

Inner Eastern 2025 VET Cluster Handbook

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What is VDSS?

VDSS refers to Vocational Education and Training (VET) Delivered to Secondary Students.

VDSS allows secondary students to gain practical workplace skills in a specific industry while undertaking the Victorian Certificate of Education (VCE), the Vocational Major (VCE VM) or the Victorian Pathways Certificate (VPC).

Programs are typically completed over two years and provide students with a qualification or partial completion of a nationally recognised certificate.

FEATURES OF VDSS

- It is a vocationally oriented school program designed to meet the needs of industry
- It allows a student to go directly into employment or receive credit towards further vocational training
- It develops students' employability and workplace expectations
- It develops industry-specific skills
- It provides opportunities to develop effective relationships with industry employers

HOW DO VET PROGRAMS WORK?

A VET program is made up of units of competency. Each unit of competency includes specific skills and knowledge.

VET students are assessed as 'competent' or 'not yet competent' in each unit of competency. To be assessed as competent, students must show a consistent application of skills and knowledge to the standard required in the workplace.

The program is delivered by a Registered Training Organisation (e.g. TAFE), the students' school or another school close by.

VET programs are typically run over two years, part time (eg three to four hours a week or a one day a week commitment) over the two school years.

Where students don't successfully complete all units of competency, they will still receive a Statement of Attainment which lists the units achieved. These can then be used to apply for credit in future studies or added to employability skills.

Credit Towards VCE, VCE VM or VPC

All VET programs provide credit towards the VCE and VCE VM in the same way as a VCE study.

Most VET programs can provide credit for VCE or VCE VM Units 1 to 4. A small number of shorter qualifications can provide credit for VCE or VCE VM Units 1 and 2 only. Each completed 90-hour block of VET equals one VPC credit.

STUDY SCORES AND ATARS

Some VET programs are scored and some are non-scored. VDSS programs with a Units 3 & 4 sequence can be included in the calculation of the ATAR.

Scored VDSS program

Scored VET programs give students a study score for the Units 3 and 4 sequence that is achieved through school-assessed coursework and an externally set examination.

Scored VET programs provide a study score that contributes directly to the ATAR, either as one of the primary four studies or as a fifth or sixth study increment.

Unscored: Please note, where a student chooses not to receive a study score in a scored VET program, no contribution to the ATAR will be available.

Non-scored VET program

Non-scored VET programs do not give a student a study score but they can still contribute to the VCE and ATAR.

Why Choose VET?

Focus on Your Passion

VET will guide students to a career or education pathway they are passionate about, or aid in discovering something that they love.

Maximise Job Opportunities

With the industry specific skills students develop and the opportunities VET provides, students will be able to maximise their job opportunities.

Flexible Education and Career Opportunities

VET creates flexibility in students' education and career pathways. VET qualifications allow students to develop employability skills that are transferable across any industry, providing the ability to explore multiple opportunities and interests.

An Extra Nationally Recognised VET Qualification

Students can gain an extra nationally recognised qualification from a Registered Training Organisation at the same time as completing VCE, VCE VM or VPC. This can create job opportunities for students anywhere in Australia and can place them ahead of others who complete the same course after they complete secondary school.

Industry and Workplace Exposure and Connection

VET qualifications provide students with industry exposure and connects them with industry professionals and the workplace, reinforcing skills development. This connection also makes for a smooth transition between training and work.

Complement your Senior School Certificate

By undertaking a VET qualification students can choose a course that best suits other secondary school studies, building skill sets faster and gaining skills that complement senior school studies.

Hands-on and Competency Based

VET qualifications use a combination of both hands-on and theory-based work, providing students with the best opportunity to advance their skills and knowledge in an engaging yet educational environment.

Build your Skill Sets

A VET qualification will offer students the opportunity to build upon existing skill sets, and aid in recognising areas for improvement and discovery. Students will build: technical skills through practical competency-based work; specialised knowledge (understanding and performing specific workplace tasks); industry knowledge (understanding how an industry works and how to progress their career).

Gain Employability Skills

Gain non-technical skills that can be applied across different jobs, such as: communication; teamwork; problem solving; self-management; initiative and enterprise; learning; technology; and planning and organising.

