VCE VET Music Industry

Program Booklet

Incorporating

CUA20615 Certificate II in Music Industry (Release 1)

CUA30915 Certificate III in Music Industry (Release 2)

January 2019

This program was first implemented in November 2017.

Modification history

|  |  |  |  |
| --- | --- | --- | --- |
| Version | Status | Release Date | Comments |
| 2.0 | Current | January 2019 | Moved to full program bookletSWL information updated See Appendix 2 for detailed summary of changes. |
| 1.0 | Superseded | October 2016 | Original Program |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 Music Industry program was implementated in 2017. It must be used in conjunction with the training package qualifications, CUA20615 Certificate II in Music Industry (Release 1) and CUA30915 Certificate III in Music Industry (Release 2). This program replaces the VCE VET Music program published in November 2010 and all subsequent program summaries. This revision to the VCE VET Music program was a consequence of the revision to the CUA Creative Arts and Culture training package (Release 4.1).

The VCE VET Music Industry program provides students with the knowledge and skills to enhance their employment prospects in the music 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 Music Industry 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

CUA20615 Certificate II in Music Industry

Students must achieve eight units of competency to gain CUA20615 Certificate II in Music Industry, including:

* three core units of competency
* five elective units of competency.

This qualification may prepare individuals to perform a range of mainly routine tasks in the music industry, work under direct supervision, and use limited practical skills and fundamental operational knowledge in a defined context. Pathways may include employment into roles such as junior sound assistant, junior music administration assistant, and trainee musician.

For further information, visit <[training.gov.au/Training/Details/CUA20615](http://training.gov.au/Training/Details/CUA20615)>.

CUA30915 Certificate III in Music Industry

Students must achieve eleven units of competency to gain CUA30915 Certificate III in Music Industry, including:

* four core units of competency
* seven elective units of competency consisting of:
* at least 5 units from group A, B, C or D (with no more than 2 from Group D)
* up to 2 units from any endorsed Training Package or accredited course at certificate II, III or IV.

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.

Specialisations are grouped as follows:

* **Performance** specialisation: a **minimum of 4** units of competency from group A.
* **Sound Production** specialisation: a **minimum of 4** units of competency from group B.
* **Music Business** specialisation: a **minimum of 4** units of competency from group C.
* General qualification: a **minimum of 5** units of competency across group A, B and C.

To fulfil certificate requirements, additional elective units may be selected from group A, B, C, D, or from other qualifications/courses at certificate II, III, or IV.

This qualification may prepare individuals with a broad range of competencies in varied contexts of the music industry. Graduates may provide support to a team using professional discretion, judgment and theoretical knowledge. Pathways may include employment into roles such as assistant band manager, junior musician/singer, sound mixer/technician, and sound recordist.

For further information, visit <[training.gov.au/Training/Details/CUA30915](http://training.gov.au/Training/Details/CUA30915)>.

VCE VET Music Industry program details

Aims

The VCE VET Music Industry program aims to:

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

Program structure

The revised VCE VET Music Industry 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 Music Industry program have been selected for VCE recognition / study score purposes and may vary from the qualification packaging rules.

CUA20615 Certificate II in Music Industry

Certificate II comprises 8 units of competency: three compulsory units and a minimum of five elective units. Students may choose electives primarily from a specialised stream, or from a mix of streams (for a general qualification).

CUA30915 Certificate III in Music Industry

Certificate III comprises a minimum of 11 units of competency: 4 compulsory units and a minimum of 7 elective units, with flexibility to undertake a specialisation or a general program.

Alternatives for completing Certificate III in Music Industry

Students are able to complete the Certificate III in Music Industry through undertaking units of competency not included in the **Performance** or **Sound Production** specialisations. If, in addition to the six Units 1 and 2 units of competency, five units are selected from the certificate III elective bank, the student may meet the qualification packaging rules for the award of the Certificate III in Music Industry.

If four **Music Business** electives are selected (designated by an asterisk in the Elective Bank on pages 10–11) students may satisfy the qualification’s Music Business specialisation.

Scored assessment

Scored assessment is available for both of the **Performance** and **Sound Production** specialisations in the program drawn from CUA30915 Certificate III in Music Industry. To gain a study score a student must: be competent in the prescribed training; complete all scored VCE VET assessments; complete an end of year exam.

