

## QUALIFICATIONS PACK - OCCUPATIONAL STANDARDS FOR MEDIA AND ENTERTAINMENT INDUSTRY

### What are Occupational Standards(OS)?

- OS describe what individuals need to do, know and understand in order to carry out a particular job role or function
- OS are performance standards that individuals must achieve when carrying out functions in the workplace, together with specifications of the underpinning knowledge and understanding

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### Introduction

#### Qualifications Pack-Set Plasterer

**SECTOR:** MEDIA AND ENTERTAINMENT

**SUB-SECTOR:** Film, Television

**OCCUPATION:** Set Crafts

**REFERENCE ID:** MES/ Q 3106

**ALIGNED TO:** NCO 2015- 2166.0112

**Set Plasterer in the Media & Entertainment Industry is responsible for plastering different surfaces and creating plaster components on set.**

**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.



Job Details

<b>Qualifications Pack Code</b>	<b>MES/ Q 3106</b>		
<b>Job Role</b>	<b>Set Plasterer</b> This job role is applicable in both national and international scenarios		
<b>Credits (NSQF)</b>	<b>TBD</b>	<b>Version number</b>	<b>1.0</b>
<b>Sector</b>	<b>Media and Entertainment</b>	<b>Drafted on</b>	<b>22/02/15</b>
<b>Sub-sector</b>	<b>Film, Television, Animation, Advertising</b>	<b>Last reviewed on</b>	<b>20/03/18</b>
<b>Occupation</b>	<b>Set Crafts</b>	<b>Next review date</b>	<b>20/03/20</b>
<b>NSQC Clearance on</b>	<b>28/09/2015</b>		

<b>Job Role</b>	<b>Set Plasterer</b>
<b>Role Description</b>	Understand plastering requirements, plaster different surfaces and create plaster components on set
<b>NSQF level</b>	3
<b>Minimum Educational Qualifications</b>	Class VI
<b>Maximum Educational Qualifications</b>	Class XII and above
<b>Training</b> (Suggested but not mandatory)	NA
<b>Minimum Job Entry Age</b>	18 years
<b>Experience</b>	0-2 Years of work experience (Set Plasterer) 3-5 Years of work experience (Set Plastering Supervisor)
<b>Applicable National Occupational Standards (NOS)</b>	<p><b>Compulsory:</b></p> <ol style="list-style-type: none"> <li><a href="#">MES/ N 3121 (Prepare Surfaces for Plastering)</a></li> <li><a href="#">MES/ N 3122 (Produce Solid Plaster Finishes)</a></li> <li><a href="#">MES/ N 3123 (Produce Plaster Components)</a></li> <li><a href="#">MES/ N 0104 (Maintain workplace health and safety)</a></li> </ol> <p><b>Optional:</b> N.A.</p>
<b>Performance Criteria</b>	As described in the relevant OS units

Definitions

Keywords /Terms	Description
Blueprint	A technical drawing of an architecture or engineering design, typically with measurements and angles of each component
Budget	Budget is an estimate of the total cost of production that may include a break-up of cost components
Construction Schedule	A detailed breakdown of activities for a construction project, with the duration of each activity and organized in sequential order
Continuity	Continuity represents the seamless transition from one shot to another
Copyright Laws	A legal framework linked to intellectual property and the rights given to creators of original products/ concepts
Draftsman	(1) A visual artist who specialises in artistic drawings. Or, (2) A person who prepares technical drawings and plans under the direction of an architect or engineer or designer.
Dress Set	Decorating the set for aesthetic/ visual purposes
Labour Laws	Legal norms governing the relationship between workers, employers, trade unions and the government
Moulds (Plastering)	Cast or hollow casing into which plaster is poured and hardened to create a specified shape. These may be single-use or re-usable
Post-production	Post-production is the final finishing phase of the production, where the raw footage is edited, special effects are added, music and sound are integrated, colour correction is done etc.
Plaster of Paris	A type of plaster formed by heating gypsum
Props	A property, commonly shortened to prop (plural: props), is an object used on stage or on screen by actors during a performance or screen production. In practical terms, a prop is considered to be anything movable or portable on a stage or a set.
Scale Drawings	A drawing that depicts the accurate dimensions of an object, except they have all been reduced or enlarged by a certain fixed percentage (called the scale).
Screenplay	Screenplay is the script coupled with key characteristics of the scene and directions for acting
Script	Script is a structured narrative of a story
Set	The background/ scenery visible through the camera (for video production) or directly to the spectator (for theatrical production)
Set Etiquette	A set of guidelines that dictate how cast and crew should behave on set and interact with each other