The Melbourne Declaration on Education Goals for Young Australians

Young Australians should: "... be on a pathway towards continued success in further education, training or employment, and acquire the skills to make informed learning and employment decisions throughout their lives".

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VET Application Process

This course guide outlines an extensive selection of VET programs available to students in the Inner Eastern LLEN region.

Please note all course details and delivery arrangements contained in this course guide are subject to change. All final course and delivery arrangements will be confirmed in Term IV. All programs require minimum student numbers to proceed. For further information on VET program, please refer to the VCAA website: www.vcaa.vic.edu.au/vet.

Additional information and resources on VET courses available through the Inner Eastern VET Cluster, can also be found at the link below including videos and success stories.

<https://www.vcaa.vic.edu.au/studentguides/getvet/Pages/VETProgramVideoLibrary.aspx>

Please read the requirements of your selected program carefully and complete your school's VET Expression of Interest Form by the due date set by your school.

22576VIC Certificate III in Acting (Screen)

The Certificate III in Acting (Screen) has been designed for students with a strong interest in pursuing acting or related jobs. The course will provide the skills and knowledge needed for a broad range of acting tasks relating to the film and television industry. Please note, this is a full two-year course and mid-year intakes cannot be offered.

Course Snapshot Video: <https://www.youtube.com/watch?v=JHTwOhYmGTg>;
<https://www.youtube.com/watch?v=N9VZDhaLKPI>

Consider this course if you

- Are interested in learning what it takes to work in the screen industry
- Want to expand your techniques for acting in front of the camera
- Have a desire to improve your confidence and communication skills
- Would like to enhance your skills for auditions and interviews

Program Content

Sample competencies covered in Units 1 & 2 include:

- Develop acting techniques
- Prepare and present self for auditions
- Prepare for performances

Sample competencies covered in Units 3 & 4 include:

- Expand skills for auditions
- Expand script knowledge and performance skills
- Extend acting techniques

Career Opportunities

- Actor
- Technical Crew Member
- Lighting and Sound Technician
- Stage Manager
- Writer
- Drama Teacher Director
- Producer
- Casting Consultant
- Agent

Where and When

- **RTO:** The Australian College of Dramatic Arts
- **Venue:** St Mary's College
- Year 1: Wednesday, Time TBC
- Year 2: Wednesday, Time TBC

HLT33021 Certificate III in Allied Health Assistance

(Partial Completion)

Allied Health Assistance is an emerging and growing career option in both public and private practice. This course aims to provide students with an insight of a variety of allied health professions and is designed to encourage young people to explore the many options available within the community health and hospital environments, working with staff and clients of all ages. It will provide you with the skills and knowledge toward working as an allied health assistant in a diverse range of allied health fields.

At the end of the two years course, there will be an opportunity for students to come back to complete the qualification. To complete the qualification you will need to undertake some additional units – including 120 hours of work placement.

Course snap shot webpage: <https://new.express.adobe.com/webpage/qUPIX9cDvFZy5>

Consider this course if you.....

- Interested in working with people
- Are interested in a career that supports health and wellness
- Seek practical skills for assisting in patient care and rehabilitation
- Wish to develop your knowledge of healthcare procedures and patient interaction.
- Are looking for a foundational education that prepares you for a career in healthcare support.

Program Content

Sample competencies covered in Units 1 & 2 include:

- Communicate and work in health or community services
- Comply with infection prevention and control policies and procedures
- Assist with movement

Competencies covered in Units 3 & 4 include:

- Assisting with therapeutic interventions and patient mobility
- Understanding medical terminology and health body systems
- Taking clinical measurements

Career Opportunities

- Allied Health Assistant
- Therapy Assistant
- Nurse
- Physiotherapy Assistant
- Occupational Assistant

Where and When

- **RTO:** Swinburne University of Technology

Venue: Hawthorn Campus, Science Labs

Year 1: Wednesday, Time TBC

Year 2: Wednesday, Time TBC

ACM20117 Certificate II in Animal Care

(Partial Completion)

The Certificate II in Animal Care is a general, pre-vocational qualification aimed as an entry point into the industry. This course is designed to provide students with basic skills and knowledge to become an animal carer while studying at a secondary school level. It will also assist them in making an informed decision as to whether or not they would like to pursue a career within the animal industry.

