



National Vocational Certificate Level 2 in Fine Arts (Painting)

Competency Standards



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Competency Standards: Fine arts

Title A: TAKE REQUIREMENTS FROM CLIENTS

Overview:The competency standard is designed to provide competencies about interaction, negotiations with client and taking agreement form clients.

Competency Unit	Performance Criteria	Knowledge and Understanding
A1 . Interact with client	<p>Trainee will be able to :</p> <p>P1. Greet the client pleasantly</p> <p>P2. Prepare Client brief</p> <p>P3. Ask open questions about requirements</p> <p>P4. Communicate positively</p> <p>P5. Collect proper information on prescribed Performa</p> <p>P6. Maintain a Professional Image</p> <p>P7. Show customer service skills</p>	<p>Trainee will be able to :</p> <p>K1. Explain the importance of Technical language</p> <p>K2. Know the importance of building credibility with client</p> <p>K3. Define the proper body language</p> <p>K4. Explain in detail the 5w's (what, when, why, who, where) of Clients Requirements</p>
A2. Conduct negotiation	<p>Trainee will be able to :</p> <p>P1. Collect information properly get required details</p> <p>P2. Express ideas and concepts clearly</p>	<p>Trainee will be able to :</p> <p>K1. Define various questioning techniques</p> <p>K2. Memories importance of using professional language</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>according to clients need</p> <p>P3. Use appropriate language</p> <p>P4. Resolve differences of opinion</p> <p>P5. Deal politely with unexpected questions and attitude during negotiation</p> <p>P6. Take decision accordingly</p>	
<p>A3. Undertake Agreement</p>	<p>Trainee will be able to :</p> <p>P1. Meet deadline</p> <p>P2. Maintain overall budget</p> <p>P3. Follow payment schedule</p> <p>P4. Discuss any changes if required</p> <p>P5. Use right of refusal if required</p> <p>P6. Understand terms & Conditions of the agreement</p>	<p>Trainee will be able to :</p> <p>K1. State importance of time management</p> <p>K2. Understand Copyright</p> <p>K3. Understand Final Agreement</p>

Title B: PERFORM PLANNING

Overview:The competency standard is designed to provide competencies about research sources and methods to develop ideas, materials, studio setup & equipment.

