**Qualification Pack**



# Set Plasterer

QP Code: MES/Q3106

Version: 2.0

NSQF Level: 3

Media & Entertainment Skills Council || Commercial premises No Ja522, 5th Floor, DLF Tower A, Jasola, New Delhi
110025

# Contents

# MES/Q3106: Set Plasterer

## Brief Job Description

Individuals in this job need to understand plastering requirements, plaster a variety of surfaces and produce plaster components.

## 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, skirtings, 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.

## Applicable National Occupational Standards (NOS)

### Compulsory NOS:

1. MES/N3121: Prepare surfaces for plastering

2. MES/N3122: Produce solid plaster finishes

3. MES/N3123: Produce plaster components

4. MES/N0104: Maintain Workplace Health & Safety

## Qualification Pack (QP) Parameters

| | |
|---|---|
| **Sector** | Media & Entertainment |
| **Sub-Sector** | Film, Television |
| **Occupation** | Set Crafts |
| **Country** | India |
| **NSQF Level** | 3 |
| **Credits** | NA |
| **Aligned to NCO/ISCO/ISIC Code** | NCO 2015- 2166.0112 |

| | |
|---|---|
| **Minimum Educational Qualification & Experience** | 10th Class with 1 Year of experience<br>OR<br>8th Class (with ITI) with 1 Year of experience |
| **Minimum Level of Education for Training in School** | 8th Class |
| **Pre-Requisite License or Training** | NA |
| **Minimum Job Entry Age** | 18 Years |
| **Last Reviewed On** | NA |
| **Next Review Date** | 27/01/2027 |
| **NSQC Approval Date** | 27/01/2022 |
| **Version** | 2.0 |
| **Reference code on NQR** | 2022/ME/MESC/05221 |
| **NQR Version** | 2.0 |

**Remarks:**

| |
|---|
| |

# MES/N3121: Prepare surfaces for plastering

## Description

This OS unit is about preparing backgrounds and surfaces before the application of plaster

## Elements and Performance Criteria

*Understanding the type of plaster to be applied*

To be competent, the user/individual on the job must be able to:

**PC1.** correctly understand the brief provided by the production designer/ art director and the desired end objective (eg: type of plastered surface, moulds or effects required etc)

*Estimating materials and tools*

To be competent, the user/individual on the job must be able to:

**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.)

*Treating surfaces before plaster is applied*

To be competent, the user/individual on the job must be able to:

**PC3.** identify plastering techniqes appropriate for the task

**PC4.** treat surfaces and prepare them for plastering, as per the brief and within the required timeframe

## Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

**KU1.** the key elements of the set under construction and the reasons why the identified finish/ effect is required for the surface

**KU2.** the expectations of the production designer and any key limitations on budget, resources and time availability

**KU3.** how to check the suitability of a surface for the required finish/ effect

**KU4.** what materials and tools would be best suited to achieve the desired results and how to apply/ operate them

**KU5.** how to set-up and take down working platforms required to complete the job

**KU6.** techniques for preparing previously untreated surfaces

**KU7.** techniques for preparing previously treated surfaces

**KU8.** how to remove marks, defects, stickers and other materials that remain on the surface

**KU9.** techniques for filling and leveling the prepared surface

**KU10.** application of primers, sealers and other finishing materials before the surface can start to be painted with the required effects

**KU11.** applicable health and safety guidelines, and minimizing the risk to the individuals own health and safety as well as those around him/ her

## Generic Skills (GS)

User/individual on the job needs to know how to:

**GS1.** prepare material lists and rough estimates

**GS2.** read and correctly identify plaster, solvents, thinning agents and other materials (e.g. brand, shade/ colour, composition etc.)