<https://www.foundation.vic.edu.au/courses/placeholder-4/>

Consider this course if you.....

- Enjoy caring for animals
- Are interested in the science of animals
- Enjoy working in a small team
- Like to understand how things work Are caring and compassionate

Program Content

Sample competencies covered include:

- Assist in health care of animals
- Source and provide information for animal care needs
- Provide basic first aid for animals
- Provide general care of mammals
- Provide general care of non-venomous reptiles

Career Opportunities

- Veterinary Nurse
- Pet Groomer
- Shelter Worker
- Kennel/Cattery Attendant Animal Attendant
- Pet Shop Worker
- Community Animal Care or Farm Worker

Where and When

- **RTO:** Foundation Learning Centre
- **Venue:** Youth2Industry College
- Wednesday, 1.30pm – 5.30pm

22614VIC Certificate II in Building and Construction

Pre-apprenticeship Carpentry (Partial Completion)

The Certificate II in Building and Construction Pre-apprenticeship (Carpentry) provides a pathway into a building and construction apprenticeship. During the course you will gain experience in using hand and power tools and learn a wide range of carpentry skills, including how to install windows and doors, wall framing, interior fixing and roofing.

Consider this course if you.....

- Enjoy or are interested in using wood
- Like using tools
- Like to make things on a large scale
- Like to work with your hands

Program Content

Sample competencies covered in Units 1 & 2 include:

- Carpentry hand tools
- Building Structures

Sample competencies covered in Units 3 & 4 include:

- Wall framing
- Roof framing

Career Opportunities

- Builder
- Carpenter

Where and When

- **RTO:** Holmesglen Institute

Venue: Chadstone Campus

Units 1 - 4: Wednesday, 8.30am-12.00pm or 1.00pm – 5.00pm OR

Friday, 8.30am-12.00pm or 1.00pm – 5.00pm

BSB30120 Certificate II in Business

This introductory course will provide participants with the knowledge, skill and competency that will enhance their training and employment prospects in the broad range of business and industry settings. To gain industry specific training, this course will leverage our extensive industry contacts to deliver presentations and insights from the work of the AFL and other elite business organisations. You need to have successfully completed Year 9 to undertake this course.

Consider this course if you.....

- Like using computers and other business technology
- Are keen to use computer-based software applications to communicate electronically
- Are organised, methodical and have good time management skills
- Enjoy working as part of a team
- Pay attention to detail
- Are keen to expand your problem solving skills

Program Content

Sample competencies covered in Units 1 & 2 include:

- Organise business meetings
- Organise personal priorities
- Use inclusive work practices

Sample competencies covered in Units 3 & 4 include:

- Support personal wellbeing in the workplace
- Design and produce spreadsheets
- Create electronic presentations

Career Opportunities

- Administration Officer
- Business Administration
- Customer Service
- Finance Support
- Sales

Where and When

- **RTO:** AFL SportsReady

Venue: Victoria Park Campus

Units 1 - 2: Wednesday, 9.00am-12.30pm OR 1.30pm – 5.00pm

CPC2020 Certificate II in Construction Pathways

This program provides students with the knowledge and skills that will enhance their employment prospects in the Building and Construction Industry. Students will gain a broad knowledge of building, bricklaying, and tile laying. The majority of the course involves practical tasks and projects giving students sound skills. The aim of the Certificate II in Construction Pathways is to provide learners with basic industry specific skills and knowledge to enable transition into an apprenticeship within the building and construction industries at the Certificate III level.

Consider this course if you.....