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>B1. Conduct research on the job</p>	<p>Trainee will be able to :</p> <p>P1. Brain storm to generate new ideas</p> <p>P2. Perform Primary Research (Observation, Visualisation, etc)</p> <p>P3. Gather information through secondary research methods and tools :</p> <ul style="list-style-type: none"> • Library • Internet (surfing/ browsing) • Movies, • Surveys • Questionnaires • Interviews. Etc <p>P4. Analyse collected data through research</p> <p>P5. Do comparative analysis of market trends</p> <p>P6. Layout the trends in form of annotated drawings, pictures, etc</p> <p>P7. Use computer</p>	<p>Trainee will be able to :</p> <p>K1. Explain the basics of Computer</p> <p>K2. Describe the research methodology</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
B2. Develop ideas	<p>Trainee will be able to :</p> <p>P1. Take inspiration according to client's demand</p> <p>P2. Develop a research base concepts</p> <p>P3. Use basic drawing tools and equipment</p> <p>P4. Generate idea according to the specifications</p> <p>P5. Translate the concept into visuals</p> <p>P6. Develop colour schemes according to the requirement</p> <p>P7. Apply formal elements of visual language</p> <p>P8. Produce balance and harmony in the required product</p>	<p>Trainee will be able to :</p> <p>K1. List down different mediums</p> <p>K2. Identify the basic tools and equipment</p> <p>K3. Understand the undertake agreement</p> <p>K4. Explain elements and principles of fine arts</p> <p>K5. Define colour theory</p> <p>K6. Explain the process of concept development</p> <p>K7. Describe visual communication</p>
B3. Select media and materials	<p>Trainee will be able to :</p> <p>P1. Explore different types of materials</p> <p>P2. Traditional</p> <p>P3. Contemporary</p> <p>P4. Experimental</p> <p>P5. Collect samples according to requirement</p> <p>P6. Finalise the materials to fulfil the specific requirement</p>	<p>Trainee will be able to :</p> <p>K1. Explain various types of media and materials available</p> <p>K2. Describe different methods of paint application</p> <p>K3. Define the technical use of material</p> <p>K4. Label different materials of different quality</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P7. Verify quality of the material</p> <p>P8. Estimate the quantity of material</p> <p>P9. Purchase required material from relevant market</p>	
<p>B4. Prepare workplace</p>	<p>Trainee will be able to :</p> <p>P1. Arrange appropriate lightsource</p> <p>P2. Check ventilation system</p> <p>P3. Setup proper workstation</p> <p>P4. Maintain workplace according to the rules of health and safety</p> <p>P5. Check the stock</p> <p>P6. Organise raw materials, tools and workstation before starting the task</p> <p>P7. Manage different problems</p>	<p>Trainee will be able to :</p> <p>K1. Explain the importance of proper light source and ventilation system</p> <p>K2. Define different methods of storage of raw material at work place</p> <p>K3. Describe Cleanliness and hygiene conditions</p>
<p>B5. Arrange required Tools and equipment</p>	<p>Trainee will be able to :</p> <p>P1. Identify different types of tools</p> <p>P2. Select appropriate tools as per requirement</p> <p>P3. Maintain sharpness of tools</p>	<p>Trainee will be able to :</p> <p>K1. Recognise tools accordingly</p> <p>K2. Describe the Maintenance of tools</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P4. Use appropriate tools</p> <p>P5. Wash the tools properly after use according to health and safety rules</p>	
<p>B6. Prepare estimate of work</p>	<p>Trainee will be able to :</p> <p>P1. Calculate the requirements</p> <p>P2. Minimise wastage ration</p> <p>P3. Create market awareness and rawmaterial price</p> <p>P4. Plan the budget according to clients requirement</p> <p>P5. Develop the budget according to plan</p> <p>P6. Manage price fluctuation to control the project cost</p>	<p>Trainee will be able to :</p> <p>K1. Explain the procedure to calculate the requirements</p> <p>K2. Describe how to evaluate the whole cost in order to maintain the budget</p>

Title C: DRAW SKETCHES

Overview:The competency standard is designed to provide competencies about preparations of surface for drawing, selection of references, taking measurements, still life, life drawing, conceptual drawing, landscape, figure composition and free hand sketches .

