

# CPCCPD3034A Matrix Map

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## ELEMENTS AND PERFORMANCE CRITERIA

Element	Performance Criteria	Task / Question Map
1. Plan and prepare.	1.1. Work instructions, including plans, specifications, quality requirements and operational details are obtained from relevant information, confirmed and applied for planning and preparation purposes.	Communication: Q4 Q6 Stencilling methods and techniques : Q5 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6
	1.2. Safety (OHS) requirements are followed in accordance with safety plans and policies.	Stencilling tools and materials: Q1 Gilding tools and materials: Q6 Q7 Gilding methods and techniques: Q5 Advanced mural tools and materials: Q1 Q7 Risk assessment: Q1 Q2 Q3 Q4 JSA and SWMS: Q1 Q2 Q3 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6
	1.3. Signage and barricade requirements are identified and implemented.	Communication: Q4 Advanced mural tools and materials: Q7 Signage: Q1 Q2 Q3 Q4 Q5 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6

	<p>1.4. Tools and equipment are selected to carry out tasks are consistent with the requirements of the job, checked for serviceability and any faults are rectified or reported prior to commencement.</p>	<p>Wood graining tools and materials: Q7                      Imitation marble effects tools and materials: Q1 Q3 Q4                      Imitation marble effects methods and techniques: Q1 Q3 Q4 Q6 Q7 Q8 Q12 Q13                      Stencilling tools and materials: Q1 Q2 Q3                      Gilding tools and materials: Q1 Q2 Q3 Q4                      Gilding methods and techniques: Q1 Q3 Q5                      Advanced mural tools and materials: Q4 Q5 Q7                      Advanced mural methods and techniques: Q5                      Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</p>
	<p>1.5. Materials quantity requirements are calculated in accordance with plans, specifications and quality requirements.</p>	<p>Communication: Q11                      Imitation marble effects tools and materials: Q2 Q5 Q6                      Gilding tools and materials: Q5                      Advanced mural tools and materials: Q5                      Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</p>
	<p>1.6. Materials appropriate to the work application are identified, obtained, prepared, safely handled and located ready for use.</p>	<p>Wood graining tools and materials: Q7                      Imitation marble effects tools and materials: Q2 Q7 Q8 Q9                      Imitation marble effects methods and techniques: Q11                      Stencilling tools and materials: Q1 Q2 Q3                      Gilding tools and materials: Q1 Q2 Q3 Q4 Q5                      Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5                      Advanced mural tools and materials: Q4 Q5 Q6 Q8                      JSA and SWMS: Q3                      Manual handling: Q1 Q2 Q3                      Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</p>
	<p>1.7. Environmental requirements are identified for the project in accordance with environmental plans and regulatory obligations and applied.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4                      Communication: Q5                      Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</p>
<p>2. Prepare application area.</p>	<p>2.1. Area is set up for application processes to suit surfaces to be painted.</p>	<p>Set up work area: Q1 Q5                      Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</p>

	2.2. Adjoining surfaces to application area are protected by masking off or covering prior to application of decorative paint finishing materials.	Set up work area: Q5 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6
	2.3. Ventilation is provided in application area to maintain safety of self and others.	Gilding tools and materials: Q6 Q7 Set up work area: Q1 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6
	2.4. Measures are taken to ensure application area is dust free.	Set up work area: Q6 Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6
3. Produce imitation marble effects.	3.1. Ground coat of specified colour and consistency is applied evenly to prepared surface for both traditional and modern imitation granite and lapis effects.	Imitation marble effects tools and materials: Q8 Imitation marble effects methods and techniques: Q2 Gilding tools and materials: Q1 Q3 Q4 Granite verification: Q2 Lapis Lazuli verification: Q2 Trainer Sign-off 2 - Benchmark Questions: Q2
	3.2. Marbling medium is mixed to designed proportions and colour and correctly applied to produce veins and markings as per sample in accordance with manufacturer specifications and job specifications.	Imitation marble effects methods and techniques: Q9 Lapis Lazuli verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q2
	3.3. Clear coating is applied to achieve an even finish to specified sheen level in accordance with manufacturer specifications and job specifications.	Imitation marble effects tools and materials: Q4 Q7 Q8 Imitation marble effects methods and techniques: Q7 Q11 Gilding tools and materials: Q3 Q6 Q7 Granite verification: Q3 Lapis Lazuli verification: Q3 Trainer Sign-off 2 - Benchmark Questions: Q2
4. Produce imitation wood grain effects.	4.1. Ground coat of specified colour and consistency is applied evenly to prepared surface for traditional complex imitation wood grain effects including inlays.	Wood graining methods and techniques: Q5 Wood graining tools and materials: Q1 Wood graining effect verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q3

