

<b>Title</b>	<b>Construct props and scenic elements to realise the scenic design for a given work in an entertainment and event context</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	People credited with this unit standard are able to construct props and scenic elements to realise the scenic design for a given work in an entertainment and event context.
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<b>Classification</b>	Performing Arts General > Entertainment and Event Technology and Operations
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<b>Available grade</b>	Achieved, Merit, and Excellence
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<b>Criteria for Merit</b>	In constructing props and scenic elements to realise the scenic design for a given work, the candidate must demonstrate skilful technique.
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<b>Criteria for Excellence</b>	In constructing props and scenic elements to realise the scenic design for a given work, the candidate must demonstrate command of technique.
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## Guidance Information

- 1 This unit standard can be awarded with an *Achieved*, *Merit* or *Excellence*. For the *Achieved* grade to be awarded, the outcome must be achieved as specified in the outcome statement. For *Merit* or *Excellence* grades to be awarded, the candidate must meet the *Merit* or *Excellence* criteria specified above.
- 2 All learning and assessment leading to this unit standard must be carried out in accordance with:
  - legislation including Health and Safety at Work Act 2015, Copyright Act 1994, and subsequent amendments;
  - safe working practices. These may include but are not limited to – safe hygiene practices; replacing, cleaning and storing products and equipment; safe use of tools, following manufacturer's instructions. Evidence of this may be provided by a teacher/tutor attestation or candidate's reflective statement. A useful reference for safe working practice is the Entertainment Technology New Zealand publication *A Guide for Safe Working Practices in the New Zealand Theatre and Entertainment Industry*, version 14 or subsequent amendments, which can be accessed at <http://www.etnz.org>.

### 3 Definitions

*Command of technique* refers to using ingenuity to overcome any difficulties with the construction planning or practical requirements and economising the use of materials during the build, install, and strike when completing construction to meet the design.

*Entertainment and event context* refers to a performance or event such as dance, kapa haka, scripted drama, music performance (live or recorded in-studio), moving image production, physical theatre, devised work, performance art, and cultural event, circus that can take place in a range of venues, for example, stadia, theatres, event and convention centres, studios, parks and sports grounds, outdoor spaces, museums and galleries, places of worship, cultural places (e.g. marae), specialist classrooms.

*Given work* refers to a whole or substantial piece of a text, choreography, event, or production for an entertainment and event context.

*Scenic construction skills* refer to the skills required to build, install and strike a set.

*Simple stage mechanisms* refer to the set items used in a stage production such as curtains, flats, cyclorama, gauze.

*Skilful technique* refers to monitoring progress to complete work efficiently and adjusting construction planning as necessary to reflect any variations required.

4 Assessment against this standard may take place as part of group activities; however, teachers/tutors must be confident that individual candidates have met all the outcome and evidence requirements for the standard.

### 5 Range

The scenic design for a given work must be agreed or specified by the teacher/tutor. It may be a design researched and developed by the candidate.

6 Recommended for entry: Unit 26690, *Demonstrate and apply knowledge of construction of props and scenic elements for an entertainment and event context*; and Unit 27704, *Demonstrate and apply knowledge of the design and construction of entertainment and event props and scenic elements*.

## Outcomes and performance criteria

### Outcome 1

Construct props and scenic elements to realise the scenic design for a given work in an entertainment and event context.

Range includes – build, install, strike.

### Performance criteria

1.1 Identify scenic elements and props, and plan construction according to the scenic design for the given work.

Range elements may include but are not limited to – simple stage mechanisms; planning includes but is not limited to – budget; schedule of materials, assembly, installation; estimated human resource requirements; timeline.

- 1.2 Apply construction skills to realise the scenic design for the given work according to the construction planning, safe working practices, and documented design for the work.

Range construction skills may include – using hand and power tools, joining, painting, bracing, rigging, dismantling.

- 1.3 Evaluate the construction of scenic elements and props during pre-production and adjust, as required, to meet the requirements of the given work.

Range includes – collaboration with the scenic designer.

<b>Replacement information</b>	This unit standard replaced unit standard 28008.
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<b>Planned review date</b>	31 December 2025
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#### Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	29 April 2021	N/A

<b>Consent and Moderation Requirements (CMR) reference</b>	0099
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

#### Comments on this unit standard

Please contact Skills Active Aotearoa Limited [info@skillsactive.org.nz](mailto:info@skillsactive.org.nz) if you wish to suggest changes to the content of this unit standard.