- Enjoy working with bricks, tiles and wood to build and create
- Like using tools
- Like to make things on a large scale
- Enjoy working with your hands in and outdoors
- Are interested in entering an apprenticeship in the building industry

Program Content

Sample competencies covered in Units 1 & 2 include:

- Applying OHS requirements
- Bricklaying hand tools and equipment
- Using wall and floor tiling tools and equipment

Sample competencies covered in Units 3 & 4 include:

- Carpentry tools and equipment
- Working effectively in the construction industry
- Measurements and calculations

Career Opportunities

- Bricklayer
- Tiler
- Builder
- Carpenter
- Shopfitter
- Painter
- Joiner

Where and When

- **RTO:** Holmesglen Institute

Venue: Chadstone Campus

Units 1 – 4: Wednesday, 8.30am – 12.30pm OR 1.00pm – 5.00pm

CUA2020 Certificate II in Creative Industries

(Life Skills for Creative Businesses)

This certificate allows students to explore a variety of areas in the arts and creative industries field. With a focus on media design, business and promotion, you'll develop your planning, promotion and communication skills to create a dynamic personal media presence using social media tools for collaboration and engagement. The Certificate II in Creative Industries is a stepping stone into further study in screen and media, communication design, digital media, business and more. Students will develop and apply creative arts industry knowledge, employment obligations and opportunities while also learning about the impact of new technology, and identification of industry laws, regulations, and protocols and relevant industries.

Consider this course if you.....

- Building skills for creative businesses
- Like problem solving to make systems work and enjoy a challenge
- Curious and creative
- Comfortable with learning new computer software
- Interested in promotion and communication skills to create a dynamic personal media presence

Program Content

Sample competencies covered in Year 1 include:

- Develop and apply creative arts industry knowledge
- Apply critical thinking skills in a team environment
- Plan and prepare for work readiness
- Use business software applications
- Follow a design process
- Use social media tools for collaboration and engagement
- Develop digital imaging skills

Career Opportunities

This certificate can serve as a foundation for further studies and specialization allowing students to build a career in the diverse and dynamic field of creative industries for example: Social media and digital content Creator/ Coordinator, Media Production or Public Relations Assistant, Creative Project Manager and Freelance Creative Professional.

Where and When

- **RTO: COSAMP**

Venue: Preshil

Year 1: Wednesday PM TBC

CUA2013 Certificate II in Dance

The aim of this program is to provide young people who are currently dancing, with the technical skills, performance skills, knowledge, and attitudes, to begin the process of establishing a career in the entertainment industry. The training will introduce young dance performers to a variety of dance styles and techniques (contemporary, jazz and street), and is suited to all students interested in any form of movement and dance. There will also be a focus on watching and reviewing dance performances in Melbourne. 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.

Consider this course if you.....

- Interested in body awareness and conditioning
- Curious and creative
- Comfortable trying new styles and techniques
- Comfortable with performing
- Thinking about a career in the performing arts
- Prepared to expand your dance theory Interested in dance, music and performance

Program Content

Sample competencies covered in Units 1 & 2 include:

- Develop basic dance techniques
- Follow safe dance practices
- Develop a basic level of physical condition for dance performance

Sample competencies covered in Units 3 & 4 include:

- Develop performance techniques
- Incorporate artistic expression into basic dance performances
- Develop audition techniques

Career Opportunities

- Dancer
- Choreographer
- Community Dance Worker
- Ballerina
- Dance Teacher
- Dance Therapist
- Entertainer

Where and When

- **RTO:** The Dance Training Organisation

Venue: Swinburne Senior SC

Units 1 & 2: Wednesday, 1.45pm – 5.45pm

Units 3 & 4: Tuesday, 4.00pm – 8.00pm

MSF20516 Certificate II in Furniture Making Pathways

The overall aim of this program is to provide young people with the opportunity to gain comprehensive entry-level training in the furnishing industry. The program covers broad-based and core skills in cabinet making required to produce free-standing furniture or built-in cabinets.

Consider this course if you.....