**GS3.** understand the requirements from the production design team

**GS4.** convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations

**GS5.** make relevant decisions related to the area of work e.g. choice of materials

**GS6.** plan his/her work according to the requirements and agreed timelines

**GS7.** manage within the agreed budget and minimize wastage

**GS8.** identify any problems with successful execution of the task

**GS9.** communicate these to the production design team and identify solutions

## Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|---|---|---|---|
| *Understanding the type of plaster to be applied* | **7** | **18** | **-** | **-** |
| **PC1.** correctly understand the brief provided by the production designer/ art director and the desired end objective (eg: type of plastered surface, moulds or effects required etc) | 7 | 18 | - | - |
| *Estimating materials and tools* | **8** | **17** | **-** | **-** |
| **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.) | 8 | 17 | - | - |
| *Treating surfaces before plaster is applied* | **15** | **35** | **-** | **-** |
| **PC3.** identify plastering techniqes appropriate for the task | 8 | 17 | - | - |
| **PC4.** treat surfaces and prepare them for plastering, as per the brief and within the required timeframe | 7 | 18 | - | - |
| **NOS Total** | **30** | **70** | **-** | **-** |

## National Occupational Standards (NOS) Parameters

| | |
|---|---|
| **NOS Code** | MES/N3121 |
| **NOS Name** | Prepare surfaces for plastering |
| **Sector** | Media & Entertainment |
| **Sub-Sector** | Film, Television |
| **Occupation** | Art and Design |
| **NSQF Level** | 3 |
| **Credits** | TBD |
| **Version** | 1.0 |
| **Last Reviewed Date** | 22/02/2015 |
| **Next Review Date** | 27/01/2027 |
| **NSQC Clearance Date** | 27/01/2022 |

# MES/N3122: Produce solid plaster finishes

## Description

This OS unit is about applying solid plaster to flat surfaces (interior or exterior) and achieving a uniform plastered effect

## Elements and Performance Criteria

### *Achieving plaster finishes using different techniques*

To be competent, the user/individual on the job must be able to:

**PC1.** correctly understand the brief provided by the production designer/ art director and the desired finish/ effect

**PC2.** use different techniques for plaster application, including: use of gypsum boards (drywall technique) applying wet plaster directly to the surface

**PC3.** 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)

**PC4.** complete the task within the required timeframe and minimize wastage of materials

## Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

**KU1.** the key elements of the set under construction and the reasons why the identified plaster finish/ effect is required for the surface

**KU2.** the expectations of the production designer and any key limitations on budget, resources and time availability

**KU3.** what materials and tools would be best suited to achieve the desired results and how to apply/ operate them. (materials for plasterwork could include cement, lime, sand, plaster of paris, mixers, colours and solvents. tools for plasterwork could include trowels, hawks, plasterboards, other cutting and mixing tools and machine tools.

**KU4.** how to set-up and take down working platforms required to complete the job

**KU5.** how to measure and mix various plaster components to achieve the desired composition

**KU6.** how to cordon off the working area and surface to be plastered (using masking tape, plastic sheets etc.) to ensure that plaster does not unintentionally reach other surfaces

**KU7.** how to apply single/ double/ triple coat plaster finishes on flat surfaces

**KU8.** how to produce textured plaster effects (terrazzo, mosaic, stucco etc.)

**KU9.** check for any defects, blotches or marks and repair them to achieve a uniform plastered surface

**KU10.** applicable health and safety guidelines, and minimizing the risk to the individuals own health and safety as well as those around him/ her

## Generic Skills (GS)

User/individual on the job needs to know how to:

**GS1.** prepare material lists and rough estimates

**GS2.** read and correctly identify plaster, cement, mixers and other materials (e.g. brand, shade/ colour, composition etc.)

**GS3.** understand the requirements from the production design team

**GS4.** convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations

**GS5.** make relevant decisions related to the area of work

**GS6.** plan his/her work according to the requirements and agreed timelines

**GS7.** manage within the agreed material quantities and minimize wastage

**GS8.** identify any problems with successful execution of the task

**GS9.** communicate these to the production design team and identify solutions

## Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|---|---|---|---|
| *Achieving plaster finishes using different techniques* | **30** | **70** | **-** | **-** |
| **PC1.** correctly understand the brief provided by the production designer/ art director and the desired finish/ effect | 7 | 18 | - | - |
| **PC2.** use different techniques for plaster application, including: use of gypsum boards (drywall technique) applying wet plaster directly to the surface | 8 | 17 | - | - |
| **PC3.** 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) | 8 | 17 | - | - |
| **PC4.** complete the task within the required timeframe and minimize wastage of materials | 7 | 18 | - | - |
| **NOS Total** | **30** | **70** | **-** | **-** |