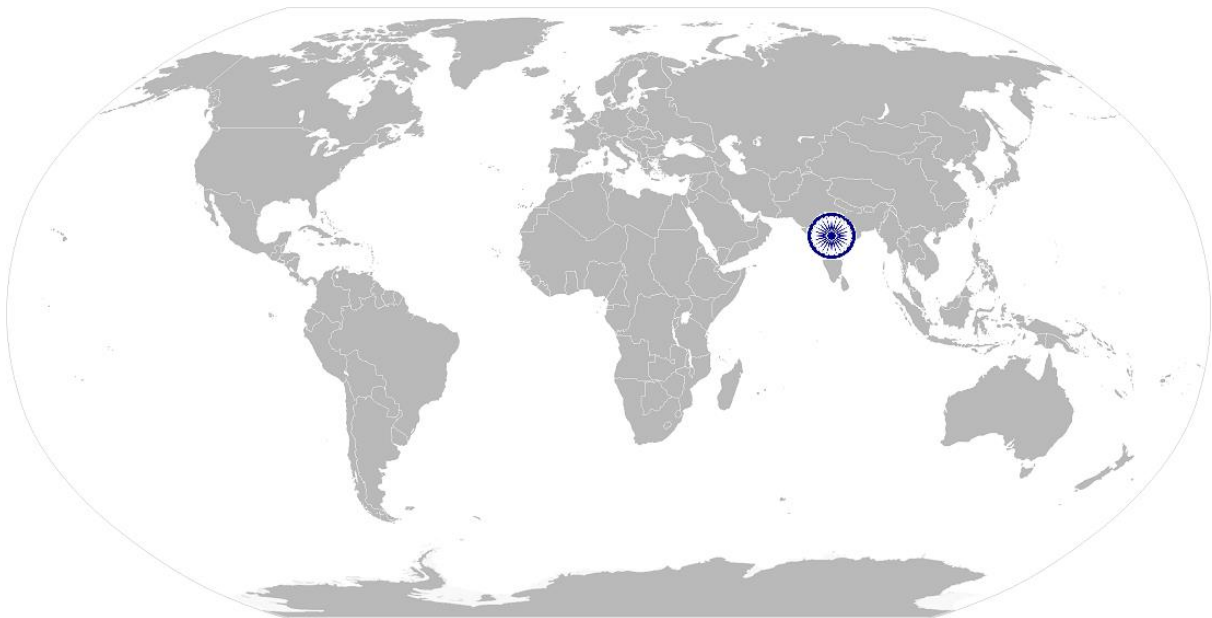
Strike Set	Process of dismantling the set (including moveable items and semi-permanent fixtures), and storing, discarding or returning these items
Timelines	Timelines is a listing of dates by which the production milestones/stages need to be completed
Sector	Sector is a conglomeration of different business 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.
Vertical	Vertical may exist within a sub-sector representing different domain areas or the client industries served by the industry.
Occupation	Occupation is a set of job roles, which perform similar/related set of functions in an industry
Function	Function is an activity necessary for achieving the key purpose of the sector, occupation, or area of work, which can be carried out by a person or a group of persons. Functions are identified through functional analysis and form the basis of OS.
Sub-functions	Sub-functions are sub-activities essential to fulfill the achieving the objectives of the function.
Job role	Job role defines a unique set of functions that together form a unique employment opportunity in an organization.
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 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 Standards (NOS)	NOS are Occupational Standards which apply uniquely in the Indian context.
Qualifications Pack Code	Qualifications Pack Code is a unique reference code that identifies a qualifications pack.
Qualifications Pack(QP)	Qualifications Pack comprises the set of OS, together with the educational, training and other criteria required to perform a job role. A Qualifications Pack is assigned a unique qualification 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 the 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 the quality of performance required.
Knowledge and Understanding	Knowledge and Understanding are statements which together specify the technical, generic, professional and organizational specific knowledge that an individual needs in order to perform to the required standard.
Organizational Context	Organizational Context includes the way the organization 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	Core Skills or Generic Skills are a group of skills that are key to learning and working 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.

**Acronyms**

Keywords /Terms	Description
POP	Plaster of Paris
NOS	National Occupational Standard(s)
QP	Qualifications Pack
NVEQF	National Vocational Education Qualifications Framework
NVQF	National Vocational Qualifications Framework

# National Occupational Standard



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## Overview

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

MES/ N 3121

Prepare Surface for Plastering

National Occupational Standard

<b>Unit Code</b>	MES/ N 3121
<b>Unit Title (Task)</b>	Prepare Surface for Painting
<b>Description</b>	This OS unit is about preparing backgrounds and surfaces before the application of plaster
<b>Scope</b>	This unit/task covers the following: <ul style="list-style-type: none"> <li>• Understanding the type of plaster to be applied</li> <li>• Estimating materials and tools</li> <li>• Treating surfaces before plaster is applied</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
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	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.) PC3. Identify plastering techniques appropriate for the task
Treating surfaces before plaster is applied	PC4. Treat surfaces and prepare them for plastering, as per the brief and within the required timeframe
<b>Knowledge and Understanding (K)</b>	
<b>A. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: KA1. The key elements of the set under construction and the reasons why the identified finish/ effect is required for the surface KA2. The expectations of the Production Designer and any key limitations on budget, resources and time availability
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: KB1. How to check the suitability of a surface for the required finish/ effect KB2. What materials and tools would be best suited to achieve the desired results and how to apply/ operate them KB3. How to set-up and take down working platforms required to complete the job KB4. Techniques for preparing previously untreated surfaces KB5. Techniques for preparing previously treated surfaces KB6. How to remove marks, defects, stickers and other materials that remain on the surface KB7. Techniques for filling and leveling the prepared surface KB8. Application of primers, sealers and other finishing materials before the surface can start to be painted with the required effects KB9. Applicable health and safety guidelines, and minimizing the risk to the individual's own health and safety as well as those around him/ her

MES/ N 3121

Prepare Surface for Plastering

Skills (S)	
<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/ individual on the job needs to know and understand how to: SA1. Prepare material lists and rough estimates
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA2. Read and correctly identify plaster, solvents, thinning agents and other materials (e.g. brand, shade/ colour, composition etc.)
<b>B. Professional Skills</b>	<b>Oral Communication (Listening and Speaking skills)</b>
	The user/individual on the job needs to know and understand how to: SA3. Understand the requirements from the production design team SA4. Convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations
	<b>Decision Making</b>
	The user/individual on the job needs to know and understand how to: SB1. Make relevant decisions related to the area of work e.g. choice of materials
<b>B. Professional Skills</b>	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand: SB2. Plan his/her work according to the requirements and agreed timelines SB3. Manage within the agreed budget and minimize wastage
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB4. Identify any problems with successful execution of the task SB5. Communicate these to the production design team and identify solutions
	<b>Customer Centricity</b>
	The user/individual on the job needs to know and understand how to: SB6. check that surface prepared/designed meets project requirements
	<b>Analytical Thinking</b>
	The user/individual on the job needs to know and understand how to: SB7. Have a keen eye for detail and maintain an aesthetic sense towards the final output
<b>Critical Thinking</b>	
The user/individual on the job needs to know and understand how to: SB8. Appraise the quality of the work done/ produced to ensure they are in line with initial concept and quality standards	