	4.2. Wood graining medium is mixed to designed proportions and colour and correctly applied to produce grain markings as per sample and in accordance with manufacturer specifications and job specifications.	Wood graining methods and techniques: Q7 Q8 Wood graining tools and materials: Q7 Wood graining effect verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q3
	4.3. Specific highlights are added to match sample of decorative paint finishing materials in accordance with manufacturer specifications and job specifications.	Wood graining methods and techniques: Q8 Wood graining tools and materials: Q1 Q6 Q7 Wood graining effect verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q3
	4.4. Clear coating is applied to achieve an even finish to specified sheen level in accordance with manufacturer specifications and job specifications.	Wood graining tools and materials: Q2 Q5 Wood graining effect verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q3
5. Apply advanced stencils.	5.1. Stencil design is selected and laid out onto recommended material.	Stencilling methods and techniques : Q1 Q2 Q3 Stencilling tools and materials: Q4 Stencilling verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q1 Workplace Task: Applied marble finish
	5.2. Specified multi-layering transfer method is used and design is cut accurately for multiple colours using a 'register' mark.	Stencilling methods and techniques : Q1 Q2 Q3 Q4 Stencilling verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q1 Workplace Task: Applied marble finish
	5.3. Initial stencil is placed and taped to designed location and paint is applied to produce first colour to specifications.	Stencilling tools and materials: Q5 Q6 Stencilling verification: Q1 Q2 Trainer Sign-off 2 - Benchmark Questions: Q1 Workplace Task: Applied marble finish
	5.4. Subsequent stencils and overlays are located accurately to pattern with each separate colour applied to specifications to produce designed finish in accordance with manufacturer specifications and job specifications.	Stencilling methods and techniques : Q3 Q5 Q6 Stencilling tools and materials: Q6 Stencilling verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q1 Workplace Task: Applied marble finish

<p>6. Apply advanced lining and special finishes and techniques.</p>	<p>6.1. Complex pattern lining and textures, including Gris Lais are applied to appropriate surfaces for decorative purposes as specified</p>	<p>Gilding methods and techniques: Q4 Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5 Mural verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q6</p>
	<p>6.2. Gold leaf and other metallic finishes such as aluminium and bronze are applied to complex surfaces for decorative purposes.</p>	<p>Gilding methods and techniques: Q4 Gilding verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q6</p>
	<p>6.3. Gilding and gilding powder in mediums are applied to selected surfaces.</p>	<p>Gilding methods and techniques: Q4 Gilding verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q6</p>
	<p>6.4. Finishing techniques are applied, including waxes and other suitable finishes.</p>	<p>Gilding tools and materials: Q3 Gilding methods and techniques: Q4 Gilding verification: Q1 Q2 Trainer Sign-off 2 - Benchmark Questions: Q6</p>
	<p>6.5. Trowelled decorative finishes, including Stucco Venezia are applied using a range of tools and techniques</p>	<p>Venezia tools and materials: Q1 Q2 Q3 Q4 Q5 Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Stucco venezia verification: Q1 Q2 Q3 Trainer Sign-off 2 - Benchmark Questions: Q5</p>
<p>7. Create large scale decorative projects</p>	<p>7.1. Ground coat of specified colour and consistency is applied evenly to prepared surface for traditional application of large decorative effects</p>	<p>Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Mural verification: Q1 Trompe l'oeil verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q4 Workplace Task: Applied multi plate stencil</p>
	<p>7.2. Murals and trompe l'oeil projects are completed to specification.</p>	<p>Advanced mural tools and materials: Q5 Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Mural verification: Q1 Trompe l'oeil verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q4 Workplace Task: Applied woodgraining</p>

<p>8. Clean up and store equipment.</p>	<p>8.1. Special effect painting equipment and spray painting equipment are dismantled, cleaned, maintained and stored.</p>	<p>Wood graining effect verification: Q2                      Gilding verification: Q3                      Granite verification: Q5                      Lapis Lazuli verification: Q5                      Stencilling verification: Q3                      Stucco venezia verification: Q4                      Mural verification: Q3                      Trompe l'oeil verification: Q3                      Cleaning spray paint equipment: Q1 Q2 Q3</p>
	<p>8.2. Waste and unwanted materials are removed and placed into job waste bins or rubbish stockpile in a safe and effective manner in accordance with sound work practices compliant with environmental requirements.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4                      Wood graining effect verification: Q2                      Gilding verification: Q3                      Granite verification: Q5                      Lapis Lazuli verification: Q5                      Stencilling verification: Q3                      Stucco venezia verification: Q4                      Mural verification: Q3                      Trompe l'oeil verification: Q3                      Set up work area: Q4</p>
	<p>8.3. Unused materials are sealed and stored/stacked in accordance with standard material handling practices and techniques and company requirements.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4                      Wood graining effect verification: Q2                      Gilding verification: Q3                      Granite verification: Q5                      Lapis Lazuli verification: Q5                      Stencilling verification: Q3                      Stucco venezia verification: Q4                      Mural verification: Q3                      Trompe l'oeil verification: Q3</p>