Competency Unit	Performance Criteria	Knowledge and Understanding
C1.Learn Visual Language	<p>Trainee will be able to :</p> <p>P1. Select appropriate references for Art work</p> <p>P2. Research visuals by artist</p> <p>P3. Collect references by visiting art galleries and attend art exhibitions</p> <p>P4. Decide ratio and proportions of references</p>	<p>Trainee will be able to :</p> <p>K1. Explain the importance of visual language and communication in fine arts</p> <p>K2. Define basic art history</p> <p>K3. Identify different sources to collect references</p> <ul style="list-style-type: none"> • Primary Sources e.g. Museums, galleries, etc • Secondary Sources e.g. Libraries, internet, discussion, lectures, seminars, books , magazines, other artists work, live references, photographs, etc. <p>K4. Understand copyrights</p> <p>K5. Explain the need of selected references</p>
C2. Prepare surface for drawing	<p>Trainee will be able to :</p> <p>P1. Select the surface</p> <p>P2. Choose materials accordingly e.g.</p>	<p>Trainee will be able to :</p> <p>K1. Handle the background</p> <p>K2. Judge the surface of material</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<ul style="list-style-type: none"> • Canvas • Water Colour Sheet • Sketching Sheets <p>P3. Arrange appropriate tools according to surface</p> <p>P4. Prepare surface</p> <p>P5. Evaluate the surface</p> <p>P6. Finalise the surface</p>	<p>K3. Explain skills required to prepare surfaces for using different mediums</p>
<p>C3. Take measurements</p>	<p>Trainee will be able to :</p> <p>P1. Perform measurement with thumb method</p> <p>P2. Draw sketches according to measurements</p> <p>P3. Display art work according to the proportions</p> <p>P4. Balance the subject according to distance, scaling, alignment and angles</p> <p>P5. Draw the sketch with grids</p>	<p>Trainee will be able to :</p> <p>K1. Describe how to take measurements with thumb method</p> <p>K2. Work within proportion</p> <p>K3. Explain measuring concept</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>C4. Draw still life</p>	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p> <p>P4. Arrange still life objects</p> <p>P5. Make composition according to measurements</p> <p>P6. Maintain distance for drawing</p> <p>P7. Create depth of field</p> <p>P8. Organise proper source of light</p> <p>P9. Develop volume through tonal study</p> <p>P10. Arrange self-positioning</p>	<p>Trainee will be able to :</p> <p>K1. Understand the surface</p> <p>K2. Define tools and equipment</p> <p>K3. Explain different types of objects and their positioning</p> <p>K4. Describe the importance of distance between still life and artist</p> <p>K5. State the importance of different light sources e.g. Natural or Artificial</p>
<p>C5- Draw life drawing</p>	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p> <p>P4. Maintain body proportions</p> <p>P5. Arrange model</p> <p>P6. Make composition</p>	<p>Trainee will be able to :</p> <p>K1. Explain the concept of life drawing</p> <p>K2. Define human anatomy</p> <p>K3. Understand the surface</p> <p>K4. Define tools and equipment</p> <p>K5. Understand the body language</p> <p>K6. Describe the different measuring method of model</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P7. Maintain proper source of light</p> <p>P8. Maintain distance between model and work station</p>	<p>K7. Define depth and body curves</p>
<p>C6- Make conceptual drawings</p>	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p> <p>P4. Develop concepts</p> <p>P5. Annotate the concepts according to references</p> <p>P6. Draw complete composition</p> <p>P7. Skillfully transfer concepts on prepared surface</p>	<p>Trainee will be able to :</p> <p>K1. Understand the surface</p> <p>K2. Define tools and equipment</p> <p>K3. Explain Conceptual drawing</p> <p>K4. Define proportions of the developed idea</p> <p>K5. Recognise appropriate sites to select references</p> <p>K6. Explain the need of conceptual references</p>
<p>C7- Landscape drawing</p>	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p>	<p>Trainee will be able to :</p> <p>K1. Select a clever sight to be able to draw</p> <p>K2. Analyse proper direction of light</p> <p>K3. Select required colour palate</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P4. Observe nature</p> <p>P5. Select appropriate sight</p> <p>P6. Select proper/comfortable position for drawing</p> <p>P7. Manage proper time to manage certain time of light</p>	
C8- figure composition	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p> <p>P4. Observe different scenes</p> <p>P5. Draw different positions of figures</p> <p>P6. Compose different figures proportionately</p> <p>P7. Organize proper colour scheme according to the view</p>	<p>Trainee will be able to :</p> <p>K1. Explain figure drawings</p> <p>K2. Label proportions</p> <p>K3. Prepare compositions</p> <p>K4. Memorise colour Theory</p>
C9-Freehand sketches	<p>Trainee will be able to :</p> <p>P1. Prepare surface accordingly</p> <p>P2. Select tools for required task</p> <p>P3. Set the material accordingly</p>	<p>Trainee will be able to :</p> <p>K1. Explain Freehand Sketches</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P4. Drawfreely</p> <p>P5. Manage flow of drawing</p> <p>P6. Proper compositions as perrequirement</p>	

Title D: APPLY MEDIUM

Overview: This competency standard is designed to provide basic competencies about different types of mediums along with the understanding of tools and their usage with particular medium.