VCE VET Credit

CUA20615 Certificate II in Music Industry

On successful completion of the certificate II, students will be eligible for:

* the award of CUA20615 Certificate II in Music Industry
* two units at Units 1 and 2 level.

CUA30915 Certificate III in Music Industry

On successful completion of certificate III, students will be eligible for:

* the award of CUA30915 Certificate III in Music Industry
* a specialisation in **Performance** and/or **Sound Production**
* a minimum of four VCE VET units: Units 1 and 2, and a Units 3 and 4 sequence.

**Note:** Students who complete certificate III through selecting non-scored units from the Music Industry elective bank (page 10) and who complete 180 hours of training in addition to Units 1 and 2 may be eligible for an unscored units 3 and 4 sequence.

Nominal hour duration

Nominal hours are determined by the Victorian State Training Authority (Department of Education and Training), they reflect the anticipated time taken to deliver and assess the outcomes of a unit of competency excluding unsupervised delivery or the time taken for repeated practical application of skills.

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 Music Industry program and other VCE studies.

Students may not perform a work (piece of music/song) for assessment that has been performed for assessment in another unit and/ or another VCE study or VCE VET program. This rule applies across school-based assessment and externally-assessed examinations.

Some elective units of competency sit within both the certificates II and III. Care should be taken to avoid duplicating enrolment on VASS. Credit for a unit of competency will 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.

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

This foundation training may be covered by undertaking either relevant units of competency in the Certificate III in Music Industry at Units 1 and 2 level, or by completing the Certificate II in Music Industry.

The VCE VET Units 3 and 4 sequence (in either the **Performance** or **Sound Production** Specialisations) must be assessed in the same enrolment year to access a study score. Students may undertake both scored VCE VET Units 3 and 4 sequences and additional units of competency from the elective bank where time and resources allow.

VCE VET Music Industry Program Structure

CUA20615 Certificate II in Music Industry

| **Code** | **Unit Title** | **Nominal Hours** |
| --- | --- | --- |
| **Units 1 and 2** |
| **Compulsory:** |
| BSBWHS201 | Contribute to health and safety of self and others | 20 |
| BSBWOR203 | Work effectively with others  | 15 |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
|  | **Subtotal:** | **55** |
| **Electives**: select **five** elective units (minimum of 125 hours) |
| BSBITU202 | Create and use spreadsheets | 30 |
| BSBITU203 | Communicate electronically | 20 |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMLT201 | Develop and apply musical ideas and listening skills | 25 |
| CUAMLT202 | Apply knowledge of music culture to music making | 25 |
| CUAMPF101 | Develop skills to play or sing music | 70 |
| CUAMPF102 | Develop ensemble skills to perform simple musical parts | 70 |
| CUAMPF201 | Play or sing simple musical pieces | 70 |
| CUAMPF202 | Incorporate music technology into performance | 35 |
| CUAMPF203 | Develop ensemble skills for playing or singing music | 50 |
| CUAMPF204 | Play or sing music from simple written notation | 30 |
| 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 |
| CUASOU303 | Repair and maintain audio equipment | 40 |
| **Maximum of two may come from the following:** |
| BSBDES201  | Follow a design process | 40 |
| BSBDES202  | Evaluate the nature of design in a specific industry context | 30 |
| BSBINM201  | Process and maintain workplace information | 30 |
| BSBITU201  | Produce simple word processed documents | 60 |
| BSBSMB201  | Identify suitability for micro business | 20 |
| BSBSUS201  | Participate in environmentally sustainable work practices | 20 |
| BSBWOR201  | Manage personal stress in the workplace | 40 |
| BSBWOR204  | Use business technology | 20 |
| CUADIG201  | Maintain interactive content | 30 |
| CUARES201  | Collect and organise content for broadcast or publication | 20 |
| CUASTA202  | Assist with bump in and bump out of shows | 80 |
| HLTAID002  | Provide basic emergency life support | 12 |
| ICPDMT296  | Create and test an interactive CD-ROM/DVD | 20 |
| ICTWEB201  | Use social media tools for collaboration and engagement | 20 |
| **Maximum of one may come from the following:** |
| FSKDIG03  | Use digital technology for routine workplace tasks | 15 |
| FSKLRG09  | Use strategies to respond to routine workplace problems | 15 |
| FSKLRG11  | Use routine strategies for work-related learning | 10 |
| FSKOCM03  | Participate in simple spoken interactions at work | 10 |
| FSKRDG07 | Read and respond to simple workplace information | 15 |
|  | **Subtotal:** | **125–280** |
|  | **Total for Units 1 and 2:** | **180–335** |