	<p>8.4. Paint waste, water and solvents used in cleaning painting equipment are disposed of in an environmentally sustainable manner and in accordance with relevant legislative requirements.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4          Communication: Q5          Wood graining effect verification: Q2          Gilding verification: Q3          Granite verification: Q5          Lapis Lazuli verification: Q5          Stencilling verification: Q3          Stucco venezia verification: Q4          Mural verification: Q3          Trompe l'oeil verification: Q3</p>
	<p>8.5. Work area is cleared and materials disposed of, reused or recycled in accordance with legislation, regulations, codes of practice and job specification.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4          Wood graining effect verification: Q2          Gilding verification: Q3          Granite verification: Q5          Lapis Lazuli verification: Q5          Stencilling verification: Q3          Stucco venezia verification: Q4          Mural verification: Q3          Trompe l'oeil verification: Q3</p>
	<p>8.6. Tools and equipment are cleaned, checked, maintained and stored in accordance with manufacturer specifications and/or standard work practices.</p>	<p>Disposal of paint waste: Q1 Q2 Q3 Q4          Wood graining effect verification: Q2          Gilding verification: Q3          Granite verification: Q5          Lapis Lazuli verification: Q5          Stencilling verification: Q3          Stucco venezia verification: Q4          Mural verification: Q3          Trompe l'oeil verification: Q3</p>

## REQUIRED SKILLS

Required Skill	Task / Question Map
Required skills for this unit are:	
communication skills to:	
<i>determine requirements</i>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining methods and techniques: Q7 Q8</i></p> <p><i>Wood graining tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12</i></p> <p><i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Stencilling tools and materials: Q1 Q2 Q3 Q5 Q6</i></p> <p><i>Venezia tools and materials: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced mural methods and techniques: Q7</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Risk assessment: Q1 Q2 Q3 Q4</i></p>
<i>enable clear and direct communication, using questioning to identify and confirm requirements, share information, listen and understand</i>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Stencilling tools and materials: Q4</i></p>
<i>follow instructions</i>	<i>The client's needs: Q1 Q2 Q3 Q4</i>
read and interpret:	
<i>documentation from a variety of sources</i>	<p><i>Wood graining tools and materials: Q5</i></p> <p><i>Stencilling tools and materials: Q4</i></p> <p><i>Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q4 Q6</i></p> <p><i>Set up work area: Q7</i></p>



<i>drawings and specifications</i>	<i>Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6</i>
<i>report faults</i>	<i>Communication: Q6</i>
<i>use language and concepts appropriate to cultural differences</i>	<i>The client's needs: Q1 Q2 Q3 Q4</i>
<i>use and interpret non-verbal communication, such as hand signals</i>	<i>The client's needs: Q1 Q2 Q3 Q4</i>
<i>evaluating own actions and making judgments about performance and necessary improvements</i>	<i>Communication: Q9</i>
<i>identifying and accurately reporting to appropriate personnel any faults in tools, equipment or materials</i>	<i>Communication: Q6</i>
<i>organisational skills, including the ability to plan and set out work</i>	<i>The client's needs: Q2 Set up work area: Q7</i>
<i>recognising procedures, following instructions, responding to change and contributing to workplace responsibilities, such as current work site environmental and sustainability frameworks or management systems</i>	<i>Disposal of paint waste: Q1 Q2 Q3 Q4 The client's needs: Q1 Set up work area: Q1 Q3</i>
<i>teamwork skills to coordinate own work with others to action tasks and relate to people from a range of cultural and ethnic backgrounds and with varying physical and mental abilities</i>	<i>The client's needs: Q1 Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13 Q14</i>
<i>technological skills to:</i>	
<i>use a range of mobile technology, such as two-way radio and mobile phones</i>	<i>The client's needs: Q1 Q2 Q3 Q4 Communication: Q10</i>
<i>voice and hand signals to access and understand site-specific instructions.</i>	<i>Communication: Q10</i>

