

Model Curriculum

Set Plasterer

SECTOR: MEDIA AND ENTERTAINMENT
**SUB-SECTOR: Television, Print, Radio, Digital,
Out-of-home**
OCCUPATION: Set Plasterer
REF ID: MES/ Q 3106
NSQF LEVEL: 3



Certificate

CURRICULUM COMPLIANCE TO QUALIFICATION PACK – NATIONAL OCCUPATIONAL STANDARDS

is hereby issued by the

Media and Entertainment Skill Council

for

MODEL CURRICULUM

Complying to National Occupational Standards of
Job Role/ Qualification Pack: **'Set Plasterer'** QP Ref. No. **'MES/Q3106, NSQF Level 3'**

Date of Issuance: 27th January 2022

Valid up to: 25th January 2027

* Valid up to the next review date of the Qualification Pack

Authorized Signatory
Media and Entertainment Skill Council



TABLE OF CONTENTS

1. Curriculum	01
2. Trainer Prerequisites	05
3. Annexure: Assessment Criteria	06

Set Plasterer

CURRICULUM / SYLLABUS

This program is aimed at training candidates for the job of a “Set Plasterer”, in the “Media and Entertainment” Sector/Industry and aims at building the following key competencies amongst the learners

Program Name	Set Plasterer		
Qualification Pack Name & Reference ID. ID	MES/ Q 3106		
Version No.	2.0	Version Update Date	27-Jan-22
Pre-requisites to Training	Class X pass with one-year relevant experience OR Class 8th with ITI with one-year relevant experience Min Age: 18 Year		
Training Outcomes	<p>After completing this programme, participants will be able to:</p> <ul style="list-style-type: none"> • Demonstrate the type of plaster to be applied • Estimating materials and tools • Treating surfaces before plaster is applied • Achieving plaster finishes using different techniques • Producing plaster components • Demonstrate the health, safety and security risks prevalent in the workplace • Knowing the people responsible for health and safety and the resources available • Identifying and reporting risks • Complying with procedures in the event of an emergency 		

This course encompasses 4 out of 4 National Occupational Standards (NOS) of “Set Plasterer” Qualification Pack issued by “Media & Entertainment Skills Council”.

Sr. No.	Module	Key Learning Outcomes	Equipment Required
1	<p>Prepare Surfaces for Plastering</p> <p>Theory Duration (hh:mm) 15:00</p> <p>Practical Duration (hh:mm) 45:00</p> <p>Corresponding NOS Code MES /N 3121</p>	<ul style="list-style-type: none"> Correctly understand the brief provided by the Production Designer/ Art Director and the desired end objective (e.g.: type of plastered surface, molds or effects required etc.) Correctly estimate the material/ tool requirements and minimize wastage which may include: cement, lime, plaster of Paris, solvents, thinning agents and other materials, hand and machine tools, access and working platforms (e.g. ladders, stools custom-built platforms etc.) Identify plastering techniques appropriate for the task Identify plastering techniques appropriate for the task Treat surfaces and prepare them for plastering, as per the brief and within the required timeframe 	Laptop, white board, marker, projector,
2	<p>Produce Solid Plaster Finishes)</p> <p>Theory Duration (hh:mm) 10:00</p> <p>Practical Duration (hh:mm) 50:00</p> <p>Corresponding NOS Code MES /N 3122</p>	<ul style="list-style-type: none"> Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect Use different techniques for plaster application, including: Use of gypsum boards (drywall technique) Applying wet plaster directly to the surface Apply the plaster using the identified technique to achieve the desire finish/effect, which can include: Smooth/polished plaster (1,2 or 3 coat finishes) Terrazzo/Mosaic effects (using marble chips) Stucco effects (typically used for outdoor surfaces) Complete the task within the required timeframe and minimize wastage of materials 	Laptop, white board, marker, projector,

Sr. No.	Module	Key Learning Outcomes	Equipment Required
3	<p>Produce Plaster Components</p> <p>Theory Duration (hh:mm) 30:00</p> <p>Practical Duration (hh:mm) 40:00</p> <p>Corresponding NOS Code MES /N 3123</p>	<ul style="list-style-type: none"> Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect Identify appropriate techniques to produce plaster components Produce casts, molds and other plaster components, which may include: corners, skirting's, panels, arches, beams, customized designs Correctly place and fix plaster components Complete the task within the required timeframe and minimize wastage of materials 	<p>Laptop, white board, projector, marker,</p>
4	<p>Maintain Workplace, Health & Safety</p> <p>Theory Duration (hh:mm) 20:00</p> <p>Practical Duration (hh:mm) 30:00</p> <p>Corresponding NOS Code MES/N 0104</p>	<ul style="list-style-type: none"> Understand and comply with the organisation's current health, safety and security policies and procedures. Understand the safe working practices pertaining to own occupation. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises Participate in organization health and safety knowledge sessions and drills Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms Identify aspects of your workplace that could cause potential risk to own and others health and safety Identify and recommend opportunities for improving health, safety, and security to the designated person Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected 	<p>Handbook, White board, marker, computer system, projector, PPTs</p>

Sr. No.	Module	Key Learning Outcomes	Equipment Required
		<ul style="list-style-type: none"> Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority. 	
	<p>Total Duration 300:00</p> <p>Theory Duration 75:00</p> <p>Practical Duration 165:00</p> <p>OJT 60:00</p>	<p>Unique Equipment Required: Laptop, PowerPoint & white board, marker, projector, Laptop, Sample pictures and videos, Cleaning tools, electricity tester, safety and ergonomics chart, Fire Extinguisher, First-Aid Kit</p>	