- Enjoy working in a creative team environment
- Would enjoy working with wood to create high-quality products
- Are practical, patient, methodical and persistent
- Enjoy designing and creating practical, creative & innovative products
- Are interested in a career in the Furnishing/Cabinet Making or related industries

Program Content

Sample competencies covered in Units 1 & 2 include:

- Make simple timber joints
- Apply domestic surface coatings
- Join materials used in furnishing

Sample competencies covered in Units 3 & 4 include:

- Use furniture-making sector hand and power tools
- Assemble furnishing components
- Undertake a basic furniture-making project

Career Opportunities

- Cabinet Maker
- Furniture Designer and Maker Wood Machinist
- Soft Furnishing Maker Upholsterer
- Textile Technician/Mechanic Musical Instrument Maker Leather Worker
- Craft Design Furniture
- Restorer French Polisher

Where and When

- **RTO:** Access Skills Training

Venue: Swinburne Senior SC

Units 1 – 4: Wednesday, 1.45pm – 5.45pm

CHC33021 Certificate III in Individual Support (Disability)

(Partial Completion)

This course provides the skills and knowledge to work professionally, confidently and safely in residential or home based disability support services. During the placement students will work under supervision following the policies and procedures of the organization providing person centred care and support for people with disabilities.

Consider this course if you.....

- Interested in working with people
- Are a caring patient person
- Seek practical skills for assisting people with disability
- Wish to develop your knowledge of programs for people with disability

Program Content

Sample competencies covered in Units 1 & 2 include:

- Work effectively in disability support
- Facilitate the empowerment of people receiving support
- Follow safe work practices for direct client care
- Identify and respond to children and young people at risk
- Support community participation and inclusion

Sample competencies covered in Units 3 & 4 include:

TBC

Structured Workplace Learning

Students are required to complete an 80 hour placement over the duration of the course.

Career Opportunities

- Disability Worker
- NDIS Support Worker
- Community Support Worker
- Personal Care Worker/Assistant

Where and When

- **RTO: iTFE**

Venue: TBC

Units 1 & 2: Wednesday 1.30pm – 5.00pm

ICT30120 Certificate III in Information Technology

(Game Development Foundations)

The Game Development Foundations course will allow you to create 3D games using the powerful Unity 3D game engine and the C# programming language. Students will be introduced to industry standard tools and techniques for game development. During the course you will develop games, looking at how to develop game mechanics from conception to final product. You will look at how to rapidly prototype ideas and them in small teams or individually, to create the concept, manage the scope, integrate art assets and test a game.

<https://aie.edu.au/course/game-development-foundations/>

Consider this course if you.....

- Enjoy working with computers
- Would like to be introduced to Unity and C#; Programming Fundamentals; ICT Fundamentals.
- Have an interest in game mechanic development
- Have an interest in problem solving
- Would like to enhance your programming and gaming experience
- Are patient and methodical

Program Content

Projects will include: **Introduction to Programming**: Building knowledge in the syntax and structure of the C# language and gain practical experience by programming console-based application; **Game Development Basics**: Use Unity 3D and C# scripting to develop a game and work through code; **ICT Security Fundamentals**; **Intermediate Game development**: Expand knowledge of rapid prototyping and simple editing to create image assets; **Game Production**: Design and build a game as a team.

Career Opportunities

- Game Designer
- Systems Designer
- Game Programmer
- AI Programmer
- Game Artist

Where and When

- **RTO**: Academy of Interactive Entertainment

Venue: Melbourne Campus

Year 1: Wednesday, 1.00pm – 5.00pm

Year 2: Wednesday, 1.00pm – 5.00pm

MSF31018 Certificate III in Interior Decoration Retail Services

This qualification describes the skills and knowledge required to provide practical assistance and advice to customers on interior decorating in a retail showroom or residential environment. The qualification is designed to develop the knowledge and skills for the selection and coordination of interior furnishings and finishes for residential and commercial interiors. The program provides students with the practical skills and knowledge to plan and implement creative decoration solutions to apply to a diverse range of projects. The program will provide students with skills to present their initial ideas into concept sketches, and through to final implementation. Areas of study include colour theory, soft furnishings, hard materials and client communication. To produce and develop a fantastic portfolio, computer-based programs are used to create and present the project work.

Consider this course if you.....