## National Occupational Standards (NOS) Parameters

| | |
|---|---|
| **NOS Code** | MES/N3122 |
| **NOS Name** | Produce solid plaster finishes |
| **Sector** | Media & Entertainment |
| **Sub-Sector** | Film, Television |
| **Occupation** | Art and Design |
| **NSQF Level** | 3 |
| **Credits** | TBD |
| **Version** | 1.0 |
| **Last Reviewed Date** | 22/02/2015 |
| **Next Review Date** | 27/01/2027 |
| **NSQC Clearance Date** | 27/01/2022 |

# MES/N3123: Produce plaster components

## Description

This OS unit is about casting and moulding plaster components

## Elements and Performance Criteria

### *Producing plaster components*

To be competent, the user/individual on the job must be able to:

**PC1.** correctly understand the brief provided by the production designer/ art director and the desired finish/ effect

**PC2.** identify appropriate techniques to produce plaster components

**PC3.** produce casts, moulds and other plaster components, which may include: corners, skirtings, panels, arches, beams, customized designs

**PC4.** correctly place and fix plaster components

**PC5.** complete the task within the required timeframe and minimize wastage of materials

## Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

**KU1.** the key elements of the set under construction and the reasons why the identified plaster component is required

**KU2.** the expectations of the production designer and any key limitations on budget, resources and time availability

**KU3.** what materials and tools would be best suited to achieve the desired results and how to apply/ operate them. (materials for plaster components could include fibrous plaster, cement, lime, mixers, colours and solvents. tools for plasterwork could include trowels, hawks, plasterboards, other cutting and mixing tools and machine tools.)

**KU4.** how to set-up and take down working platforms required to complete the job

**KU5.** how to measure and mix various plaster components to achieve the desired composition

**KU6.** how to cordon off the working area and surface to be plastered (using masking tape, plastic sheets etc.) to ensure that plaster does not unintentionally reach other surfaces

**KU7.** techniques for casting and moulding different types of plaster components

**KU8.** techniques for correctly placing and fixing plaster components, taking care of joints and placing re-enforcements where required

**KU9.** check for any defects or cracks and repair them to ensure the plaster component is complete and correctly installed

**KU10.** applicable health and safety guidelines, and minimizing the risk to the individuals own health and safety as well as those around him/ her

## Generic Skills (GS)

User/individual on the job needs to know how to:

**GS1.** prepare material lists and rough estimates

**GS2.** read and correctly identify plaster, cement, mixers and other materials (e.g. brand, shade/ colour, composition etc.)

**GS3.** understand technical drawings and correctly identify the size and type of plaster components, and the techniques required to produce them

**GS4.** understand the requirements from the production design team

**GS5.** convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations

**GS6.** make relevant decisions related to the area of work

**GS7.** plan his/her work according to the requirements and agreed timelines

**GS8.** manage within the agreed material quantities and minimize wastage

**GS9.** identify any problems with successful execution of the task

**GS10.** communicate these to the production design team and identify solutions

## Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|---|---|---|---|
| *Producing plaster components* | **30** | **70** | **-** | **-** |
| **PC1.** correctly understand the brief provided by the production designer/ art director and the desired finish/ effect | 6 | 14 | - | - |
| **PC2.** identify appropriate techniques to produce plaster components | 6 | 14 | - | - |
| **PC3.** produce casts, moulds and other plaster components, which may include: corners, skirtings, panels, arches, beams, customized designs | 6 | 14 | - | - |
| **PC4.** correctly place and fix plaster components | 6 | 14 | - | - |
| **PC5.** complete the task within the required timeframe and minimize wastage of materials | 6 | 14 | - | - |
| **NOS Total** | **30** | **70** | **-** | **-** |

## National Occupational Standards (NOS) Parameters

| | |
|---|---|
| **NOS Code** | MES/N3123 |
| **NOS Name** | Produce plaster components |
| **Sector** | Media & Entertainment |
| **Sub-Sector** | Film, Television |
| **Occupation** | Art and Design |
| **NSQF Level** | 3 |
| **Credits** | TBD |
| **Version** | 1.0 |
| **Last Reviewed Date** | 22/02/2015 |
| **Next Review Date** | 27/01/2027 |
| **NSQC Clearance Date** | 27/01/2022 |