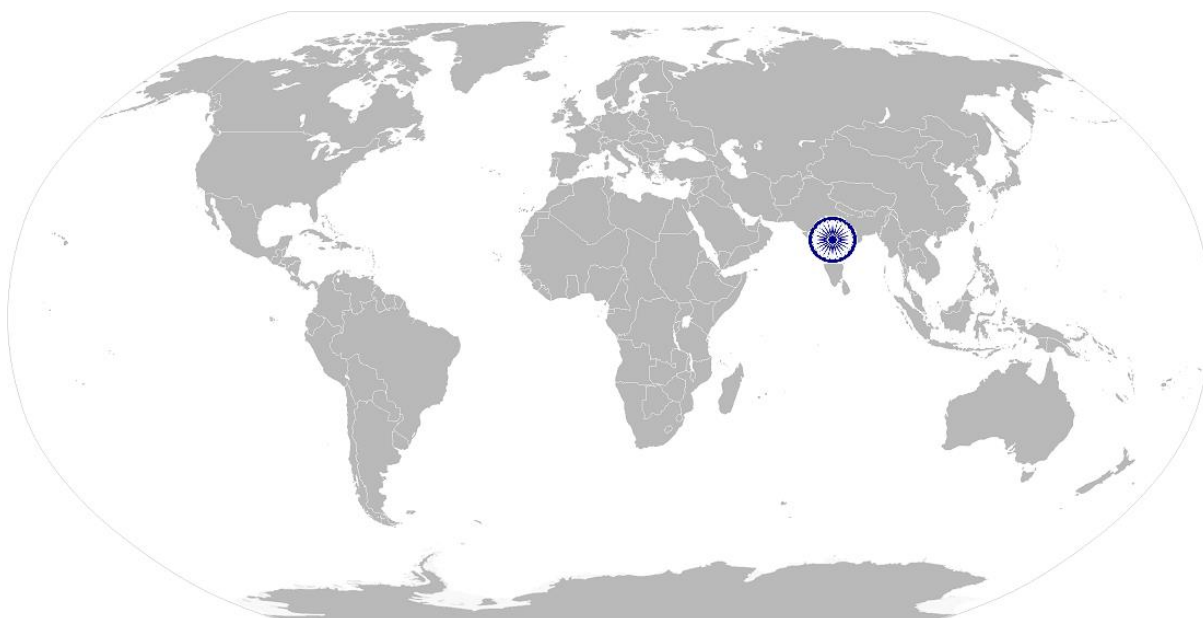


MES/ N 3121

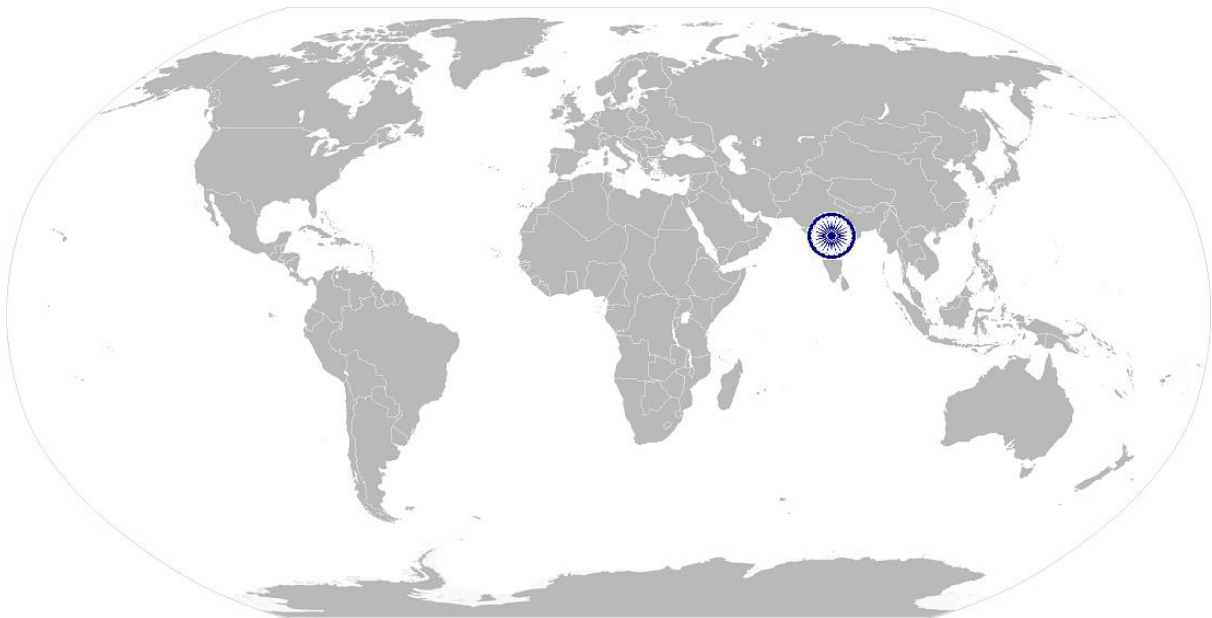
Prepare Surface for Plastering

## NOS Version Control

<b>NOS Code</b>	MES/ N 3121		
<b>Credits (NSQF)</b>	TBD	<b>Version number</b>	1.0
<b>Sector</b>	Media and Entertainment	<b>Drafted on</b>	22/02/15
<b>Sub-sector</b>	Film, Television, Animation, Advertising	<b>Last reviewed on</b>	20/03/18
<b>Occupation</b>	Set Crafts	<b>Next review date</b>	20/03/20



