV IN MUSIC

The Certificate IV in Music allows students wishing to advance their existing skills and enter the music industry to develop a wide range of competencies in varied work contexts, apply solutions to a defined range of unpredictable problems and analyse and evaluate information from a variety of sources.

The qualification is designed to build upon well-developed skills and a broad knowledge base in music performance, music creation and composition, sound production or music business, giving students the opportunity to provide leadership and guidance to others and have limited responsibility for the output of others. Career and pathways opportunities may lead to roles such as singer/songwriter, studio assistant and music producer.



COURSE DURATION: 2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **14 units of competency (4 core, 10 elective)**, of which:

- at least 8 must be from the elective units listed, with no more than 3 of these units selected from Group E
- up to 2 may be from the remaining listed elective units (with the exception of Group E) or from this or any other currently endorsed Certificate III or above training package qualification or accredited course



SPECIALISATION OPTIONS:

Specialisations are available but are not mandatory to achieve this qualification. COSAMP can offer the following specialisation options:

- To achieve a 'Creation and Composition' specialisation, a minimum of 5 units from Group B must be selected
- If the above specialisation guidelines are not met, there will be no specialisation and the qualification title will not have any bracketed text



CUA40920 CERTIFICATE IV IN MUSIC

AVAILABLE UNITS OF COMPETENCY

UNIT CODE	UNIT TITLE	TYPE	NOMINAL HOURS	
			VIC	WA
BSBESB301	Investigate business opportunities	Core	25	25
CUACMP311	Implement copyright arrangements	Core	20	40
CUAIND411	Extend expertise in specialist creative fields	Core	45	45
CUAMWB402	Manage feedback on creative practice	Core	40	35
CUAMCP311	Create simple musical compositions	A B	35	30
CUAMCP312	Write song lyrics	A B	30	30
CUAMCP313	Create simple musical pieces using music technology	A B C	35	35
CUAMCP412	Compose musical pieces	A B C	35	34
CUAMPF411	Rehearse music for group performances	A	85	80
CUAMPF412	Develop and apply stagecraft skills	A	70	63
CUAMPF414	Perform music as part of a group	A	70	63
CUAMPF416	Perform music as a soloist	A	70	63
CUAMLT311	Develop and apply aural perception skills	B	45	45
CUASOU317	Record and mix basic music demos	B C	40	40
CUASOU419	Mix recorded music	B C	50	50
CUASOU212	Perform basic sound editing	C	30	25
CUASOU306	Operate sound reinforcement systems	C	40	40
CUASOU331	Undertake live audio operations	C	100	90
CUASOU312	Develop and apply knowledge of audio theory	C	60	55
CUASOU321	Mix music in studio environments	C	60	55
CUASOU412	Manage audio input sources	C	30	30
CUAWRT503	Write about music	E	50	51

OTHER DETAILS

Victorian Schools: This qualification is not available as a VCE VET program in Victoria, however schools may seek block credit arrangements with the VCAA.





CUA31020 CERTIFICATE III IN SCREEN AND MEDIA

This is a hands-on qualification that develops creative and practical production skills and enables students to work effectively in contemporary screen and media industries.

Students learn media skills including the basics of picture composition and camera technique, industry specialised vision and sound editing. The qualification introduces students to social media campaign management and content creation for the fast-growing social media sector.



COURSE DURATION: 2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **11 units of competency (3 core, 8 elective)**, of which:

- *at least 3 must be from Group A*
- *of the remaining elective units:*
 - *at least 3 must be from Group A and/or Group B*
 - *up to 2 may be from the listed elective units or any currently endorsed Certificate II or above training package qualification or accredited course*



CUA31020 CERTIFICATE III IN SCREEN AND MEDIA

AVAILABLE UNITS OF COMPETENCY

UNIT CODE	UNIT TITLE	TYPE	NOMINAL HOURS	
			VIC	WA
BSBCRT311	Apply critical thinking skills in a team environment	Core	40	45
CUAIND311	Work effectively in the creative arts industry	Core	50	50
CUAWHS312	Apply work health and safety practices	Core	30	20
CUAAIR312	Develop techniques for presenting to camera	A	30	30
CUAANM301	Create 2D digital animations +	A	35	60
CUAANM302	Create 3D digital animations	A	75	75
CUADES302	Explore and apply the creative design process to 2D forms +	A	60	50
CUADIG303	Produce and prepare photo images	A	20	60
CUADIG304	Create visual design components +	A	30	40
CUADIG311	Prepare video assets	A	30	30
CUADIG312	Author interactive sequences +	A	40	40
CUAPOS211	Perform basic vision and sound editing	A	60	50
CUAWRT301	Write content for a range of media +	A	40	50
ICTWEB306	Develop web presence using social media	A	30	25
CUAACD201	Develop drawing skills to communicate ideas	B	60	70
CUACAM211	Assist with basic camera shoots	B	30	30
CUADES201	Follow a design process	Import	50	40
CUADIG211	Maintain interactive content	Import	30	30

OTHER DETAILS

Victorian Schools: The Units of Competency labelled '+' (above) are the compulsory Units 3&4 scored assessment units for 'VCE VET Screen and Media' (Creative and Digital Media)



CUA10320 CERTIFICATE I IN VISUAL ARTS

The Certificate I in Visual Arts prepares students to perform a range of tasks in different visual arts, crafts, and design environments, assisting in the development of fundamental creative and technical skills that underpin visual arts and craft practice.