# MES/N0104: Maintain Workplace Health & Safety

## Description

This OS unit is about contributing towards maintaining a healthy, safe and secure working environment

## Elements and Performance Criteria

*Understanding the health, safety and security risks prevalent in the workplace*

To be competent, the user/individual on the job must be able to:

**PC1.** understand and comply with the organizations current health, safety and security policies and procedures

**PC2.** understand the safe working practices pertaining to own occupation

**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

**PC4.** participate in organization health and safety knowledge sessions and drills

*Knowing the people responsible for health and safety and the resources available*

To be competent, the user/individual on the job must be able to:

**PC5.** identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency

**PC6.** identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms

*Identifying and reporting risks*

To be competent, the user/individual on the job must be able to:

**PC7.** identify aspects of your workplace that could cause potential risk to own and others health and safety

**PC8.** ensure own personal health and safety, and that of others in the workplace though precautionary measures

**PC9.** identify and recommend opportunities for improving health, safety, and security to the designated person

**PC10.** report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected

*Complying with procedures in the event of an emergency*

To be competent, the user/individual on the job must be able to:

**PC11.** follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard

**PC12.** identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority

## Knowledge and Understanding (KU)

The individual on the job needs to know and understand:

**KU1.** Organizations norms and policies relating to health and safety

**KU2.** Government norms and policies regarding health and safety and related emergency procedures

**KU3.** Limits of authority while dealing with risks/ hazards

**KU4.** The importance of maintaining high standards of health and safety at a workplace

**KU5.** The different types of health and safety hazards in a workplace

**KU6.** Safe working practices for own job role

**KU7.** Evacuation procedures and other arrangements for handling risks

**KU8.** Names and contact numbers of people responsible for health and safety in a workplace

**KU9.** How to summon medical assistance and the emergency services, where necessary

**KU10.** Vendors or manufacturers instructions for maintaining health and safety while using equipment, systems and/or machines

## Generic Skills (GS)

User/individual on the job needs to know how to:

**GS1.** how to write and provide feedback regarding health and safety to the concerned people

**GS2.** how to write and highlight potential risks or report a hazard to the concerned people

**GS3.** read instructions, policies, procedures and norms relating to health and safety

**GS4.** highlight potential risks and report hazards to the designated people

**GS5.** listen and communicate information with all anyone concerned or affected

**GS6.** make decisions on a suitable course of action or plan

**GS7.** plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

**GS8.** apply problem solving approaches in different situations

**GS9.** understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

**GS10.** apply balanced judgments in different situations

**GS11.** How to write and provide feedback regarding health and safety to the concerned people

**GS12.** How to write and highlight potential risks or report a hazard to the concerned people

**GS13.** Read instructions, policies, procedures and norms relating to health and safety

**GS14.** Highlight potential risks and report hazards to the designated people

**GS15.** Listen and communicate information with all anyone concerned or affected

**GS16.** Make decisions on a suitable course of action or plan

**GS17.** Plan and organize people and resources to deal with risks/ hazards that lie within the scope of ones individual authority

**GS18.** Apply problem solving approaches in different situations

**GS19.** build and maintain positive and effective relationships with colleges and customers

**GS20.** analyze data and activites

**GS21.** Understand hazards that fall within the scope of individual authority and report all hazards that may supersede ones authority

**GS22.** Apply balanced judgments in different situations

## Assessment Criteria

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|---|---|---|---|
| *Understanding the health, safety and security risks prevalent in the workplace* | **15** | **15** | **-** | **-** |
| **PC1.** understand and comply with the organizations current health, safety and security policies and procedures | 5 | 5 | - | - |
| **PC2.** understand the safe working practices pertaining to own occupation | 5 | 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 | 3 | 2 | - | - |
| **PC4.** participate in organization health and safety knowledge sessions and drills | 2 | 3 | - | - |
| *Knowing the people responsible for health and safety and the resources available* | **10** | **10** | **-** | **-** |
| **PC5.** identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency | 5 | 5 | - | - |
| **PC6.** identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms | 5 | 5 | - | - |
| *Identifying and reporting risks* | **18** | **17** | **-** | **-** |
| **PC7.** identify aspects of your workplace that could cause potential risk to own and others health and safety | 5 | 5 | - | - |
| **PC8.** ensure own personal health and safety, and that of others in the workplace though precautionary measures | 5 | 5 | - | - |
| **PC9.** identify and recommend opportunities for improving health, safety, and security to the designated person | 3 | 2 | - | - |