## REQUIRED KNOWLEDGE

Required Knowledge	Task / Question Map
Required knowledge for this unit is:	
<p><i>Australian Paint Approval Scheme (APAS) classifications</i></p>	<p><i>Wood graining tools and materials: Q2 Q5 Q7</i></p> <p><i>Communication: Q12</i></p> <p><i>Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia tools and materials: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>APAS: Q1 Q2</i></p>
<p><i>compatibility of surface coatings to substrates</i></p>	<p><i>The client's needs: Q4</i></p> <p><i>Gilding tools and materials: Q1 Q4</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q4</i></p> <p><i>Venezia tools and materials: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia methods and techniques: Q3 Q4 Q5 Q6</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p>

<p><i>decorative painted finishes technology</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12</i></p> <p><i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Gilding tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia tools and materials: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Signage: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q1 Q2 Q3 Q4 Q5 Q6</i></p>
<p><i>gilding materials and application techniques</i></p>	<p><i>Gilding tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p>
<p><i>imitation marble materials and application techniques</i></p>	<p><i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q2</i></p>
<p><i>imitation wood grain materials and application techniques</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining methods and techniques: Q1 Q2 Q3 Q4 Q5 Q10 Q11</i></p> <p><i>Wood graining tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q3</i></p>
<p><i>job safety analysis (JSA) and safe work method statements</i></p>	<p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q7</i></p>
<p><i>material safety data sheets (MSDS)</i></p>	<p><i>JSA and SWMS: Q1 Q2 Q3</i></p>

materials storage and environmentally sustainable waste management, including correct disposal of water-based, latex-based and solvent-based paints painting and decorating terminology	Disposal of paint waste: Q1 Q2 Q3 Q4
plans, drawings and specifications	The client's needs: Q1 Q2 Q3 Q4 Stencilling tools and materials: Q1 Q3 Q4
processes for the calculation of material requirements	The client's needs: Q3
quality requirements	Disposal of paint waste: Q1 Q2 Q3 Q4 The client's needs: Q1 Q2 Q3 Q4 Wood graining tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13 Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13 Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5 Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5 JSA and SWMS: Q1 Q2 Q3 APAS: Q1 Q2 Set up work area: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Signage: Q1 Q2 Q3 Q4 Q5
solid waste and paint sludge disposal techniques and relevant legislation, including Environmental Protection Authority (EPA) and local Council regulations	Disposal of paint waste: Q1 Q2 Q3 Q4 Communication: Q5 Set up work area: Q7
stencilling materials and application techniques.	Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Trainer Sign-off 2 - Benchmark Questions: Q5

<i>types of paints, including the characteristics and uses of paint materials with various volatile organic compound (VOCs) levels and alternative and natural paints</i>	<i>The client's needs: Q3 Communication: Q12 Stencilling tools and materials: Q2 Gilding tools and materials: Q5 Gilding methods and techniques: Q1 Q2 Advanced trompe l'oeil tools and materials: Q4 Q6</i>
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## CRITICAL ASPECTS

Critical Aspects	Task / Question Map
<p>A person who demonstrates competency in this unit must be able to provide evidence of the ability to:</p>	
<p><i>locate, interpret and apply relevant information, standards and specifications</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i>  <i>Communication: Q7 Q8</i>  <i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i>  <i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i>  <i>Wood graining effect verification: Q1</i>  <i>Gilding verification: Q1</i>  <i>Granite verification: Q1</i>  <i>Lapis Lazuli verification: Q1</i>  <i>Stencilling verification: Q1</i>  <i>Stucco venezia verification: Q1</i>  <i>Mural verification: Q1</i>  <i>Trompe l'oeil verification: Q1</i>  <i>JSA and SWMS: Q1 Q2 Q3</i>  <i>APAS: Q1 Q2</i></p>

<p><i>comply with site safety plan and OHS legislation, regulations and codes of practice applicable to workplace operations</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining effect verification: Q1</i></p> <p><i>Gilding verification: Q1</i></p> <p><i>Granite verification: Q1</i></p> <p><i>Lapis Lazuli verification: Q1</i></p> <p><i>Stencilling verification: Q1</i></p> <p><i>Stucco venezia verification: Q1</i></p> <p><i>Mural verification: Q1</i></p> <p><i>Trompe l'oeil verification: Q1</i></p> <p><i>Risk assessment: Q1 Q2 Q3 Q4</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q1 Q3</i></p>
<p><i>comply with organisational policies and procedures including quality requirements</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining methods and techniques: Q3</i></p> <p><i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q9 Q10</i></p> <p><i>Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Wood graining effect verification: Q1</i></p> <p><i>Gilding verification: Q1</i></p> <p><i>Granite verification: Q1</i></p> <p><i>Lapis Lazuli verification: Q1</i></p> <p><i>Stencilling verification: Q1</i></p> <p><i>Stucco venezia verification: Q1</i></p> <p><i>Mural verification: Q1</i></p> <p><i>Trompe l'oeil verification: Q1</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q7</i></p>