- Are creative and design-oriented
- Like to decorate and style rooms
- Have an interest in fabrics, colour, furniture and lighting
- Are flexible and able to adapt in a team setting
- Are comfortable using computer software
- Are keen to learn more about the interior design industry

Program Content

Sample competencies covered in Units 1 & 2 include:

- Communicate in the workplace
- Estimate and cost job
- Participate in environmentally sustainable work practices

Sample competencies covered in Units 3 & 4 include:

- Make measurements and calculations
- Deliver and monitor a service to customers
- Read and interpret work documents

Career Opportunities

- Interior Designer
- Interior Decorator
- Specialised Commercial or Residential Project Manager
- Design Firm Administrator
- Specialised areas of design i.e. bathroom, kitchen, restoration, hospitality and healthcare projects

Where and When

- **RTO:** Holmesglen Institute

Venue: Chadstone Campus

Units 1- 4: Wednesday, 1.30pm – 5.30pm

MSL30109 Certificate III in Laboratory Skills

The Certificate III in Laboratory Skills is specifically designed for individuals aspiring to start a career in science. This program equips you with essential skills needed to function effectively in various laboratory settings, including those in healthcare, environmental sciences, or chemical industries. The course duration is two years.

Course snap shot webpage: <https://new.express.adobe.com/webpage/MKPhRSQGq2Cw>

Consider this course if you.....

- Love science and want to learn by doing
- Want to know how to run experiments and tests
- Like to work with your hands and use scientific tools
- Are looking to start a science career

Program Content

Sample competencies covered in Units 1 & 2 include:

- Run basic lab tests and experiments
- Keep the lab clean and safe
- Get samples ready and use different laboratory equipment
- Perform a range of chemical tests and procedures

Sample competencies covered in Units 3 & 4 include:

- Understand test results and help explain what they mean.
- Follow steps to make sure tests are done right.
- Get better at using advanced lab equipment
- Perform a range of biological tests and procedures

Career Opportunities

This course is a great first step if you're aiming for a job in science and labs. It gives you the basics you'll need to either keep studying or start working right away. It would suit students interested in entry level Lab Technician/Lab Technician positions.

Where and When

- **RTO:** Swinburne University of Technology
- **Venue:** Hawthorn Campus, Science Labs
- Year 1: Wednesday, Time TBC
- Year 2: Wednesday, Time TBC

CUA30915 Certificate III in Music

(Performance Specialisation)

This program enables students to apply a broad range of knowledge and skills in varied work contexts within the music industry. This program prepares students for work in the music industry in areas such as performance, critical listening, music management and music promotions. This course runs the group performance option only.

Consider this course if you.....

- Already playing an instrument and/or sing, and want to improve as a musician, and perform as part of a band
- Able to perform in front of an audience
- Willing to learn music theory to improve your ability as a performer
- Flexible and able to adapt in a team setting
- Creative, imaginative and poses artistic skills
- Interested in a career in the entertainment industry

Program Content

Sample competencies covered in Units 1 & 2 include:

- Compose simple songs or musical pieces
- Develop ensemble skills for playing or singing music
- Work effectively in the music industry

Sample competencies covered in Units 3 & 4 include:

- Prepare for performance
- Develop improvisation skills and stagecraft skills
- Develop technical skills in performance
- Perform music as part of a group

Career Opportunities

- Musician
- Music Technician
- Singer
- Songwriter
- Stage Producer
- Director
- Stage Manager
- Session Musician Performer
- Band Member Promoter

Where and When

- **RTO:** Collarts

Venue: Swinburne Senior SC

Units 1 & 2: Monday 4.30pm – 8.00pm

Units 3 & 4: Thursday 4.30pm – 8.00pm

CUA30915 Certificate III in Music

(Sound Production Specialisation)

Students will develop broad skills and knowledge of producing electronic music, using sound modules, sound editing and mixing and basic songwriting and arranging techniques. These competencies will enhance employability in the music industry as a producer, songwriter, audio engineer, radio producer or live sound engineer. The course aims to provide students with the broad skills and knowledge required to produce electronic music, understand sound theory, use audio software (DAWs) for editing and mixing and to set-up and operate audio equipment safely in a variety of contexts.

Consider this course if you.....