Grand Total Course Duration: **300 Hours, 0 Minutes**

(This syllabus/ curriculum has been approved by Media and Entertainment Skill Council)

Trainer Prerequisites for Job role: “Set Plasterer” mapped to Qualification Pack: “MES/ Q 3106, v2.0”

Sr. No.	Area	Details
1	Description	Set Plasterer in the Media & Entertainment Industry is responsible for plastering different surfaces and creating plaster components on set. This job need to understand plastering requirements, plaster a variety of surfaces and produce plaster components.
2	Personal Attributes	This job requires the individual to apply plaster on different surfaces of the set as per the script requirements. The individual should possess plastering skills e.g. how to mix components, apply plaster and achieve a smooth finish. The individual may also have specialized plastering skills e.g. techniques to produce specific plaster components (e.g. corners, skirting's, panels, arches, beams, customized designs, patterns or motifs). The individual should possess basic literacy and numeracy skills, and be able to communicate effectively with the set construction team. The individual must be flexible and innovative, and should be able to contribute in identifying ways to make set construction more cost effective.
3	Minimum Educational Qualifications	Preferable XII
4a	Domain Certification	Certified for Job Role: “Set Plasterer” mapped to QP: “MES/ Q 3106, v2.0”. Minimum accepted score is 70%
4b	Platform Certification	Recommended that the Trainer is certified for the Job Role: “Trainer”, mapped to the Qualification Pack: “MES/Q 3106”. Minimum accepted % as per respective SSC guidelines is 60%.
5	Experience	2 Years of work experience (Set Plasterer) 3-5 Years of work experience (Set Plastering Supervisor)

Annexure: Assessment Criteria

Assessment Criteria	
Job Role	Set Plasterer
Qualification Pack	MES/ Q 3106, v1.0
Sector Skill Council	Media & Entertainment

Sr. No.	Guidelines for Assessment
1	Criteria for assessment for each Qualification Pack will be created by the Media and Entertainment Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for each PC.
2	Each NOS will be assessed both for theoretical knowledge and practical
3	The assessment will be based on knowledge bank of questions created by the SSC.
4	Individual assessment agencies will create unique question papers for theory and skill practical part for each candidate at each examination/training centre
5	To pass the Qualification Pack, every trainee should score a minimum of 60% in every NOS
6	In case of successfully passing only certain number of NOS's, the trainee is eligible to take subsequent assessment on the balance NOS's to pass the Qualification Pack

	NOS	NOS NAME	Weightage
1	MES / N 3121	Prepare Surfaces for Plastering	30%
2	MES/ N 3122	(Produce Solid Plaster Finishes)	30%
3	MES/ N 3123	(Produce Plaster Components)	30%
7	MES / N 0104	Maintain workplace health and safety	10%
			100%

Job Role	Set Plasterer					
NOS CODE	NOS NAME	Performance Criteria			Marks Allocation	
			Total Mark	Out Of	Theory	Skills Practical
MES/ N 3121	Prepare Surfaces for Plastering	PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired end objective (e.g.: type of plastered surface, molds or effects required etc.)	100	25	10	50
		PC2. Correctly estimate the material/ tool requirements and minimize wastage, which may include: cement, lime, plaster of Paris, solvents, thinning agents and other materials, hand and machine tools, access and working platforms (e.g. Ladders, stools, custom-built platforms etc.) Identify plastering techniques appropriate for the task		25	15	
		PC3. Identify plastering techniques appropriate for the task		25	15	
		PC4. Treat surfaces and prepare them for plastering, as per the brief and within the required timeframe		25	10	
			Total	100	50	50
MES/ N 3122	Produce Solid Plaster Finishes	PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect	100	25	10	50

		<p>PC2. Use different techniques for plaster application, including: Use of gypsum boards (drywall technique) Applying wet plaster directly to the surface</p>		25	15	
		<p>PC3. Apply the plaster using the identified technique to achieve the desired finish/effect, which can include: Smooth / polished plaster (1, 2 or 3 coat finishes) Terrazzo/Mosaic effects (using marble chips) Stucco effects (typically used for outdoor surfaces)</p>		25	10	
		<p>PC4. Complete the task within the required timeframe and minimize wastage of materials</p>		25	10	
			Total	100	50	50
MES/ N 3123	Produce Plaster Components	<p>PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect</p>	100	20	10	50
		<p>PC2. Identify appropriate techniques to produce plaster components</p>		20	10	
		<p>PC3. Produce casts, molds and other plaster components, which may include: corners, skirting's, panels, arches, beams, customized designs</p>		20	10	
		<p>PC4. Correctly place and fix plaster components</p>		20	10	

		PC5. Complete the task within the required timeframe and minimize wastage of materials		20	10	
			Total	100	50	50
MES/ N 0104	Maintain workplace health and safety	PC1. Understand and comply with the organization's current health, safety and security policies and procedures	100	10	5	50
		PC2. Understand the safe working practices pertaining to own occupation		10	5	
		PC3. Understand the government norms and policies relating to health and safety including emergency procedures for illness, accidents, fires or others which may involve evacuation of the premises		5	3	
		PC4. Participate in organization health and safety knowledge sessions and drills		5	2	
		PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency		10	5	
		PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms		10	5	
		PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety		10	5	

		PC8. Ensure own personal health and safety, and that of others in the workplace through precautionary measures	10	5	
		PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person	5	3	
		PC10. Report any hazards outside the individual's authority to the relevant person in line with organizational procedures and warn other people who may be affected	10	5	
		PC11. Follow organization's emergency procedures for accidents, fires or any other natural calamity in case of a hazard	10	5	
		PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority	5	2	
		Total	100	50	50