# National Occupational Standard



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## Overview

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

MES/ N 3122

**Produce Solid Plaster Finishes**

National Occupational Standard

<b>Unit Code</b>	MES/ N 3122
<b>Unit Title (Task)</b>	<b>Produce Solid Plaster Finishes</b>
<b>Description</b>	This OS unit is about applying solid plaster to flat surfaces (interior or exterior) and achieving a uniform plastered effect
<b>Scope</b>	This unit/task covers the following: <ul style="list-style-type: none"> <li>Achieving plaster finishes using different techniques</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Achieving plaster finishes using different techniques	To be competent, the user/individual on the job must be able to: <p>PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect</p> <p>PC2. Use different techniques for plaster application, including: <ul style="list-style-type: none"> <li>Use of gypsum boards (drywall technique)</li> <li>Applying wet plaster directly to the surface</li> </ul> </p> <p>PC3. Apply the plaster using the identified technique to achieve the desired finish/effect, which can include: <ul style="list-style-type: none"> <li>Smooth/ polished plaster (1, 2 or 3 coat finishes)</li> <li>Terrazzo/ Mosaic effects (using marble chips)</li> <li>Stucco effects (typically used for outdoor surfaces)</li> </ul> </p> <p>PC4. Complete the task within the required timeframe and minimize wastage of materials</p>
<b>Knowledge and Understanding (K)</b>	
<b>A. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: <p>KA1. The key elements of the set under construction and the reasons why the identified plaster finish/ effect is required for the surface</p> <p>KA2. The expectations of the Production Designer and any key limitations on budget, resources and time availability</p>
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: <p>KB1. 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.)</p> <p>KB2. How to set-up and take down working platforms required to complete the job</p> <p>KB3. How to measure and mix various plaster components to achieve the desired composition</p> <p>KB4. 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</p> <p>KB5. How to apply single/ double/ triple coat plaster finishes on flat surfaces</p> <p>KB6. How to produce textured plaster effects (terrazzo, mosaic, stucco etc.)</p>

MES/ N 3122

**Produce Solid Plaster Finishes**

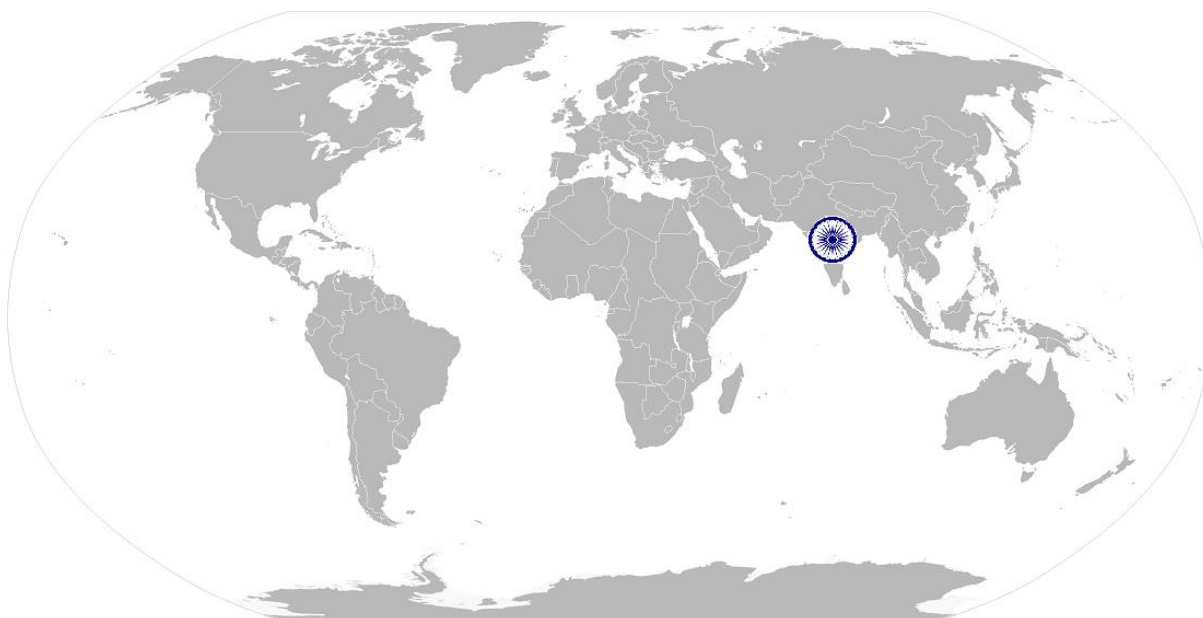
	<p>KB7. Check for any defects, blotches or marks and repair them to achieve a uniform plastered surface</p> <p>KB8. Applicable health and safety guidelines, and minimizing the risk to the individual's own health and safety as well as those around him/ her</p>
<b>Skills (S)</b>	
<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/ individual on the job needs to know and understand how to: SA1. Prepare material lists and rough estimates
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA2. Read and correctly identify plaster, cement, mixers and other materials (e.g. brand, shade/ colour, composition etc.)
	<b>Oral Communication (Listening and Speaking skills)</b>
	The user/individual on the job needs to know and understand how to: SA3. Understand the requirements from the production design team SA4. Convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations
<b>B. Professional Skills</b>	<b>Decision Making</b>
	The user/individual on the job needs to know and understand how to: SB1. Make relevant decisions related to the area of work
	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand: SB2. Plan his/her work according to the requirements and agreed timelines SB3. Manage within the agreed material quantities and minimize wastage
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB4. Identify any problems with successful execution of the task SB5. Communicate these to the production design team and identify solutions
	<b>Customer Centricity</b>
	The user/individual on the job needs to know and understand how to: SB6. check that surface prepared/ designed meets project requirements
	<b>Analytical Thinking</b>
	The user/individual on the job needs to know and understand how to: SB7. Have a keen eye for detail and maintain an aesthetic sense towards the final output
<b>Critical Thinking</b>	
	The user/individual on the job needs to know and understand how to: SB8. Appraise the quality of the work done/ produced to ensure they are in line with initial concept and quality standards