<p><i>safely and effectively operate and use tools, plant and equipment</i></p>	<p><i>Wood graining methods and techniques: Q3 Q4</i></p> <p><i>Communication: Q1 Q2 Q3 Q4 Q10</i></p> <p><i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Wood graining effect verification: Q1 Q2</i></p> <p><i>Gilding verification: Q1</i></p> <p><i>Granite verification: Q1</i></p> <p><i>Lapis Lazuli verification: Q1</i></p> <p><i>Stencilling verification: Q1</i></p> <p><i>Stucco venezia verification: Q1</i></p> <p><i>Mural verification: Q1</i></p> <p><i>Trompe l'oeil verification: Q1</i></p> <p><i>Risk assessment: Q1 Q2 Q3 Q4</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q4 Q6</i></p>
<p><i>communicate and work effectively and safely with others</i></p>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Communication: Q6 Q9 Q10</i></p> <p><i>Wood graining effect verification: Q1</i></p> <p><i>Gilding verification: Q1</i></p> <p><i>Granite verification: Q1</i></p> <p><i>Lapis Lazuli verification: Q1</i></p> <p><i>Stencilling verification: Q1</i></p> <p><i>Stucco venezia verification: Q1</i></p> <p><i>Mural verification: Q1</i></p> <p><i>Trompe l'oeil verification: Q1</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p> <p><i>Set up work area: Q2</i></p>
<p>complete to specification the following decorative finishes:</p>	



<p><i>a minimum of one marble graining effect on a standard panel size surface</i></p>	<p>Granite verification: Q1 Q2 Q3 Q4 Lapis Lazuli verification: Q1 Q2 Q3 Q4 Trainer Sign-off 2 - Benchmark Questions: Q2</p>
<p><i>a minimum of one wood graining effect on a standard panel size surface</i></p>	<p>Wood graining effect verification: Q1 Trainer Sign-off 2 - Benchmark Questions: Q3</p>
<p><i>design and cutting of a multi-plate stencil and at least two applications of the stencil</i></p>	<p>Stencilling verification: Q1 Q2 Trainer Sign-off 2 - Benchmark Questions: Q1</p>
<p><i>dispose of all paint types in an environmentally sustainable way compliant with relevant local legislation and regulations</i></p>	<p>Wood graining effect verification: Q2 Gilding verification: Q3 Granite verification: Q5 Stencilling verification: Q3 Stucco venezia verification: Q4 Mural verification: Q3 Trompe l'oeil verification: Q3</p>
<p><i>clean and store painting equipment using environmentally sustainable methods and work practices including waste reticulation systems.</i></p>	<p>Communication: Q5 Wood graining effect verification: Q2 Gilding verification: Q3 Granite verification: Q5 Stencilling verification: Q3 Stucco venezia verification: Q4 Mural verification: Q3 Trompe l'oeil verification: Q3</p>

## RANGE STATEMENTS

Range Statements		Task / Question Map
<i>Information includes:</i>	<i>diagrams or sketches</i>	<i>Stencilling tools and materials: Q1 Q3 Q4 Q5 Q6</i>
	<i>instructions issued by authorised organisational or external personnel</i>	<i>The client's needs: Q3 Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 JSA and SWMS: Q1 Q2 Q3 Set up work area: Q7</i>
	<i>manufacturer specifications and instructions, where specified</i>	<i>Imitation marble effects tools and materials: Q2 Q5 Q6 Imitation marble effects methods and techniques: Q2 Advanced mural tools and materials: Q2 Q3</i>
	<i>MSDS</i>	<i>JSA and SWMS: Q1 Q2 Q3</i>
	<i>memos</i>	<i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12</i>
	<i>regulatory and legislative requirements pertaining to the application of advanced decorative paint finishes</i>	<i>The client's needs: Q3 Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13 Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5 Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Advanced trompe l'oeil tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 APAS: Q1 Q2</i>
	<i>relevant Australian standards</i>	<i>Disposal of paint waste: Q1 Q2 Q3 Q4 The client's needs: Q3 Wood graining tools and materials: Q3 Q5 Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5 APAS: Q1 Q2</i>
	<i>safe work procedures relating to the application of advanced decorative paint finishes</i>	<i>The client's needs: Q3 Stencilling tools and materials: Q1 Q2 Q3 Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5 Advanced mural tools and materials: Q1 Q7</i>