- Like music
- Are comfortable working with computers, tools, electronics and other technology
- Are creative and practical
- Have an interest in recording and mixing sound
- Are interested in a career in the entertainment industry

Program Content

Sample competencies covered in Units 1 & 2 include:

- Perform basic sound editing
- Provide event staging support
- Develop simple musical pieces using electronic media
- Develop basic audio skills and knowledge
- Perform basic sound editing

Sample competencies covered in Units 3 & 4 include:

- Manage audio input sources
- Record and mix a basic music demo
- Operate sound reinforcement systems

Career Opportunities

- Musician
- Music Technician
- Stage Producer
- Sound and Lighting
- Stage Manager
- Digital Audio Technician
- Sound Engineer Broadcaster

Where and When

- **RTO: Collarts**

Venue: Swinburne Senior SC

Units 1 & 2: Wednesday, 1.30pm – 5.30pm

Units 3 & 4: Tuesday, 4.30pm – 8.00pm

22569VIC Certificate II in Plumbing (Pre-apprenticeship)

The pre-apprenticeship program is designed for students who are considering a career as an apprentice in the plumbing industry. Students will gain skills and knowledge in plumbing, including technical drawing and plan development, plumbing fixtures and fittings and an introduction to welding.

Consider this course if you.....

- Like working outdoors and do not mind digging
- Are practical, patient, methodical and persistent
- Enjoy using logical processes to solve problems
- Are interested in a career in the plumbing industry
- Like working with metal
- Are comfortable to lift and move heavy items

Program Content

Sample competencies covered in Units 1 & 2 include:

- Use basic plumbing hand tools
- Perform basic oxy-acetylene welding and cutting
- Apply basic sheet metal practices

Sample competencies covered in Units 3 & 4 include:

- Use plumbing pipes, fittings and fixtures to simulate plumbing installations
- Fabricate simple plumbing pipe systems
- Cut and penetrate building materials and structures

Career Opportunities

Once you have successfully completed your Certificate II in Plumbing, you may decide to pursue further study as an apprentice or trainee. Some of the opportunities available in the plumbing industry include:

- Sanitary and gas fitter plumbing
- Heating and Ventilating (sustainable plumbing)
- Domestic, Commercial and industrial plumbing
- Refrigeration

Where and When

- **RTO:** Holmesglen Institute

Venue: Chadstone Campus

Units 1 – 4: Wednesday, 8.30am – 12.30pm OR 1.00pm – 5.00pm

CUA31015 Certificate III in Screen and Media, Accelerated (Video Production Specialisation)

This course is accelerated with students completing units in the one year. The course enables students to develop basic skills and knowledge to work in the screen, media, and entertainment industries. Students will be able to upskill their technical knowledge about video production to ready themselves for Year 12 Media Studies or post-secondary education pathways. Skills to be developed include screenwriting, storyboard creation, single camera production, multi-camera production, editing video material. Prospective students are strongly advised to consider the high workload commitment prior to enrolling in this course.

Consider this course if you.....

- Enjoy working with computers
- Like problem solving
- Are creative, imaginative and possess artistic skills
- Enjoy producing videos
- Are patient and methodical

Program Content

Sample competencies covered include:

- Apply critical thinking skills
- Write simple stories
- Develop drawing skills to communicate ideas
- Shoot material for screen productions
- Assist with sound recordings
- Organise personal work priorities
- Perform basic vision and sound editing
- Edit video and audio content for social media
- Provide production support for television productions

Additional Time

A film camp that takes place over the Easter holidays and four-night events across the year are compulsory to attend for this course.

Career Opportunities

- Filmmaker
- Video Editor
- Videographer
- Sound recordist
- Content creator
- Event management

Where and When

- **RTO:** Access Skills Training

Venue: Swinburne Senior SC

Units 1 – 4: Wednesday, 1.30pm – 7.00pm

CUA31020 Certificate III in Screen and Media

(Game Art Foundations)

This program combines industry game design workflows and technologies to teach you how to create and design games using 3D software. Students will use Maya, Photoshop and Unreal Engine to learn how to create unique real time 3D assets. The course focuses on developing fundamental skills in modeling, UV unwrapping, texturing, rigging, animation and presentation in a game engine.