Competency Unit	Performance Criteria	Knowledge and Understanding
D1: Select tools for required medium	Trainee will be able to: P1. Explore different types of toolseg. <ul style="list-style-type: none">• Water Colourbrushes• Oil Paints brushes• Pencil Colours• Marker Colours• Poster Paint brushes• Oil Paint knives• Charcoals• Sharpener• Cutters• Needles• Reed Pen (Qalam)• Sculpture Tools	Trainee will be able to : K1. Identify types of tools for specific medium K2. Describe, how to maintain tools

Competency Unit	Performance Criteria	Knowledge and Understanding
	<ul style="list-style-type: none"> • Carving Tools • etc <p>P2:Select tools according to the required medium</p> <p>P3. Maintain tools properly before and after use</p>	
<p>D2:Prepare medium as per requirement</p>	<p>Trainee will be able to:</p> <p>P1. Explore different types of mediums eg.</p> <ul style="list-style-type: none"> • Water Colour • Oil Paints • Pencil Colour • Marker Colours • Poster Paints • Pastels • Charcoals, etc <p>P2. Prepare Colour palette according to the demand</p> <p>P3. Mix colour according to the type of pigment i.e water based or oil based</p> <p>P4. Maintain colour consistency</p>	<p>Trainee will be able to:</p> <p>K1. Identify types of medium for example wet or dry medium</p> <p>K2.Recognize color mixing according to the type of pigment</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>D3:Apply medium</p>	<p>Trainee will be able to:</p> <p>P1.Select appropriate tools</p> <p>P2. Choose appropriate surface according to the prepared medium</p> <p>P3. Apply prepared colours on selected surface</p> <p>P4. Develop textures</p> <p>P5. Apply different techniques of Mark making</p>	<p>Trainee will be able to:</p> <p>K1. Describe how to prepare surface</p> <p>K2. Explain application of medium with appropriate tool</p> <p>K3. Describe different techniques and methods of applying colours and mediums e.g.</p> <ul style="list-style-type: none"> • Wetonwet • Underpainting • Glazing • Impasto, etc
<p>D4:Ensure finishing, fixing and framing</p>	<p>Trainee will be able to:</p> <p>P1. Analyse the work to complete finishing process</p> <p>P2. Evaluate problems, causes and solutions</p> <p>P3. Select appropriate fixatives if required e.g. Acrylic Spray, varnish, etc</p> <p>P4. Clean & save tools according to health and safety</p> <p>P5. Judge the quality of material and medium</p>	<p>Trainee will be able to:</p> <p>K1. Define finishing process</p> <p>K2. Identify different fixative materials</p> <p>K3. Analyse market trends</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	used in framing P6. Evaluate the overall look	

Title E: SELECT MOUNT & FRAME

Overview:The competency standard is designed to basic develop knowledge about selection of color schemes, designs and materials, How to Mount and Frame and to ensure proper arrangement of work.

Competency Unit	Performance Criteria	Knowledge and Understanding
E1. Select Material for Mount and frame	Trainee will be able to: P1. Work according to Clients Demands P2. Analyse market trends. P3. Perform mounting on art work. P4. Select appropriate mount/frame according to the nature of art work.	Trainee will be able to: K1. Understand Client's requirements. K2. Discuss latest market trends. K3. Identify different materials used for Mounting. K4. Recognise differentframings according to the nature of art work/subject matter.
E2. Size and measurements	Trainee will be able to: P1. Identify required outer frame P2. Specify mount thickness/size P3. Decide fitting size of art work within the mount P4. Express good aesthetic sense P5. Communicate details with framer in accordance with demand.	Trainee will be able to: K1. Identify latest Market trends K2. Define composition, mount, frame, colour

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>E3. Select Colour & design</p>	<p>Trainee will be able to:</p> <p>P1.Select color of mount</p> <p>P2. Select frame design according to theme.</p> <p>P2.Comprehend client's requirement.</p> <p>P3. Analyze the market trends.</p> <p>P4. Communicate with framer in accordance with work requirement.</p>	<p>Trainee will be able to:</p> <p>K1. Define the basics of Color Theory.</p> <p>K2. Describe Design of frame</p> <p>K3. Outline latest market trends and shows good aesthetics</p>
<p>E4. Ensure Proper Framing</p>	<p>Trainee will be able to:</p> <p>P1.Interpret the quality of materials and mediums used in framing.</p> <p>P2. Examine the finishing of overall look of frame.</p> <p>P3.Identify and reconstruct any damage appropriately.</p>	<p>Trainee will be able to:</p> <p>K1.Classify the quality of materials and mediums used in framing</p> <p>K2.Define finishing process</p>