CUA30915 Certificate III in Music Industry

|  |  |  |  |
| --- | --- | --- | --- |
| **Code** | **Unit Title** | **Release** | **Nominal Hours** |
| **Units 1 and 2** |
| **Compulsory:** |  |
| BSBWHS201  | Contribute to health and safety of self and others | 20 |
| CUACMP301  | Implement copyright arrangements | 20 |
| CUAIND303 | Work effectively in the music industry | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice | 40 |
| **Electives:** select at least **two** units from the elective bank on page 10–11 (minimum 65 hours) |  |
| **Minimum for Units 1 and 2:** | **180** |
|  |  |
| **Units 3 and 4** |
| **PERFORMANCE:** select **four** compulsory units plus one **Performance** elective. |
| **Compulsory:** |
| CUAMPF301  | Develop technical skills in performance | 1 | 20 |
| CUAMPF302  | Prepare for performances | 1 | 35 |
| CUAMPF305  | Develop improvisation skills | 1 | 35 |
| CUAMPF402  | Develop and maintain stagecraft skills | 1 | 70 |
| **Choose one unit from the following Performance electives:** |
| CUAMPF404  | Perform music as part of a group | 1 | 70 |
| CUAMPF406  | Perform music as a soloist | 1 | 70 |
| **Subtotal:** |  | **230** |
| **SOUND PRODUCTION:** |
| **Compulsory:** |
| CUASOU306  | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307  | Record and mix a basic music demo | 1 | 40 |
| CUASOU308  | Install and disassemble audio equipment | 2 | 40 |
| CUASOU311  | Mix music in a studio environment | 1 | 60 |
| CUASOU402  | Manage audio input sources | 2 | 30 |
| **Subtotal:**  |  | **210** |