<https://aie.edu.au/course/game-art-foundations/>

Consider this course if you.....

- Capable of working with people in a team
- Curious and creative
- Interested in 3D modelling, texturing, setting up animation rigs and game design
- Comfortable with operating computers
- Thinking about a career in game art
- Comfortable with learning new software

Program Content

Projects include: **3D Art and Animation Foundations**: Introduction to UV unwrap, texture, and animate basic 3D models. You will also use Autodesk Maya for modelling and animation using Krita or Photoshop to create textures; **3D Character Foundations**: There are two parts. You will learn the process of modelling 3D characters from your own ideas you have researched and developed concept drawings. Once completed you will learn parent-based rigging to pose the character in real time engine; **Game Level – Concepting**: researching ideas using processes that involve colour theory and principles of design; **Game Level- Production**: Development of environmental models into ready assets for game engine by introducing game engines and 3D workflow via Maya modelling; **Game Level – Functionality**: Learning to implement interactive functionality using blueprints and implementing audio in a game engine.

Career Opportunities

- Games Developer
- Asset Artist
- Game Artist
- Technical Artist
- Character Artist

Where and When

- **RTO**: Academy of Interactive Entertainment

Venue: Melbourne Campus

Year 1: Wednesday, 9.00am – 12.45pm OR 1.00pm – 5.00pm

Year 2: Wednesday, 1.00pm – 5.00pm

SIS30122 Certificate II in Sport, Aquatics and Recreation

This introductory course will provide participants with the knowledge, skill and competency that will enhance their training and employment prospects in the sport or community recreation industry. To gain industry specific training, this course will leverage our extensive industry contacts to deliver presentations and insights from the work of the AFL and other elite business organisations. You need to have successfully completed Year 9 to undertake this course.

Consider this course if you.....

- Interested in sport and community recreation
- Like to work in a team
- Are patient
- Enjoy working with people
- Enjoy organising an event/game
- Enjoy focusing on being fit and healthy

Program Content

Sample competencies covered in Units 1 & 2 include:

- Continuously improve coaching skills and knowledge
- Organise personal priorities
- Facilitate groups
- Develop and maintain stakeholder relationships

Sample competencies covered in Units 3 & 4 include:

- Continuously improve officiating skills and knowledge
- Respond to emergency situations
- Deliver recreation sessions
- Maintain sport, fitness and recreation industry knowledge

Career Opportunities

There are various employment opportunities available. These opportunities span across sports, recreation, fitness, allied health, wellness and education.

Where and When

- **RTO:** AFL SportsReady

Venue: Victoria Park Campus

Units 1 - 2: Wednesday, 9.00am-12.30pm OR 1.30pm – 5.00pm

TLI20421 Certificate II in Supply Chain Operations

(Partial Completion of TLI30321 Certificate III in Supply Chain Operations)

The introduction of new automation and tracking technologies are driving demand in the logistics and warehousing industries with an expected growth of 2.6% annually over the next five years. This course covers a range of warehousing duties including safety, order picking and receiving and dispatching of goods. Students will be exposed to customer service skills within the logistics environment and will be prepared for roles such as a logistics clerk or administrative worker in the integrated logistics field.

Consider this course if you.....

- Interested in working alone and/or in a team
- Like using computers and other business technology
- Are patient, methodical and persistent
- Enjoy logical processes
- Are curious and pay attention to detail

Program Content

Sample competencies covered in Units 1 & 2 include:

- Identify the roles and functions of the supply chain industry
- Ensure the safety of transport activities
- Conduct housekeeping activities

Sample competencies covered in Units 3 & 4 include:

- Check and assess operational capabilities of equipment
- Shift material safely using manual handling methods
- Load and unload goods/cargo
- Pick and process orders

Structured Workplace Learning

Students are required to complete a 60 hour placement per year (ie 120 hours over the two years).

Career Opportunities

- Dispatch Clerk
- Loader
- Forklift Driver
- Store Person
- Warehouse Operator

Where and When

- **RTO: iTFE**

Venue: TBC

Units 1 & 2: Wednesday 1.30pm – 5.00pm