	<i>signage</i>	<i>Advanced mural tools and materials: Q7 Set up work area: Q2 Q7 Signage: Q1 Q2 Q3 Q4 Q5</i>
	<i>verbal, written and graphical instructions</i>	<i>The client's needs: Q1 Q2 Q3 Q4 Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Set up work area: Q7</i>
	<i>work bulletins</i>	<i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12</i>
	<i>work schedules, plans and specifications.</i>	<i>The client's needs: Q3 Communication: Q9 JSA and SWMS: Q3</i>
<i>Planning and preparation include:</i>	<i>assessment of conditions and hazards</i>	<i>Advanced mural methods and techniques: Q1</i>
	<i>determination of work requirements and safety plans and policies</i>	<i>The client's needs: Q3 Advanced mural methods and techniques: Q1</i>
	<i>equipment defect identification</i>	<i>Communication: Q6</i>
	<i>work site inspection.</i>	<i>Advanced mural methods and techniques: Q1</i>
<i>Safety (OHS) is to be in accordance with state and territory legislation and regulations and project safety plan and may include:</i>	<i>emergency procedures, including extinguishing fires, organisational first aid requirements and evacuation</i>	<i>Emergency correct response: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i>
	<i>handling activities that may require the assistance of others or the use of manual or mechanical lifting devices where size, weight or other issues, such as a disability are a factor</i>	<i>Manual handling: Q1 Q2 Q3</i>
	<i>hazard control</i>	<i>Communication: Q1 Q2 Q3 Q4 Q5 Q6 Advanced mural methods and techniques: Q1 Risk assessment: Q1 Q2 Q3 Q4 JSA and SWMS: Q1 Q2 Q3</i>
	<i>hazardous materials and substances</i>	<i>JSA and SWMS: Q3 APAS: Q1 Q2</i>

	<i>organisational first aid</i>	<i>Emergency correct response: Q4 Q5 Q6 Q7 Q8</i>
	<i>PPE prescribed under legislation, regulations and workplace policies and practices</i>	<i>Wood graining tools and materials: Q2 Q5 Gilding tools and materials: Q6 Q7 Gilding methods and techniques: Q5 Advanced mural tools and materials: Q1 Q7</i>
<i>safe operating procedures, including the conduct of operational risk assessment and treatments associated with:</i>		
	<i>earth leakage boxes</i>	<i>Communication: Q13 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>electrical and fire and/or explosion from combustible materials</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>falling objects</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>lighting</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>manual handling</i>	<i>Risk assessment: Q1 Q2 Q3 Q4 Manual handling: Q1 Q2 Q3</i>
	<i>power cables, including overhead service trays, cables and conduits</i>	<i>Communication: Q3 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>restricted access barriers</i>	<i>Advanced mural tools and materials: Q7 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>solvents, lead, chemicals, fumes/gases</i>	<i>Gilding tools and materials: Q6 Q7 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>surrounding structures</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>traffic control</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>trip hazards</i>	<i>Advanced mural methods and techniques: Q1 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>work access platforms</i>	<i>Advanced mural tools and materials: Q10 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>work site visitors and the public</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>working at heights</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>working in confined spaces</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>working in proximity to others, work site visitors and the public</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>

	<i>use of firefighting equipment</i>	<i>Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>use of tools and equipment</i>	<i>Wood graining tools and materials: Q6 Q7 Communication: Q1 Q2 Q3 Q4 Q5 Q6 Q10 Gilding tools and materials: Q6 Q7 Risk assessment: Q1 Q2 Q3 Q4</i>
	<i>workplace environmental requirements and safety.</i>	<i>Communication: Q5 Risk assessment: Q1 Q2 Q3 Q4 APAS: Q1 Q2</i>
<i>Tools and equipment include:</i>	<i>brushes</i>	<i>Wood graining methods and techniques: Q5 Wood graining tools and materials: Q6 Stencilling tools and materials: Q3 Gilding tools and materials: Q1 Q2 Q3 Q6 Q7 Gilding methods and techniques: Q1 Q4 Advanced mural methods and techniques: Q1 Q5 Advanced trompe l'oeil tools and materials: Q7 Advanced trompe l'oeil methods and techniques: Q1 Q3 Q5 Set up work area: Q7</i>
	<i>compressors</i>	<i>Set up work area: Q7</i>
	<i>planks</i>	<i>Set up work area: Q7</i>
	<i>rollers</i>	<i>Imitation marble effects methods and techniques: Q11 Gilding tools and materials: Q3 Gilding methods and techniques: Q3 Set up work area: Q7</i>
	<i>sanders</i>	<i>Wood graining methods and techniques: Q3 Q4 Imitation marble effects tools and materials: Q7 Q8 Q9 Gilding methods and techniques: Q3 Set up work area: Q7</i>
	<i>scrapers</i>	<i>Set up work area: Q7</i>