| **Code** | **Unit Title** | **Nominal Hours** |
| --- | --- | --- |
| **Music Industry Elective Bank** |  |
| BSBADM307 | Organise schedules\* | 15 |
| BSBADM311 | Maintain business resources\* | 15 |
| BSBCMM301 | Process customer complaints\* | 30 |
| BSBCUS301 | Deliver and monitor a service to customers\* | 35 |
| BSBFIA301 | Maintain financial records\* | 60 |
| BSBITU301 | Create and use databases\* | 30 |
| BSBITU304 | Produce spreadsheets\* | 35 |
| BSBPRO301 | Recommend products and services\* | 20 |
| BSBPUR301 | Purchase goods and services\* | 60 |
| BSBSMB302 | Develop a micro business proposal\* | 30 |
| BSBSMB305 | Comply with regulatory, taxation and insurance requirements for the micro business\* | 45 |
| CUAADM301 | Administer bookings for rehearsals and performances\* | 35 |
| CUAADM302 | Book performance venues\* | 35 |
| CUADIG201  | Maintain interactive content | 30 |
| CUADIG302 | Author interactive sequences\* | 40 |
| CUADIG303 | Produce and prepare photo images\* | 20 |
| CUAFOH202 | Usher patrons\* | 30 |
| CUAFOH301 | Provide seating and ticketing services\* | 50 |
| CUAIND304 | Plan a career in the creative arts industry\* | 35 |
| CUAMCP201  | Incorporate technology into music making | 50 |
| CUAMCP301  | Compose simple songs or musical pieces | 35 |
| CUAMCP302 | Write song lyrics | 30 |
| CUAMCP303  | Develop simple musical pieces using electronic media | 35 |
| CUAMKG301 | Assist with marketing and promotion\* | 43 |
| CUAMLT303 | Notate Music | 40 |
| CUAMPF202  | Incorporate music technology into performance | 35 |
| CUAMPF203  | Develop ensemble skills for playing or singing music | 50 |
| CUAMPF303 | Contribute to backup accompaniment | 35 |
| CUAMPF304  | Make a music demo | 40 |
| CUASOU201  | Develop basic audio skills and knowledge  | 40 |
| CUASOU202  | Perform basic sound editing | 30 |
| CUASOU204 | Mix sound in a broadcasting environment | 20 |
| CUASOU301 | Undertake live audio operations | 100 |
| CUASOU302 | Compile and replay audio material | 50 |
| CUASOU303  | Repair and maintain audio equipment | 40 |
| CUASOU304 | Prepare audio assets | 30 |
| CUASOU309 | Restore audio tracks | 35 |
| **Music Industry Elective Bank (Cont.)** |
| CUASOU310 | Analyse soundtracks | 35 |
| CUAWRT301 | Write content for a range of media\* | 40 |
| ICTWEB201 | Use social media tools for collaboration and engagement\* | 20 |
| SITXCCS101 | Provide information and assistance\* | 20 |
| SITXEVT302 | Process and monitor event registrations\* | 60 |
| SITXEVT303 | Coordinate on-site event registrations\* | 40 |
| SITXEVT304 | Provide event staging support\* | 31 |
| **Maximum of two may come from the following:** |
| AHCILM306A  | Follow Aboriginal cultural protocols | 40 |
| BSBCON401  | Work effectively in a business continuity context | 40 |
| BSBCRT301  | Develop and extend critical and creative thinking skills | 40 |
| BSBDES305  | Source and apply information on the history and theory of design | 65 |
| BSBDIV301  | Work effectively with diversity | 30 |
| BSBINM301  | Organise workplace information | 30 |
| BSBINN301  | Promote innovation in a team environment | 40 |
| BSBITU302  | Create electronic presentations | 20 |
| BSBITU303  | Design and produce text documents | 90 |
| BSBITU309  | Produce desktop published documents | 50 |
| BSBSMB301  | Investigate micro business opportunities  | 30 |
| BSBSMB303  | Organise finances for the micro business | 50 |
| BSBSMB304  | Determine resource requirements for the micro business | 30 |
| BSBSMB306  | Plan a home based business | 25 |
| BSBSMB307  | Set up information and communications technology for the micro business | 20 |
| BSBWRT301  | Write simple documents | 30 |
| CUAIND311 | Work effectively in the creative arts industry | 50 |
| CUALGT301  | Operate basic lighting | 30 |
| HLTAID003  | Provide first aid | 18 |
| ICTICT306  | Migrate to new technology | 20 |
| ICTICT308  | Use advanced features of computer applications | 40 |
|  | **Subtotal:** | **180–370** |
|  | **Total:** | **360–550** |

Study score

A study score is available for the VCE VET Music Industry program.

VCE VET Music Industry offers a scored program option in the program drawn from Certificate III in Music Industry, in which there are two distinct scored specialisations:

* VCE VET Music Industry (Performance)
* VCE VET Music Industry (Sound Production).

To be eligible for a study score students must:

* satisfactorily complete all the units of competency required in Units 3 and 4 of either the **Performance** or **Sound Production** specialisations
* 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 **Performance** or **Sound Production** specialisations in VCE VET Music Industry must be delivered and assessed in a single enrolment year.

The study score for the VCE VET Music Industry 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, but 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 contains 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/Documents/vet/scoredassess/vcevet-genericassessmentguide.pdf](http://www.vcaa.vic.edu.au/Documents/vet/scoredassess/vcevet-genericassessmentguide.pdf)>.

Advice relating to VCE VET Music Industry program is published on the VCAA website and updated annually: <[www.vcaa.vic.edu.au/Pages/vet/programs/music/music.aspx](http://www.vcaa.vic.edu.au/Pages/vet/programs/music/music.aspx)>.

ATAR Contribution

Students wishing to receive an ATAR contribution for either of the **Performance** or **Sound Production** scored Units 3 and 4 sequences in the VCE VET Music Industry program 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.Where a student elects not to receive a study score for either of these specialisations, no contribution to the ATAR will be available.