MES/ N 3122

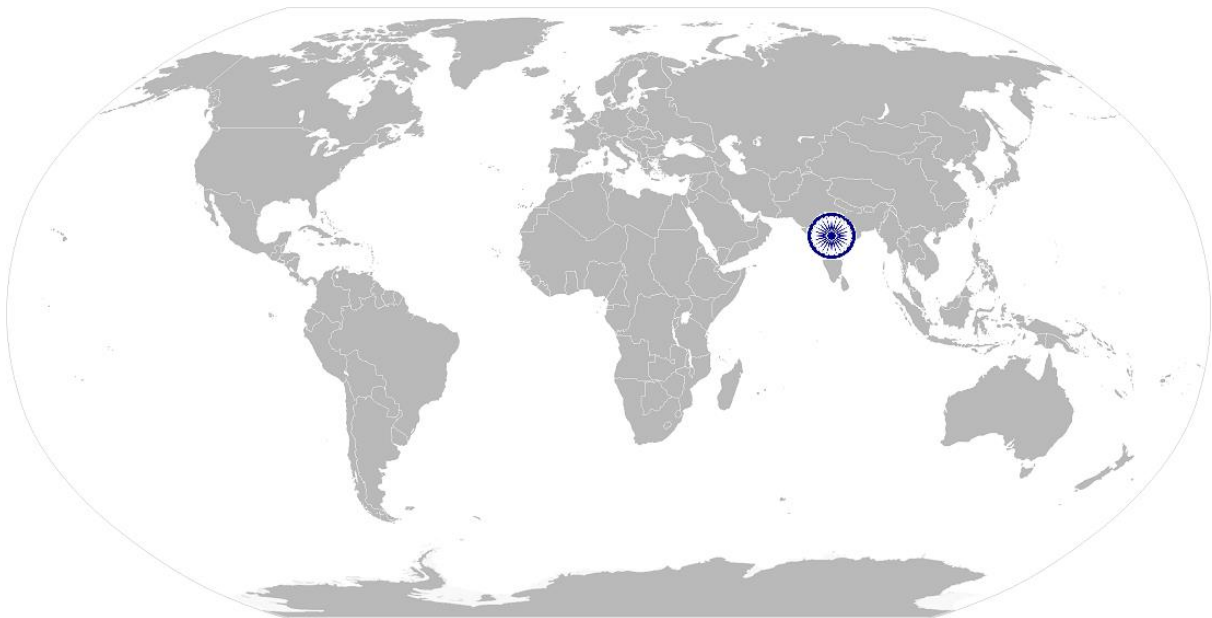
Produce Solid Plaster Finishes

## NOS Version Control

<b>NOS Code</b>	<b>MES/ N 3122</b>		
<b>Credits (NSQF)</b>	<b>TBD</b>	<b>Version number</b>	<b>1.0</b>
<b>Sector</b>	<b>Media and Entertainment</b>	<b>Drafted on</b>	<b>22/02/15</b>
<b>Sub-sector</b>	<b>Film, Television, Animation, Advertising</b>	<b>Last reviewed on</b>	<b>20/03/18</b>
<b>Occupation</b>	<b>Set Crafts</b>	<b>Next review date</b>	<b>20/03/20</b>



# National Occupational Standard



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## Overview

**This unit is about casting and moulding plaster components**

MES/ N 3123

Produce Plaster Components

National Occupational Standard

<b>Unit Code</b>	MES/ N 3123
<b>Unit Title (Task)</b>	Produce Plaster Components
<b>Description</b>	This OS unit is about casting and moulding plaster components
<b>Scope</b>	This unit/task covers the following: <ul style="list-style-type: none"> <li>Producing plaster components</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Producing plaster components	To be competent, the user/individual on the job must be able to: <ul style="list-style-type: none"> <li>PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect</li> <li>PC2. Identify appropriate techniques to produce plaster components</li> <li>PC3. Produce casts, moulds and other plaster components, which may include: corners, skirtings, panels, arches, beams, customized designs</li> <li>PC4. Correctly place and fix plaster components</li> <li>PC5. Complete the task within the required timeframe and minimize wastage of materials</li> </ul>
<b>Knowledge and Understanding (K)</b>	
<b>A. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KA1. The key elements of the set under construction and the reasons why the identified plaster component is required</li> <li>KA2. The expectations of the Production Designer and any key limitations on budget, resources and time availability</li> </ul>
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: <ul style="list-style-type: none"> <li>KB1. 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.)</li> <li>KB2. How to set-up and take down working platforms required to complete the job</li> <li>KB3. How to measure and mix various plaster components to achieve the desired composition</li> <li>KB4. 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</li> <li>KB5. Techniques for casting and moulding different types of plaster components</li> <li>KB6. Techniques for correctly placing and fixing plaster components, taking care of joints and placing re-enforcements where required</li> <li>KB7. Check for any defects or cracks and repair them to ensure the plaster component is complete and correctly installed</li> <li>KB8. Applicable health and safety guidelines, and minimizing the risk to the individual's own health and safety as well as those around him/ her</li> </ul>
<b>Skills (S)</b>	