| Assessment Criteria for Outcomes | Theory Marks | Practical Marks | Project Marks | Viva Marks |
|---|---|---|---|---|
| **PC10.** report any hazards outside the individuals authority to the relevant person in line with organizational procedures and warn other people who may be affected | 5 | 5 | - | - |
| *Complying with procedures in the event of an emergency* | **7** | **8** | **-** | **-** |
| **PC11.** follow organizations emergency procedures for accidents, fires or any other natural calamity in case of a hazard | 5 | 5 | - | - |
| **PC12.** identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individuals authority | 2 | 3 | - | - |
| **NOS Total** | **50** | **50** | **-** | **-** |

## National Occupational Standards (NOS) Parameters

| NOS Code | MES/N0104 |
|---|---|
| NOS Name | Maintain Workplace Health & Safety |
| Sector | Media & Entertainment |
| Sub-Sector | Film, Television, Animation, Gaming, Radio, Advertising |
| Occupation | Ad sales/Account Management/Scheduling/Traffic |
| NSQF Level | 5 |
| Credits | TBD |
| Version | 1.0 |
| Last Reviewed Date | 30/12/2021 |
| Next Review Date | 27/01/2027 |
| NSQC Clearance Date | 27/01/2022 |

## Assessment Guidelines and Assessment Weightage

**Assessment Guidelines**

1. Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Element/ Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down proportion of marks for Theory and Skills Practical for each Element/ PC.

2. The assessment for the theory part will be based on knowledge bank of questions created by the SSC.

3. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.

4. Individual assessment agencies will create unique question papers for theory part for each candidate at each examination/training center (as per assessment criteria below).

5. Individual assessment agencies will create unique evaluations for skill practical for every student at each examination/ training center based on these criteria.

6. To pass the Qualification Pack assessment, every trainee should score the Recommended Pass % aggregate for the QP.

7. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

**Minimum Aggregate Passing % at QP Level : 70**

(**Please note**: Every Trainee should score a minimum aggregate passing percentage as specified above, to successfully clear the Qualification Pack assessment.)

## Assessment Weightage

Compulsory NOS

| National Occupational Standards | Theory Marks | Practical Marks | Project Marks | Viva Marks | Total Marks | Weightage |
|---|---|---|---|---|---|---|
| MES/N3121.Prepare surfaces for plastering | 30 | 70 | - | - | 100 | 30 |
| MES/N3122.Produce solid plaster finishes | 30 | 70 | - | - | 100 | 30 |
| MES/N3123.Produce plaster components | 30 | 70 | - | - | 100 | 30 |
| MES/N0104.Maintain Workplace Health & Safety | 50 | 50 | - | - | 100 | 10 |
| **Total** | **140** | **260** | **-** | **-** | **400** | **100** |

## Acronyms

| | |
|---|---|
| **NOS** | National Occupational Standard(s) |
| **NSQF** | National Skills Qualifications Framework |
| **QP** | Qualifications Pack |
| **TVET** | Technical and Vocational Education and Training |
| **NOS** | National Occupational Standard(s) |
| **NSQF** | National Skills Qualification Framework |
| **QP** | Qualifications Pack |
| **NVEQF** | National Vocational Education Qualifications Framework |
| **NVQF** | National Vocational Qualifications Framework |