Further contribution may be available for students who complete a Unit 3 and 4 sequence from electives outside of either of the scored specialisations. In such cases, students may be eligible for an increment towards their ATAR. Increments for unscored Units 3 and 4 sequences are calculated using 10% of the fourth study score of the primary four scaled studies. 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)>.

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.

Schools/RTOs are also strongly encouraged to contact the Local Learning and Employment Network (LLEN) in their area. LLENs work with secondary schools, RTOs, Technical and Further Education (TAFE) institutes, Adult and Community Education (ACE) providers and local employers to coordinate work placements for school-based apprenticeships and traineeships, SWL and work experience.

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
* Increased employment opportunities.

The VCAA strongly recommends that students undertake a minimum of 80 hours SWL for the VCE VET Music Industry 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 is 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 (SWLR) involves the development and maintenance of the workplace learning record (WLR) by the student and accessed at school. The completion of the WLR is a requirement for recognition by the VCAA for VCE and VCAL credit. The VCE VET Music Industry program offers SWLR. Further details are available here:
<[www.vcaa.vic.edu.au/Pages/vet/publications/swlr/recognition.aspx](http://www.vcaa.vic.edu.au/Pages/vet/publications/swlr/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 instruction 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 Music Industry program web page: <[www.vcaa.vic.edu.au/Pages/vet/programs/music/music](http://www.vcaa.vic.edu.au/Pages/vet/programs/music/music.aspx)>.
* the *VCAA* *Bulletin*: <[www.vcaa.vic.edu.au/Pages/correspondence/index](http://www.vcaa.vic.edu.au/Pages/correspondence/index.aspx)>.

VCE Season of Excellence

High quality works created by students who complete VCE VET Music Industry above 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

The VCE VET Music Industry program opens up many different training and employment pathways. The VCAA recommends study at the lower levels to develop industry foundation skills before moving to higher level qualifications.

Appendix 1 – Sample programs

Sample 1: CUA20615 Certificate II in Music Industry

This sample program may provide:

* three VCE units at Units 1 and 2 level
* completion over one year of CUA20615 Certificate II in Music Industry.

| **Code** | **Unit Title** | **Nominal Hours** |
| --- | --- | --- |
| **Units 1 and 2** |
| **Compulsory**: |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| BSBWHS201 | Contribute to health and safety of self and others | 20 |
| BSBWOR203 | Work effectively with others  | 15 |
|  | **Subtotal:** | **55** |
| **Electives**:  |
| CUAMCP201 | Incorporate technology into music making | 50 |
| CUAMPF201 | Play or sing simple musical pieces | 70 |
| CUAMPF202 | Incorporate music technology into performance | 35 |
| CUASOU201 | Develop basic audio skills and knowledge | 40 |
| CUASOU202 | Perform basic sound editing | 30 |
|  | **Subtotal:** | **225** |
|  | **Total for Units 1 and 2:** | **280** |

Sample 2: CUA20615 Certificate II in Music Industry and selected units from CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of
* CUA20615 Certificate II in Music Industry
* statement of attainment from CUA30915 Certificate III in Music Industry.

| **Code** | **Unit Title** | **Release** | **Nominal Hours** |
| --- | --- | --- | --- |
| **Units 1 and 2** |
| **Compulsory**: |
| CUAIND201 | Develop and apply creative arts industry knowledge | 20 |
| BSBWHS201 | Contribute to health and safety of self and others | 20 |
| BSBWOR203 | Work effectively with others  | 15 |
|  | **Subtotal:** |  | **55** |
| **Electives**:  |
| 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 |
| ICTWEB201  | Use social media tools for collaboration and engagement | 20 |
|  | **Subtotal:** |  | **145** |
|  | **Total for Units 1 and 2:** |  | **200** |
|  |  |  |
| **Units 3 and 4** |
| **SOUND PRODUCTION:** |
| **Compulsory:** |  |  |
| CUASOU306  | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307  | Record and mix a basic music demo | 1 | 40 |
| CUASOU308  | Install and disassemble audio equipment | 2 | 40 |
| CUASOU311  | Mix music in a studio environment | 1 | 60 |
| CUASOU402  | Manage audio input sources | 2 | 30 |
|  | **Total for Units 3 and 4:**  |  | **210** |