	<i>spray equipment</i>	<i>Imitation marble effects tools and materials: Q1 Q3 Q9</i> <i>Imitation marble effects methods and techniques: Q1 Q10 Q11 Q12 Q13</i> <i>Gilding tools and materials: Q6 Q7</i> <i>Advanced mural tools and materials: Q6</i> <i>Set up work area: Q7</i>
	<i>stepladders</i>	<i>Set up work area: Q7</i>
	<i>trestles</i>	<i>Wood graining methods and techniques: Q3 Q4</i> <i>Set up work area: Q7</i>
	<i>vacuum cleaners</i>	<i>Set up work area: Q6 Q7</i>
	<i>mobile scaffold.</i>	<i>Advanced mural tools and materials: Q10</i>
<i>Materials include:</i>	<i>clear finishes</i>	<i>Wood graining tools and materials: Q2 Q5</i> <i>Imitation marble effects methods and techniques: Q7 Q11</i> <i>Gilding tools and materials: Q3 Q7</i> <i>Advanced trompe l'oeil tools and materials: Q4 Q6</i>
	<i>fillers</i>	<i>Wood graining methods and techniques: Q4</i>
	<i>linseed oil</i>	<i>Communication: Q2</i>
	<i>manufacturers' proprietary products</i>	<i>Venezia tools and materials: Q1</i> <i>Advanced mural tools and materials: Q2 Q3</i>
	<i>oil-based products</i>	<i>Gilding methods and techniques: Q1</i>
	<i>scumbling mediums</i>	<i>Wood graining methods and techniques: Q7 Q8</i> <i>Advanced mural tools and materials: Q5</i> <i>Trainer Sign-off 2 - Benchmark Questions: Q2 Q3</i>
	<i>stainers</i>	<i>Wood graining methods and techniques: Q9</i> <i>Wood graining tools and materials: Q12</i>
	<i>terebine dryers</i>	<i>Advanced mural methods and techniques: Q10</i> <i>Trainer Sign-off 2 - Benchmark Questions: Q2 Q3</i>

	<i>water-based products.</i>	<p><i>Imitation marble effects tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q9</i></p> <p><i>Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q6 Q7 Q8 Q10 Q11 Q12 Q13</i></p> <p><i>Stencilling tools and materials: Q2</i></p> <p><i>Gilding tools and materials: Q1 Q3 Q4</i></p> <p><i>Gilding methods and techniques: Q3 Q4</i></p> <p><i>Venezia tools and materials: Q1</i></p> <p><i>Venezia methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Advanced mural tools and materials: Q5 Q6 Q8</i></p> <p><i>Advanced trompe l'oeil tools and materials: Q4 Q6</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q6</i></p>
<i>Quality requirements include:</i>	<i>internal company quality policy and standards</i>	<p><i>Disposal of paint waste: Q1 Q2 Q3 Q4</i></p> <p><i>The client's needs: Q1 Q2 Q3</i></p> <p><i>Communication: Q4 Q6</i></p> <p><i>Gilding tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p>
	<i>manufacturer specifications, where specified</i>	<p><i>Disposal of paint waste: Q1 Q2 Q3 Q4</i></p> <p><i>Imitation marble effects methods and techniques: Q2 Q11</i></p> <p><i>Venezia tools and materials: Q1</i></p> <p><i>Advanced mural tools and materials: Q2 Q3 Q8</i></p>
	<i>relevant regulations, including Australian standards</i>	<p><i>Disposal of paint waste: Q1 Q2 Q3 Q4</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>APAS: Q1 Q2</i></p>