Title F: MAKE PRINTS/GRAPHIC ARTS

Overview: This competency standard is develop competencies about print making through various techniques, their execution on different surfaces and printing

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>F1. Select medium, Tools & Equipment</p>	<p>Trainee will be able to :</p> <p>P1. Identify different types of printing mediums</p> <ul style="list-style-type: none"> • Wood work • Lino cut • Collagraphy • Screen printing • Dry point • Plate Etching • Lithography • Aquatint • Mezzotint, etc <p>P2. Choose different colour for particular printing</p> <p>P3. Identify required tools to apply Mediums</p> <p>P4. Arrange tools accordingly before starting the task</p>	<p>Trainee will be able to:</p> <p>K1. understand different mediums and techniques for printing</p> <p>K2. Categorise tools according to medium</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
F2. Select surface	<p>Trainee will be able to:</p> <p>P1. Choose different surface for printing according to required print making technique.g.</p> <ul style="list-style-type: none"> • Stone • Cardboard sheet • Wood Carving(Dear wood) • Lino Sheet • X ray Sheet • Stencil sheet • Metal Plate <p>P2.Relate sizes according to appropriate surface</p>	<p>Trainee will be able to:</p> <p>K1. Explain printmaking (Basic introduction)</p> <p>K2. Define different characteristics of different types of surfaces</p> <p>K3. Identify different surfaces for printing</p> <p>K2. Arrange image on the given surface</p>
F3. Make Drawing	<p>Trainee will be able to:</p> <p>P1. Make drawings</p> <p>P2. Develop concepts</p> <p>P3. Investigate relevant approaches</p> <p>P4. Use the references as per requirement</p> <p>P5. Transfer the drawing on appropriate surface</p>	<p>Trainee will be able to:</p> <p>K1. Explain the attributes of drawing as it relates to printmaking</p> <p>K2. Describe formal elements of art and principles of drawing</p> <p>K3. Recall techniques to transfer the drawing on appropriate surface</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
F4. Perform Collagraphy	<p>Trainee will be able to:</p> <p>P1. Explore appropriate surface for carrying out the process of collagraphy.</p> <p>P2. Discover various 2D and 3D materials for preparing collagraphy.</p> <p>P3. Prepare collagraph plate</p> <p>P4. Identify collage material for base plate, inking and wiping</p> <p>P5. Arrange discovered material in the form of well-defined composition on the selected surface</p> <p>P6. Arrange the collage and glue them on the board</p> <p>P7. Application of printing ink to transfer the image on required surfaces</p>	<p>Trainee will be able to:</p> <p>K1. Recognize and relate medium and materials to create design for collagraphy</p> <p>K2. Explain Collagraphy (Basic introduction)</p> <p>K3. Describe characteristics of collagraphy</p> <p>K4. State the process printing collagraphy sheet</p>
F5. Perform Stencilling Screen Printing	<p>Trainee will be able to:</p> <p>P1. Select appropriate surface for stencilling</p> <p>P2. Transfer and cut the stencil according to design</p> <p>P3. Prepare the screen</p> <p>P4. Seal and registration for color</p> <p>P5. Place the stencil on surface</p>	<p>Trainee will be able to:</p> <p>K1. Explain the techniques of stencilling/ screen printing</p> <p>K2. Describe in detail the method and materials used in the process of stencilling/ screen printing</p> <p>K3. Identify printing colors</p> <p>K4. List the solvents to clean all materials used in printing</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P6. Place the screen on stencil</p> <p>P7. Use colors for screen printing</p> <p>P8. Use squeegee properly</p> <p>P9. Mark positive and negative areas of the design to make stencils</p> <p>P10. Apply proper printing process</p> <p>P11. Mount and frame the final print</p> <p>P12. Clean all materials used in printing</p>	
<p>F6. Perform Linocut</p>	<p>Trainee will be able to:</p> <p>P1. Choose desired surface for performing linocut</p> <p>P2. Transfer the drawing on the selected surface e.g.</p> <ul style="list-style-type: none"> • Linoleum • Rubber (Carve able), etc <p>P3. Execute the process of linocut involving carving of transferred drawing</p> <p>P4: Application of printing ink on the lino sheet and transformation of image on the selected surface by passing the sheet through the</p>	<p>Trainee will be able to:</p> <p>K1. Understand surfaces required to apply linocut</p> <p>K2. Identify various sizes of tools used for carving</p> <p>K3. Explain Linocut (Basic introduction)</p> <p>K4. Give explanation of printing methods</p> <p>K5. Define the technique for preparing a drawing for a linoleum block</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>process</p> <p>P5. Perform technique of cutting and gouging</p> <p>linoleum</p>	
<p>F7. Perform etching</p>	<p>Trainee will be able to:</p> <p>P1. Prepare the ground</p> <p>P2. Drawing the image</p> <p>P3. Perform Acid bath</p> <p>P4. Remove the ground</p> <p>P5. Ink the plate</p> <p>P6. Wipe the plate</p> <p>P7. Perform printing</p> <p>P8. Evaluate the finished print to explore the use of line, tone, texture and composition when using this</p>	<p>Trainee will be able to:</p> <p>K1. Explain Introduction to etching</p> <p>K2. Understand the whole process of making etching plates and prints</p> <p>K3. Define the art of intaglio with a special Emphasis on using line, tone and texture. Themes and concepts will be assigned for each project</p>
<p>F8. Perform Wood work</p>	<p>Trainee will be able to:</p> <p>P1. Sketch the idea on paper</p> <p>P2. Transfer the design on wood and coat the block/wood with ink</p> <p>P3. Carve the wood</p>	<p>Trainee will be able to:</p> <p>K2. Introduction to wood cut</p> <p>K3. Recognise the Characteristics of wood cut</p> <p>K4. Explain the process of Preparing the woodblock</p> <p>K5. List down Printing methods and materials</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
	<p>P4. Print the block</p> <p>K1.Point out the positive and negative area of the design to cut</p> <p>P5. Examine the finished print</p>	<p>K6.Describe Simple, colour printing techniques.</p>