Career and pathways opportunities may lead to roles such as an arts workshop assistant or junior designer and other visual arts, craft and design job roles.



COURSE DURATION: 1 year



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **6 units of competency (3 core, 3 elective)**, of which:

- 2 must be from the electives listed
- 1 may be from the remaining listed electives or any currently endorsed training package qualification or accredited course



CUA10320 CERTIFICATE I IN VISUAL ARTS

AVAILABLE UNITS OF COMPETENCY

UNIT CODE	UNIT TITLE	TYPE	NOMINAL HOURS	
			VIC	WA
BSBWHS211	Contribute to the health and safety of self and others	Core	20	15
CUAACD101	Use basic drawing techniques	Core	50	40
CUAPPR101	Use ideas and techniques to develop creative work	Core	50	40
BSBPEF202	Plan and apply time management	A	20	15
BSBTEC101	Operate digital devices	A	20	20
CUAIND211	Develop and apply creative arts industry knowledge	A	20	20



CUA20720 CERTIFICATE II IN VISUAL ARTS

The Certificate II in Visual Arts is designed to provide students with the opportunity to build skills and knowledge in art and design, as well as begin preparation of a portfolio for further study or entry-level positions in the creative industry.

Students explore a range of techniques in sculpture, painting, printmaking, and textiles and apply these skills to independent and group projects.



COURSE DURATION: 1 year



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **9 units of competency (4 core, 5 elective)** of which:

- 2 must be from Group A and/or Group B
- 1 must be from Group B
- 2 may be from the remaining listed electives or any currently endorsed training package qualification or accredited course



CUA20720 CERTIFICATE II IN VISUAL ARTS

AVAILABLE UNITS OF COMPETENCY

UNIT CODE	UNIT TITLE	TYPE	NOMINAL HOURS	
			VIC	WA
BSBWHS211	Contribute to the health and safety of self and others	Core	20	15
CUAACD201	Develop drawing skills to communicate ideas	Core	60	70
CUAPPR211	Make simple creative work	Core	40	40
CUARES202	Source and use information relevant to own arts practice	Core	30	40
BSBPEF202	Plan and apply time management	A	20	15
BSBSUS211	Participate in sustainable work practices	A	20	30
BSBTWK201	Work effectively with others	A	40	35
ICTICT215	Operate digital media technology packages	A	40	40
CUACER201	Develop ceramic skills	B	50	40
CUADES201	Follow a design process	B	50	40
CUADIG212	Develop digital imaging skills	B	50	40
CUADRA201	Develop drawing skills	B	50	40
CUAIND211	Develop and apply creative arts industry knowledge	B	20	20
CUAPAI211	Develop painting skills	B	50	40
CUAPRI211	Develop printmaking skills	B	50	40
CUASCU211	Develop sculptural skills	B	50	40



CUA31120 CERTIFICATE III IN VISUAL ARTS

This qualification supports students to develop a range of visual art skill to prepare for work in a variety of visual arts, craft and design environments. Skills are underpinned by the application of introductory art theory and history.

Students learn about creative design processes, drawing to communicate ideas, and have the opportunity to develop skills in a range of areas such as photography, digital imaging, painting, sculpture and more. Students also develop skills to work safely and effectively.



COURSE DURATION: 2 years



QUALIFICATION PACKAGING RULES:

To achieve this qualification, competency must be demonstrated in **12 units of competency (4 core, 8 elective)**, of which:

- 4 must be from Group A
- 2 must be from Group A and/or B
- 2 may be from the remaining listed electives or any currently endorsed training package qualification or accredited course



CUA31120 CERTIFICATE III IN VISUAL ARTS

AVAILABLE UNITS OF COMPETENCY

NOMINAL
HOURS

UNIT CODE	UNIT TITLE	TYPE	VIC	WA
BSBWHS211	Contribute to the health and safety of self and others	Core	20	15
CUAACD311	Produce drawings to communicate ideas	Core	90	40
CUAPPR311	Produce creative work	Core	45	40
CUARES301	Apply knowledge of history and theory to own arts practice	Core	50	60
CUAACD201	Develop drawing skills to communicate ideas	A	60	70
CUADES201	Follow a design process	A	50	40
CUADIG303	Produce and prepare photo images	A	20	60
CUADIG315	Produce Digital images	A	50	50
CUADRA311	Produce drawings	A	50	50
CUAIND314	Plan a career in the creative arts industry	A	35	34
CUAPAI311	Produce paintings	A	50	50
CUAPHI305	Use wet darkroom techniques to produce monochrome photographs	A	50	40
CUAPHI312	Capture photographic images	A	60	50
CUAPPR211	Make simple creative work	A	40	40
CUASCU311	Produce sculpture	A	50	50
CUAPPR314	Participate in collaborative creative projects	A	50	45
BSBESB301	Investigate business opportunities	B	25	25
BSBPEF202	Plan and apply time management	B	20	15
BSBSUS211	Participate in sustainable work practices	B	20	30
BSBTWK201	Work effectively with others	B	40	35
ICTICT215	Operate digital media technology package	B	40	40



VET PARTNERSHIPS WITH A READCLOUDVET RTO FREQUENTLY ASKED QUESTIONS

WHAT ARE VET IN SCHOOLS PARTNERSHIPS?