	<i>workplace operations and procedures.</i>	<p><i>The client's needs: Q1 Q2 Q3 Q4</i></p> <p><i>Wood graining tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7</i></p> <p><i>Communication: Q1 Q2 Q3 Q4 Q6 Q10</i></p> <p><i>Imitation marble effects methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8 Q9 Q10 Q11 Q12 Q13</i></p> <p><i>Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6</i></p> <p><i>Gilding methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>Advanced mural tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced mural methods and techniques: Q1 Q2 Q3 Q4 Q5 Q6 Q7 Q8</i></p> <p><i>Advanced trompe l'oeil methods and techniques: Q1 Q2 Q3 Q4 Q5</i></p> <p><i>JSA and SWMS: Q1 Q2 Q3</i></p>
<i>Environmental requirements include:</i>	<i>clean-up management</i>	<p><i>Disposal of paint waste: Q1 Q2 Q3 Q4</i></p> <p><i>Communication: Q5</i></p> <p><i>Set up work area: Q7</i></p>
	<i>dust and noise</i>	<i>Advanced mural methods and techniques: Q9</i>
	<i>low odour and emissions</i>	<i>Wood graining tools and materials: Q5</i>
	<i>stormwater protection</i>	<i>The client's needs: Q5</i>
	<i>waste management.</i>	<p><i>Disposal of paint waste: Q1 Q2 Q3 Q4</i></p> <p><i>The client's needs: Q5</i></p> <p><i>Wood graining tools and materials: Q5</i></p> <p><i>Communication: Q5</i></p> <p><i>Set up work area: Q7</i></p>
<i>Imitation granite and lapis and complex wood graining effects may be achieved using:</i>	<i>brush-grainer</i>	<p><i>Wood graining methods and techniques: Q7</i></p> <p><i>Wood graining tools and materials: Q6</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q3</i></p>
	<i>chamois</i>	<p><i>Imitation marble effects tools and materials: Q13</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q2</i></p>
	<i>check roller</i>	<p><i>Wood graining tools and materials: Q11</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q2</i></p>
	<i>crayons</i>	<p><i>Gilding tools and materials: Q2</i></p> <p><i>Trainer Sign-off 2 - Benchmark Questions: Q2</i></p>



	<i>cutters</i>	<i>Imitation marble effects tools and materials: Q13 Trainer Sign-off 2 - Benchmark Questions: Q5</i>
	<i>feathers</i>	<i>Imitation marble effects tools and materials: Q13 Trainer Sign-off 2 - Benchmark Questions: Q2</i>
	<i>fitches</i>	<i>Imitation marble effects tools and materials: Q13 Trainer Sign-off 2 - Benchmark Questions: Q2</i>
	<i>floggers</i>	<i>Wood graining tools and materials: Q6 Trainer Sign-off 2 - Benchmark Questions: Q2</i>
	<i>heart grain simulator</i>	<i>Wood graining tools and materials: Q8 Trainer Sign-off 2 - Benchmark Questions: Q3</i>
	<i>mottlers</i>	<i>Advanced mural tools and materials: Q9 Trainer Sign-off 2 - Benchmark Questions: Q3</i>
	<i>over-grainers</i>	<i>Wood graining methods and techniques: Q10 Q11 Trainer Sign-off 2 - Benchmark Questions: Q3</i>
	<i>pencils</i>	<i>Gilding tools and materials: Q2 Advanced trompe l'oeil tools and materials: Q2 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
	<i>rubber combs</i>	<i>Wood graining methods and techniques: Q6 Trainer Sign-off 2 - Benchmark Questions: Q3</i>
	<i>softeners</i>	<i>Wood graining methods and techniques: Q8 Trainer Sign-off 2 - Benchmark Questions: Q2 Q3</i>
	<i>sponges</i>	<i>Imitation marble effects tools and materials: Q10 Trainer Sign-off 2 - Benchmark Questions: Q2</i>
	<i>steel combs</i>	<i>Wood graining tools and materials: Q10 Trainer Sign-off 2 - Benchmark Questions: Q3</i>
	<i>stippling brushes</i>	<i>Stencilling tools and materials: Q3 Advanced mural methods and techniques: Q5 Advanced trompe l'oeil tools and materials: Q7 Trainer Sign-off 2 - Benchmark Questions: Q2 Q3</i>
	<i>veining horn.</i>	<i>Wood graining methods and techniques: Q6 Trainer Sign-off 2 - Benchmark Questions: Q2</i>

<i>Stencilling includes the use of:</i>	<i>cutting boards</i>	<i>Stencilling methods and techniques : Q3 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
	<i>cutting knives and scalpels</i>	<i>Stencilling tools and materials: Q1 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
	<i>drawing and tracing materials</i>	<i>Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
	<i>stencil brushes</i>	<i>Stencilling tools and materials: Q3 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
	<i>stencil materials.</i>	<i>Stencilling tools and materials: Q1 Q2 Q3 Q4 Q5 Q6 Trainer Sign-off 2 - Benchmark Questions: Q1</i>
<i>Paint waste, water and solvents disposal includes:</i>	<i>use of manual and machine environmentally sustainable cleaning methods</i>	<i>Disposal of paint waste: Q1 Q2 Q3 Q4 Communication: Q5</i>
	<i>cleaning water re-cycling or professional disposal</i>	<i>Disposal of paint waste: Q1 Q2 Q3 Q4 Communication: Q5</i>
	<i>solid waste disposal requirements</i>	<i>Disposal of paint waste: Q1 Q2 Q3 Q4 Communication: Q5</i>