Titles G. DEVELOP SCULPTURE

Overview: The competency standard is designed to develop competencies about relevant materials used for sculpturing, preparation of clay, modification of clay in to an image and the process of molding and casting leading to the final sculpture.

Competency Unit	Performance Criteria	Knowledge and Understanding
G1. Draw 3D sketches	<p>Trainee will be able :</p> <p>P1. Differentiate between 2D and 3D sketches</p> <p>P2. Illustrate 3D sketches on paper</p>	<p>Trainee will be able to:</p> <p>K1. Define 2D and 3D sketches.</p>
G2. Select material and prepare Clay	<p>Trainee will be able to:</p> <p>P1. Choose appropriate material for making Clay</p> <p>P2. Mix clay with appropriate amount of water to make it ready to use</p> <p>P3. Examine the quality of prepared clay</p> <p>P4. Preserve clay properly</p>	<p>Trainee will be able to:</p> <p>K1. list different materials used in sculpture making</p> <p>K2. Identify the process of mixing material for preparing clay</p> <p>K3. Describe the process of wedging</p>
G3. Make armature	<p>Trainee will be able to:</p> <p>P1. Collect relevant material for armature.</p> <p>P2. Select the appropriate wire to construct armature</p> <p>P3. Construct armature of desired shape</p>	<p>Trainee will be able to:</p> <p>K1. Identify the collected materials and fix it to set up an armature.</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
G4. Apply clay	Trainee will be able to: P1. Apply clay over the armature with sound thickness	Trainee will be able to: K1. Explain the application of clay over the armature
G5. Develop shape with measurements	Trainee will be able to: P1. Develop key model according to measurement to understand form and its problems P2. shape the clay according to the desired image	Trainee will be able to: K1. Understand measuring concepts and explain the process of modification of clay in to a 3D form
G6: Perform carving	Trainee will be able to: P1. Interpret the finalized product P2. Handle the carving tools properly P3. Perform the carving techniques to enhance the features.	Trainee will be able to: K1. Understand the process of carving K2. Define various techniques for presenting a professional product
G7. Perform Finishing	Trainee will be able to: P1. Identify different tools for finishing. P2. Perform finishing on product.	Trainee will be able to: K1. Explain the process of finishing using sand paper for smooth touch on the final product