MES/ N 3123

**Produce Plaster Components**

<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/ individual on the job needs to know and understand how to: SA1. Prepare material lists and rough estimates
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA2. Read and correctly identify plaster, cement, mixers and other materials (e.g. brand, shade/ colour, composition etc.) SA3. Understand technical drawings and correctly identify the size and type of plaster components, and the techniques required to produce them
	<b>Oral Communication (Listening and Speaking skills)</b>
	The user/individual on the job needs to know and understand how to: SA4. Understand the requirements from the production design team SA5. Convey the estimated resource requirements (time, people, materials, budget) and any constraints/ limitations
<b>B. Professional Skills</b>	<b>Decision Making</b>
	The user/individual on the job needs to know and understand how to: SB1. Make relevant decisions related to the area of work
	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand: SB2. Plan his/her work according to the requirements and agreed timelines SB3. Manage within the agreed material quantities and minimize wastage
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB4. Identify any problems with successful execution of the task SB5. Communicate these to the production design team and identify solutions
	<b>Customer Centricity</b>
	The user/individual on the job needs to know and understand how to: SB6. check that surface prepared/designed meets project requirements
	<b>Analytical Thinking</b>
	The user/individual on the job needs to know and understand how to: SB7. Have a keen eye for detail and maintain an aesthetic sense towards the final output
<b>Critical Thinking</b>	
The user/individual on the job needs to know and understand how to: SB8. Appraise the quality of the work done/ produced to ensure they are in line with initial concept and quality standards	

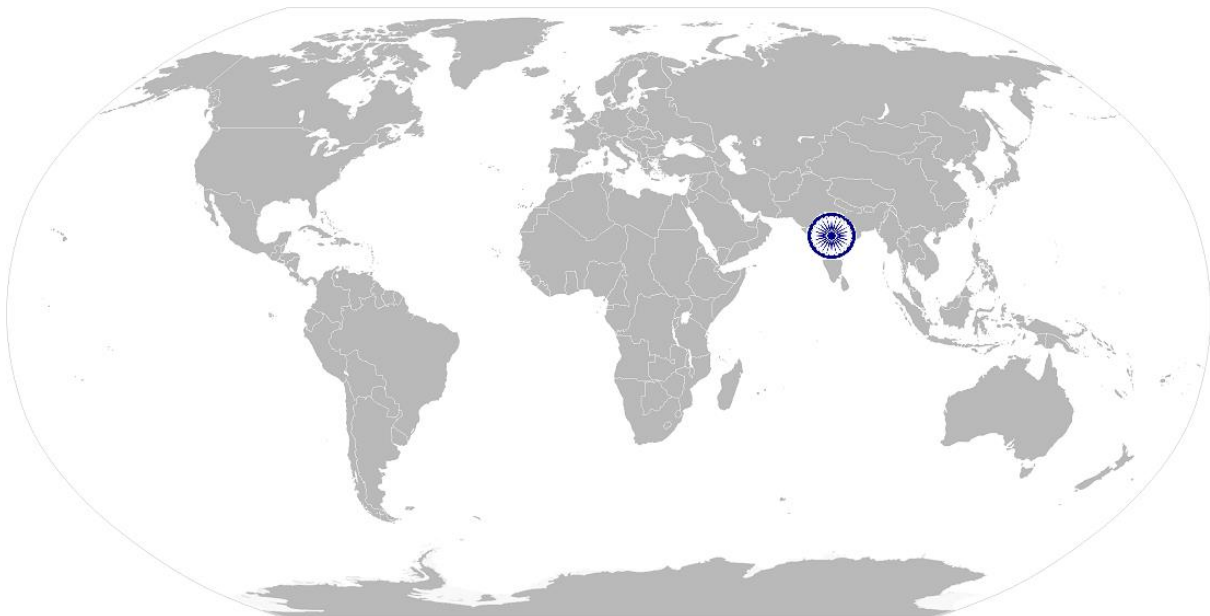


MES/ N 3123

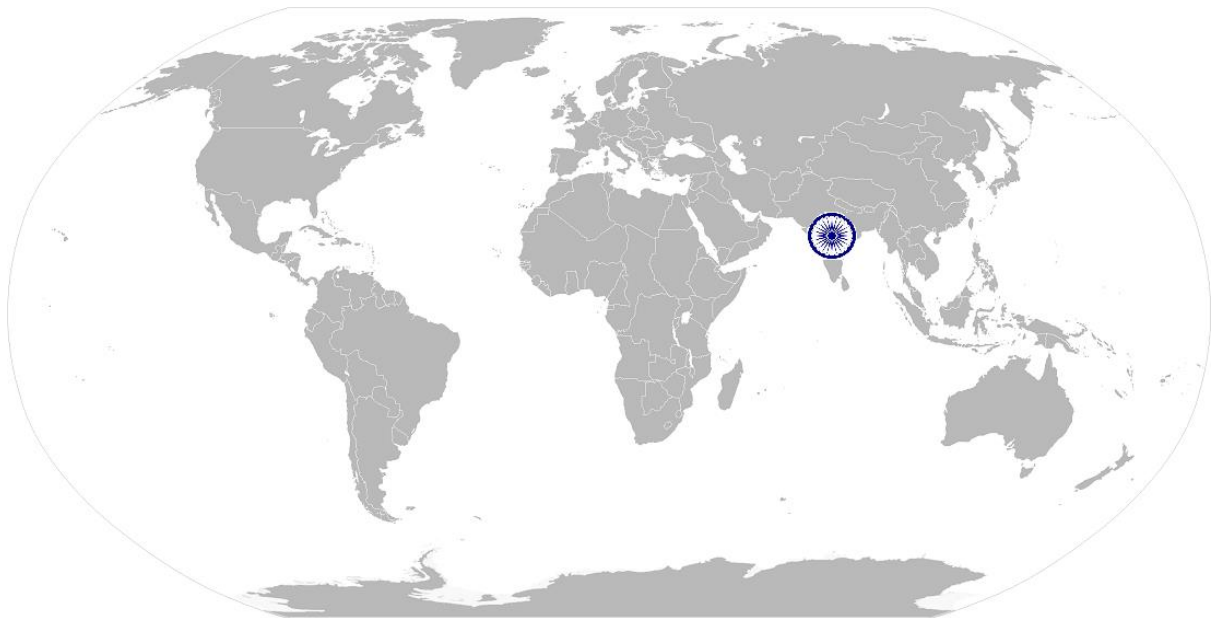
Produce Plaster Components

## NOS Version Control

<b>NOS Code</b>	MES/ N 3123		
<b>Credits (NSQF)</b>	TBD	<b>Version number</b>	1.0
<b>Sector</b>	Media and Entertainment	<b>Drafted on</b>	22/02/15
<b>Sub-sector</b>	Film, Television, Animation, Advertising	<b>Last reviewed on</b>	20/03/18
<b>Occupation</b>	Set Crafts	<b>Next review date</b>	20/03/20