## Glossary

| | |
|---|---|
| **Sector** | Sector is a conglomeration of different business operations having similar business and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests. |
| **Sub-sector** | Sub-sector is derived from a further breakdown based on the characteristics and interests of its components. |
| **Occupation** | Occupation is a set of job roles, which perform similar/ related set of functions in an industry. |
| **Job role** | Job role defines a unique set of functions that together form a unique employment opportunity in an organisation. |
| **Occupational Standards (OS)** | OS specify the standards of performance an individual must achieve when carrying out a function in the workplace, together with the Knowledge and Understanding (KU) they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts. |
| **Performance Criteria (PC)** | Performance Criteria (PC) are statements that together specify the standard of performance required when carrying out a task. |
| **National Occupational Standards (NOS)** | NOS are occupational standards which apply uniquely in the Indian context. |
| **Qualifications Pack (QP)** | QP comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code. |
| **Unit Code** | Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N' |
| **Unit Title** | Unit title gives a clear overall statement about what the incumbent should be able to do. |
| **Description** | Description gives a short summary of the unit content. This would be helpful to anyone searching on a database to verify that this is the appropriate OS they are looking for. |
| **Scope** | Scope is a set of statements specifying the range of variables that an individual may have to deal with in carrying out the function which have a critical impact on quality of performance required. |

| | |
|---|---|
| **Knowledge and Understanding (KU)** | Knowledge and Understanding (KU) are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs in order to perform to the required standard. |
| **Organisational Context** | Organisational context includes the way the organisation is structured and how it operates, including the extent of operative knowledge managers have of their relevant areas of responsibility. |
| **Technical Knowledge** | Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities. |
| **Core Skills/ Generic Skills (GS)** | Core skills or Generic Skills (GS) are a group of skills that are the key to learning and working in today's world. These skills are typically needed in any work environment in today's world. These skills are typically needed in any work environment. In the context of the OS, these include communication related skills that are applicable to most job roles. |
| **Electives** | Electives are NOS/set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives. |
| **Options** | Options are NOS/set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options. |
| **Sector** | Sector is a conglomeration of different business operations having similar businesses and interests. It may also be defined as a distinct subset of the economy whose components share similar characteristics and interests |
| **Sub-sector** | Sub-sector is derived from a further breakdown based on the characteristics and interests of its components |
| **Occupation** | Occupation is a set of job roles which performs similar or related set of functions in an industry. |
| **Job role** | Job role defines a unique set of functions that together form a unique employment opportunity in an organisation. |
| **Occupational Standards(OS)** | OS specify the standards of performance that an individual must achieve when carrying out a function at the workplace, together with the knowledge and understanding they need to meet that standard consistently. Occupational Standards are applicable both in the Indian and global contexts. |
| **Performance Criteria** | Performance Criteria are statements that together specify the standard of performance required when carrying out a task |

| National Occupational Standard | NOS are the occupational standards which are applied uniquely in the Indian context. |
|---|---|
| Qualifications Pack (QP) | QP comprises the set of OSs, together with the educational training and other criteria required to perform a job role. A QP is assigned a unique qualifications pack code. |
| Electives | Electives are NOS or a set of NOS that are identified by the sector as contributive to specialization in a job role. There may be multiple electives within a QP for each specialized job role. Trainees must select at least one elective for the successful completion of a QP with Electives. |
| Options | Options are NOS or a set of NOS that are identified by the sector as additional skills. There may be multiple options within a QP. It is not mandatory to select any of the options to complete a QP with Options. |
| Unit Code | Unit code is a unique identifier for an Occupational Standard, which is denoted by an 'N' Unit Title Unit title gives a clear overall statement about what the incumbent should be able to do. |
| Description | Description gives a short summary of the unit content. This will be helpful to anyone searching on a database to verify that this is the appropriate OS they have been looking for. |
| Scope | Scope is a set of statements specifying the range of variables that an individual may have to deal with while carrying out the functions which have a critical impact on quality of performance required. |
| Knowledge and Understanding | Knowledge and understanding are statements which together specify the technical, generic, professional and organisational specific knowledge that an individual needs to perform for the required standard. |
| Organisational Context | Organisational context includes the way the organization is structured and how it operates, including the extent of operative knowledge. |
| Technical Knowledge | Technical knowledge is the specific knowledge needed to accomplish specific designated responsibilities. |
| Core Skills/ Generic Skills | Core skills or generic skills are a group of skills that are the key to learning and working in today's world. These skills are typically needed in all the work environments in today's world. In the context of the OS, these include communication related skills that are applicable to most of the job roles. |