Competency Unit	Performance Criteria	Knowledge and Understanding
G8: Apply mould and cast	Trainee will be able to: P1. Select appropriate tools P2. Identify required material P3. Prepare the moulding slip P2. Demonstrate the process of moulding and casting	Trainee will be able to: K1. Describe the process of moulding and casting
G9: Finalize the Sculpture	Trainee will be able to: P1. Apply colours according to the requirements P2. Employ polishing technique to finalize the Sculpture	Trainee will be able to: K1. Explain finishing process involved in sculpture.

Title H: DEVELOP PROFESSIONALISM

Overview: The competency standard is designed to differentiate professionalism and being professional. This way of being is made up of appearance, manner, communication, interacting, attitudes, approach, skills and openness to grow. Professionalism is a combination of taught aspects, like knowledge and skills, and learning gained through experience.

Competency Unit	Performance Criteria	Knowledge and Understanding
H1 - Communicate with Co-Workers	Trainee will be able to : P1. Communicate within a department. P2. Communication with other departments. P3. Dealing with vendors. P4. Interaction with other organisations. P5. Using various media to communicate effectively.	Trainee will be able to : K1. Identify factors required to communicate effectively and precisely within same organisation. K2. Explain elements required to deal with vendors and the other organisations. K3. Justify the appropriate use of electronic and relative media as per need
H2 - Manage Time	Trainee will be able to: P1. Manage time to complete the assigned work. P2. Manage workload as per task. P3. Meet the specific deadlines. P4. Handle time division with co-workers.	Trainee will be able to : K1. Identify the importance of time division and allocation according to task priorities, involving management and co-workers.

Competency Unit	Performance Criteria	Knowledge and Understanding
H3 - Upgrade Skills	<p>Trainee will be able to :</p> <p>P1. Participate in Skill test.</p> <p>P2. Attend seminars /workshops.</p> <p>P3. Involve in competitions time to time.</p> <p>P4. Perform market research.</p> <p>P5. Analyse upcoming market trends.</p>	<p>Trainee will be able to :</p> <p>K1. Describe the importance of trends and market research.</p> <p>K2. Identify the need of skills sets by getting involved in seminars, workshops and competitions.</p>
H4 - Keep the workplace clean	<p>Trainee will be able to :</p> <p>P1. Keep their workplace organised.</p> <p>P2. Ensure clean working environment.</p>	<p>Trainee will be able to :</p> <p>K1. Describe the importance of clean and organised workplace.</p>
H5 - Work in a team	<p>Trainee will be able to :</p> <p>P1. Demonstrate good team skills.</p> <p>P2. Carry an appropriate appearance.</p> <p>P3. Show comfort and tolerance.</p> <p>P4. Present and observe good work ethics.</p>	<p>Trainee will be able to :</p> <p>K1. Identify the importance of being a good team player.</p>