# National Occupational Standard



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## Overview

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

MES/ N 0104

Maintain Workplace Health and Safety

National Occupational Standard

<b>Unit Code</b>	MES/ N 0104
<b>Unit Title (Task)</b>	Maintain workplace health and safety
<b>Description</b>	This OS unit is about contributing towards maintaining a healthy, safe and secure working environment
<b>Scope</b>	<p>This unit/task covers the following:</p> <ul style="list-style-type: none"> <li>Understanding the health, safety and security risks prevalent in the workplace</li> <li>Knowing the people responsible for health and safety and the resources available</li> <li>Identifying and reporting risks</li> <li>Complying with procedures in the event of an emergency</li> </ul>
<b>Performance Criteria (PC) w.r.t. the Scope</b>	
<b>Element</b>	<b>Performance Criteria</b>
Understanding the risks prevalent in the workplace	<p>To be competent, the user/individual on the job must be able to:</p> <p>PC1. Understand and comply with the organisation's current health, safety and security policies and procedures</p> <p>PC2. Understand the safe working practices pertaining to own occupation</p> <p>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</p> <p>PC4. Participate in organization health and safety knowledge sessions and drills</p>
Knowing the people responsible for health and safety and the resources available	<p>PC5. Identify the people responsible for health and safety in the workplace, including those to contact in case of an emergency</p> <p>PC6. Identify security signals e.g. fire alarms and places such as staircases, fire warden stations, first aid and medical rooms</p>
Identifying and reporting risks	<p>PC7. Identify aspects of your workplace that could cause potential risk to own and others health and safety</p> <p>PC8. Ensure own personal health and safety, and that of others in the workplace through precautionary measures</p> <p>PC9. Identify and recommend opportunities for improving health, safety, and security to the designated person</p> <p>PC10. Report any hazards outside the individual's authority to the relevant person in line with organisational procedures and warn other people who may be affected</p>
Complying with procedures in the event of an emergency	<p>PC11. Follow organisation's emergency procedures for accidents, fires or any other natural calamity in case of a hazard</p> <p>PC12. Identify and correct risks like illness, accidents, fires or any other natural calamity safely and within the limits of individual's authority</p>

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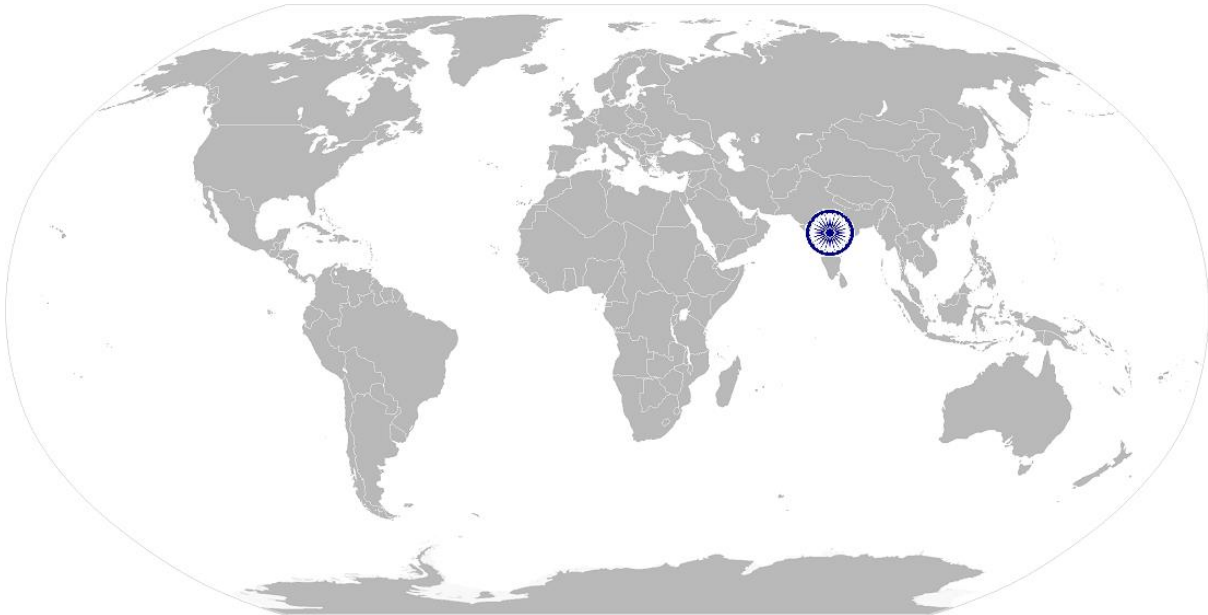
Maintain Workplace Health and Safety