Partnerships in the **Vocational Education and Training (VET)** sector involve a **Registered Training Organisation (RTO)** entering into a partnership (or third party) arrangement with a secondary school. This is necessary in order to have the training and assessment delivered by the school endorsed, so that a nationally recognised qualification can be issued by the RTO.

HOW DO READCLOUDVET RTOs PARTNER WITH SECONDARY SCHOOLS?

The group of **ReadCloudVET** RTOs allows the secondary school (once approved) to deliver the VET program on its behalf. It also provides the teacher with everything they need for successful delivery, including all resources and assessment materials within the **ReadCloudVET** RTOs' **Learning Management System**.

WHAT AND HOW IS VET (COMPETENCY BASED LEARNING) DELIVERED?

Each Unit of Competency covers a range of skills and knowledge. Students must satisfactorily complete assessment tasks to demonstrate competency in all areas of the unit. Methods for assessing and gathering evidence may include **observations, written or verbal questions, portfolios, projects, videos, photos, production of documents or items**.

WHAT IS REQUIRED FOR A TEACHER TO DELIVER VET?

Teachers delivering a VET program in partnership with a **ReadCloudVET** RTO must hold a current **TAE40122 Certificate IV in Training and Assessment** or approved equivalent, and have the relevant vocational competencies / experience, at least to the level being delivered. This includes recent experience or currency in industry, not just teaching experience.

As you prepare for delivery, a representative from the relevant **ReadCloudVET** RTO(s) will review the documentation provided by each teacher to ensure they meet the minimum requirements and, if required, provide advice around what they need to do to be approved.

WHAT WILL MY SCHOOL NEED IN ORDER TO DELIVER VET?

In order to be approved for in VET in Schools partnership with a **ReadCloudVET** RTO, a prospective Partner School will require:

- A **qualified teacher**, as described above
- **Equipment and facilities** required for the course
- **Teaching resources** to support delivery



VET PARTNERSHIPS WITH A READCLOUDVET RTO FREQUENTLY ASKED QUESTIONS

IF I CHANGE RTO PROVIDERS, WILL MY STUDENTS' RESULTS TRANSFER ACROSS?

For schools moving from another RTO to a **ReadCloudVET** RTO, students who have already begun their qualification elsewhere will need to enrol with their new RTO. Once this is complete, they will receive recognition via Credit Transfer for any previously achieved units, provided we have a copy of the relevant **Statement of Attainment** from the previous provider.

WHAT SUPPORT WILL MY SCHOOL BE PROVIDED WITH BY READCLOUDVET?

All schools who partner with a **ReadCloudVET** RTO are given everything they need to deliver their programs, but also assigned a dedicated **School Partnership Consultant (SPC)** to answer and assist with any queries. **SPCs** also support new teachers and VET Coordinators throughout the year in accessing the **ReadCloudVET** platforms and completing requirements.

HOW DO MY STUDENTS OBTAIN THEIR CERTIFICATES?

Once teachers have met all compliance requirements, including submission of final results, the RTO will issue a **Certificate** if the student has achieved a competent outcome in all of the required units for the qualification. When a student has not completed all required units, they are issued a **Statement of Attainment** for the units they have successfully completed.

WHAT ARE THE FEES FOR AN AUSPICE ARRANGEMENT WITH A READCLOUDVET RTO?

Annual **ReadCloudVET** RTO fees are comprised of two key line items; an **Auspice Fee** and a **Student Fee**. The Auspice Fee is charged 'per qualification' / 'per year', irrespective of the number of classes, year levels or streams. The Student Fee (*or Student Resource Fee*) is charged 'per student' / 'per year' and is invoiced at the completion of the enrolment window, and then periodically throughout the year for approved late enrolments.

For Partner Schools delivering programs across multiple **ReadCloudVET** RTOs, the Auspice Fee may be reduced. For more information, view the **Schedule of Fees**.

HOW CAN I ENQUIRE, REQUEST A DEMO OR GET FURTHER INFORMATION?

Simply register your interest via one of the following, and one of our friendly team members will be in touch with you to answer your questions and provide further details:

- The **ReadCloudVET** website (at readcloudvet.com/contact)
- The individual **ReadCloudVET RTO website**, or
- Contact the **ReadCloudVET Sales Team** directly at vetsales@readcloud.com.



COSAMP - RTO 41549

COSAMP is a subsidiary company of ReadCloud

Level 1, 126 Church Street, Brighton, VIC, 3186

New school enquiries, please contact vetsales@readcloud.com

Existing Partner Schools, please contact COSAMP directly at info@cosamp.edu.au