Sample 3: CUA30915 Certificate III in Music Industry (Performance)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of CUA30915 Certificate III in Music Industry (Performance).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | Release | Nominal Hours |
| **Units 1 and 2** |
| **Compulsory:** |
| BSBWHS201  | Contribute to health and safety of self and others (CORE) | 20 |
| CUACMP301  | Implement copyright arrangements (CORE) | 20 |
| CUAIND303 | Work effectively in the music industry (CORE) | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice (CORE)  |  | 40 |
| **Electives**:  |
| CUAMPF203  | Develop ensemble skills for playing or singing music | 50 |
| CUAMCP301  | Compose simple songs or musical pieces | 35 |
|  | **Total for Units 1 and 2:** |  | **200** |
|  |
| **Unit 3 and 4** |  |  |
| **PERFORMANCE** |
| **Compulsory**: |  |  |
| CUAMPF301  | Develop technical skills in performance | 1 | 20 |
| CUAMPF302  | Prepare for performances | 1 | 35 |
| CUAMPF305  | Develop improvisation skills | 1 | 35 |
| CUAMPF402  | Develop and maintain stagecraft skills | 1 | 70 |
| CUAMPF404  | Perform music as part of a group | 1 | 70 |
|  | **Total for Units 3 and 4:** |  | **195** |

Sample 4: CUA30915 Certificate III in Music Industry (Sound Production)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence and a study score
* completion over two years of CUA30915 Certificate III in Music Industry (Sound Production).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | Release | Nominal Hours |
| **Units 1 and 2** |
| **Compulsory:** |  |  |
| BSBWHS201  | Contribute to health and safety of self and others  | 20 |
| CUACMP301  | Implement copyright arrangements  | 20 |
| CUAIND303 | Work effectively in the music industry  | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice  | 40 |
|  |  |  |
| **Electives:**  |
| **SOUND PRODUCTION** |
| CUASOU201  | Develop basic audio skills and knowledge | 40 |
| CUASOU202  | Perform basic sound editing | 30 |
|  | **Total for Units 1 and 2:** |  | **185** |
|  |
| **Unit 3 and 4** |  |  |
| **SOUND PRODUCTION**  |
| **Compulsory:** |  |  |
| CUASOU306  | Operate sound reinforcement systems | 1 | 40 |
| CUASOU308  | Install and disassemble audio equipment | 1 | 40 |
| CUASOU307  | Record and mix a basic music demo | 2 | 40 |
| CUASOU311  | Mix music in a studio environment | 1 | 60 |
| CUASOU402  | Manage audio input sources | 2 | 30 |
|  | **Total for Units 3 and 4:** |  | **210** |

Sample 5: CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* two Units 3 and 4 sequence with a study score for each
* completion over two years of
* CUA30915 Certificate III in Music Industry (Sound Production)
* CUA30915 Certificate III in Music Industry (Performance).

|  |  |  |  |
| --- | --- | --- | --- |
| Code | Unit Title | Release | Nominal Hours |
| **Unit 1 and 2** |
| **Compulsory:** |  |  |
| BSBWHS201  | Contribute to health and safety of self and others  | 20 |
| CUACMP301  | Implement copyright arrangements | 20 |
| CUAIND303 | Work effectively in the music industry  | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice  | 40 |
|  |  |  |
| **Electives:**  |
| CUAMPF203  | Develop ensemble skills for playing or singing music | 50 |
| CUASOU201  | Develop basic audio skills and knowledge | 40 |
|  | **Total for Units 1 and 2:** |  | **205** |
|  |
| **Unit 3 and 4** |  |  |
| **PERFORMANCE**  |
| **Compulsory:** |  |  |
| CUAMPF301  | Develop technical skills in performance | 1 | 20 |
| CUAMPF302  | Prepare for performances | 1 | 35 |
| CUAMPF305  | Develop improvisation skills | 1 | 35 |
| CUAMPF402  | Develop and maintain stagecraft skills | 1 | 70 |
| CUAMPF404  | Perform music as part of a group | 1 | 70 |
| **SOUND PRODUCTION**  |
| **Compulsory:** |  |  |
| CUASOU306  | Operate sound reinforcement systems | 1 | 40 |
| CUASOU307  | Record and mix a basic music demo | 1 | 40 |
| CUASOU308  | Install and disassemble audio equipment | 2 | 40 |
| CUASOU311  | Mix music in a studio environment | 1 | 60 |
| CUASOU402  | Manage audio input sources | 2 | 30 |
|  | **Total for Units 3 and 4:** |  | **385** |