Competency Unit	Performance Criteria	Knowledge and Understanding
<p>H6. Health and Safety</p>	<p>Trainee will be able to :</p> <p>P1. Store all flammables in proper safe place</p> <p>P2. Ensure the proper ventilation of the workplace</p> <p>P3. Perform spray application in a paint spraybooth or other locally exhausted hood</p> <p>P4. Motivate peers in case of any emergency</p> <p>P5. Arrange for explosion proof portable lights</p> <p>P6. Follow safety precautions for different types of tools and equipment</p> <p>P7. Follow operating instructions to operate tools properly</p> <p>P8. Identify location of hazardous materials in the workplace</p> <p>P9. Sterilise tools after use</p> <p>P10. Wear protective clothing before starting the task.g</p> <ul style="list-style-type: none"> • Gloves • Aprons • Protective goggles • Mask, etc 	<p>Trainee will be able to :</p> <p>K1. Identify the materials which can caught fire</p> <p>K2. Explain the importance of using spray booths for spraying</p> <p>K3. Classify emergency situations</p> <p>K4. Define the importance of following operating instructions given for tools</p> <p>K5. Explain the procedure of sterilisation</p>

List of Tools and equipment

(Anticipated Class size: 25 trainees)

25 copies per class	Text book(s)/Manuals for this course
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Tools and Equipment

(Class size: 25 trainees)

Sr. No.	Name of Item/ Equipment / Tools	Qty.
1.	Easels	25
2.	Students' table	25
3.	Students' chair	25
4.	Compressor/air gun	2
5.	Studio lights	6
6.	Computer	25
7.	Printer	5
8.	Multimedia and screen	1

9.	Photocopier	1
10.	Scanner	2
11.	Still life objects	Various
12.	Teacher's table	1
13.	Teacher's chair	1
14.	Fire extinguishers (all types)	4
15.	Tracing table	1
16.	Steel ruler	25
17.	Drawing board (18x20)and (20x30)	25
18.	Squeegee with wooden handle	5
19.	Screen printing frame	5
20.	Zip drive to transfer images	2
21.	Roller / barrel / wooden spoon for printing	25
22.	Linocut V-shape gouges (set)	25
23.	Stools and Donkeys	25

List of consumables

- Paper
- Canvases
- Board
- Card board
- Thumb pin
- Paper Tape
- Drawing board Different sizes
- Heavy duty stapler
- Old magazines
- Books
- Internet etc.
- Charcoal
- Charcoal pencil
- Graphite
- Pencils (ranging from 2H to 4B)
- Color pencil
- Eraser
- Viewfinder
- Brushes
- Different medium (dry pastel, Oil pastel, ink, watercolor etc.)
- **Newsprint**
- Poster color
- Sketch book
- Tracing paper
- Graph paper
- Poster color
- Water color,
- Water color brushes(soft bristles)
- Oil color
- Oil color brushes.
- Sheets(absorbent water)
- Palette plate
- Container.
- Fire blanket
- Water bucket
- Sand buckets.
- First aid box
- Small containers for mixing inks)
- Opaque pens in different sized
- Spray bottle for water
- Spray bottle for bleach
- Small bucket for water
- Chlorine Bleach

- Paint thinner
- CMC gum to thicken the process
- Linoleum blocks of various sizes
- Speedball Brayers
- Hot-water bottle
- Relief printing ink (water or oil-based)
- Palette knife
- Glass slab / printing surface for Rolling out ink
- Printing paper (smooth surfaceMetal surfaces
- Lino sheet
- Linocut tools (v-tool, gouge etc. per student \
- Turpentine
- Rags for cleaning up plates, Rollers and ink slab
- Perspex slab for ink slab rollout
- Screen cloth
- Stencil
- Sketching materials (graphite pencil,
- 6B graphite pencil
- Ball point pen
- Tracing paper
- Sketchbook
- Pencil sharpener
- Permanent marker
- Fine point
- Non permanent
- Masking Tape ruler
- Graph paper
- Carbon paper
- Spray fixative
- Container
- Paper Toned or textured paper
- Pen and ink
- Blending tools
- Mat, Pastel, oil pastel
- Colour Pencils, Collage watercolour,
- Paper Scissors,
- Craft knife,
- Glues and adhesives
- PVA
- Rubber solution.
- Rubber gloves
- sandpaper, paper
- Lace, canvas, silk,
- Leaves, feathers, fibers' grain, Rice, coffee grains,

- Vanishes
- Gloves
- Transparency film for laser print
- cyan, magenta, yellow, black printing inks



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