Sample 6: CUA30915 Certificate III in Music Industry (Music Business)

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence
* completion over two years of CUA30915 Certificate III in Music Industry (Business).

|  |  |  |
| --- | --- | --- |
| Code | Unit Title | Nominal Hours |
| **Unit 1 and 2** |
| **Compulsory:** |  |  |
| BSBWHS201  | Contribute to health and safety of self and others  | 20 |
| CUACMP301  | Implement copyright arrangements  | 20 |
| CUAIND303 | Work effectively in the music industry  | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice | 40 |
| **Electives:** |
| CUAMCP201  | Incorporate technology into music making | 50 |
| CUAMPF304  | Make a music demo | 40 |
|  | **Total for Units 1 and 2:** | **205** |

|  |
| --- |
|  |

|  |  |
| --- | --- |
| Unit 3 and 4 |  |
| **Music Industry Elective Bank:** select at least **five** units (minimum 180 hours) |  |
| CUAADM301  | Administer bookings for rehearsals and performances\* | 35 |
| CUAIND304  | Plan a career in the creative arts industry | 35 |
| CUALGT301  | Operate basic lighting | 30 |
| CUAMKG301 | Assist with marketing and promotion\* | 43 |
| CUAWRT301  | Write content for a range of media\* | 40 |
| SITXEVT304  | Provide event staging support\* | 31 |
|  | **Total for Units 3 and 4:** | **214** |
|  | **Total:** | **419** |

Sample 7: CUA30915 Certificate III in Music Industry

This sample program may provide:

* two VCE units at Units 1 and 2 level
* a Units 3 and 4 sequence
* completion over two years of CUA30915 Certificate III in Music Industry.

|  |  |  |
| --- | --- | --- |
| **Code** | **Unit Title** | **Nominal Hours** |
| **Units 1 and 2** |
| **Compulsory:** |  |
| BSBWHS201  | Contribute to health and safety of self and others | 20 |
| CUACMP301  | Implement copyright arrangements | 20 |
| CUAIND303 | Work effectively in the music industry | 35 |
| CUAMLT302 | Apply knowledge of style and genre to music industry practice | 40 |
| **Electives:**  |  |
| CUAMCP301 | Compose simple songs or musical pieces | 35 |
| CUAMPF304  | Make a music demo | 40 |
| **Total for Units 1 and 2:** | **190** |
|  |  |
| **Units 3 and 4** |
| **Music Industry Elective Bank:** select at least **five** units (minimum 180 hours) |  |
| CUAADM301 | Administer bookings for rehearsals and performances\* | 35 |
| CUAIND304 | Plan a career in the creative arts industry\* | 35 |
| CUAMCP201  | Incorporate technology into music making | 50 |
| CUASOU202  | Perform basic sound editing | 30 |
| ICTICT308  | Use advanced features of computer applications | 40 |
|  | **Total for Units 3 and 4:** | **190** |
|  | **Total:** | **380** |

Appendix 2 − Summary of changes

The following tables summarises changes to the VCE VET Music Industry program structures for 2019.

The unit of competency on the left hand side of the table existed in the 2018 program but was removed for 2019.

The unit of competency on the right hand side of the table was introduced to the program in 2019.

CUAIND311 Work effectively in the creative arts industry supersedes and is equivalent to CUAIND301 Work effectively in the creative arts industry.

|  |  |
| --- | --- |
| **2018** | **2019** |
| **Music Industry Elective Bank** |
| **Code** | **Unit title** | **Nominal hours** | **Code** | **Unit title** | **Nominal hours** |
| CUAIND301  | Work effectively in the creative arts industry | 50 | CUAIND311 | Work effectively in the creative arts industry | 50 |