Knowledge and Understanding (K)	
<b>A. Organizational Context</b> (Knowledge of the company / organization and its processes)	The user/individual on the job needs to know and understand: KA1. Organisation's norms and policies relating to health and safety KA2. Government norms and policies regarding health and safety and related emergency procedures KA3. Limits of authority while dealing with risks/ hazards KA4. The importance of maintaining high standards of health and safety at a workplace
<b>B. Technical Knowledge</b>	The user/individual on the job needs to know and understand: KB1. The different types of health and safety hazards in a workplace KB2. Safe working practices for own job role KB3. Evacuation procedures and other arrangements for handling risks KB4. Names and contact numbers of people responsible for health and safety in a workplace KB5. How to summon medical assistance and the emergency services, where necessary KB6. Vendors' or manufacturers' instructions for maintaining health and safety while using equipments, systems and/or machines
Skills (S) (Optional)	
<b>A. Core Skills/ Generic Skills</b>	<b>Writing Skills</b>
	The user/individual on the job needs to know and understand how to: SA1. How to write and provide feedback regarding health and safety to the concerned people SA2. How to write and highlight potential risks or report a hazard to the concerned people
	<b>Reading Skills</b>
	The user/individual on the job needs to know and understand how to: SA3. Read instructions, policies, procedures and norms relating to health and safety
	<b>Oral Communication (Listening and Speaking skills)</b>
<b>B. Professional Skills</b>	The user/individual on the job needs to know and understand how to: SA4. Highlight potential risks and report hazards to the designated people SA5. Listen and communicate information with all anyone concerned or affected
	<b>Decision making</b>
	The user/individual on the job needs to know and understand how to: SB1. Make decisions on a suitable course of action or plan
	<b>Plan and Organize</b>
	The user/individual on the job needs to know and understand how to: SB2. Plan and organize people and resources to deal with risks/ hazards that lie within the scope of one's individual authority
	<b>Problem Solving</b>
	The user/individual on the job needs to know and understand how to: SB3. Apply problem solving approaches in different situations
<b>Critical Thinking</b>	
The user/individual on the job needs to know and understand how to:	

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	SB4. Understand hazards that fall within the scope of individual authority and report all hazards that may supersede one's authority
	SB5. Apply balanced judgements in different situations
	<b>Customer Centricity</b>
	The user/individual on the job needs to know and understand how to: SB6. build and maintain positive and effective relationships with colleges and customers
	<b>Analytical Thinking</b>
	The user/individual on the job needs to know and understand how to: SB7. analyze data and activities

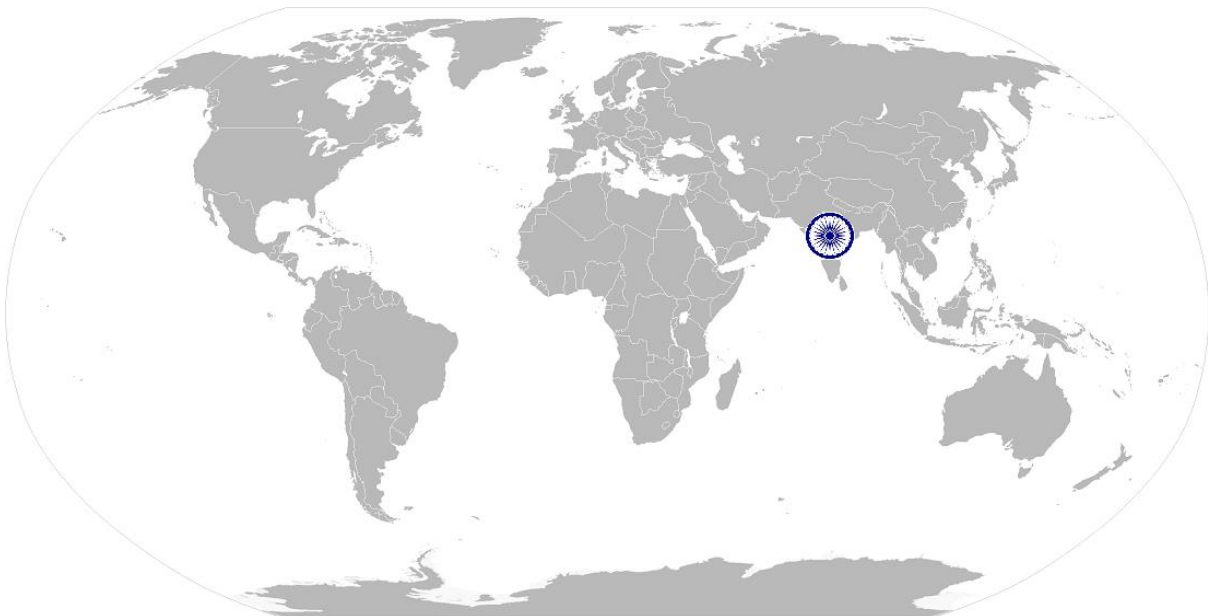


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Maintain Workplace Health and Safety

## NOS Version Control

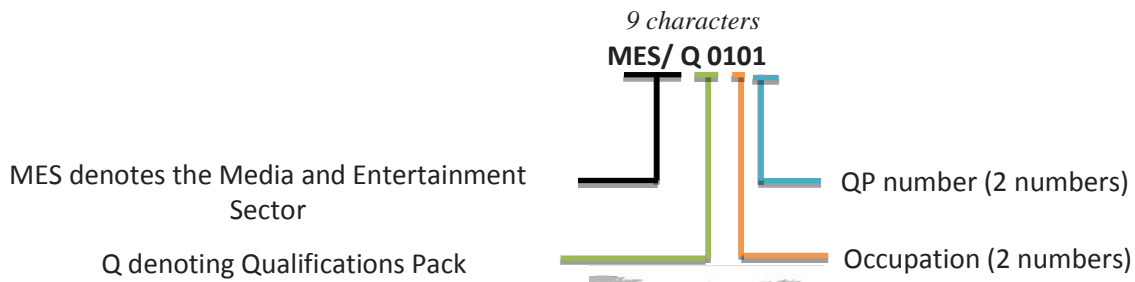
<b>NOS Code</b>	MES / N 0104		
<b>Credits(NSQF)</b>	TBD	<b>Version number</b>	1.0
<b>Sector</b>	Media and Entertainment	<b>Drafted on</b>	22/02/15
<b>Sub-sector</b>	Film, Television, Animation, Advertising	<b>Last reviewed on</b>	20/03/18
<b>Occupation</b>	Set Crafts	<b>Next review date</b>	20/03/20



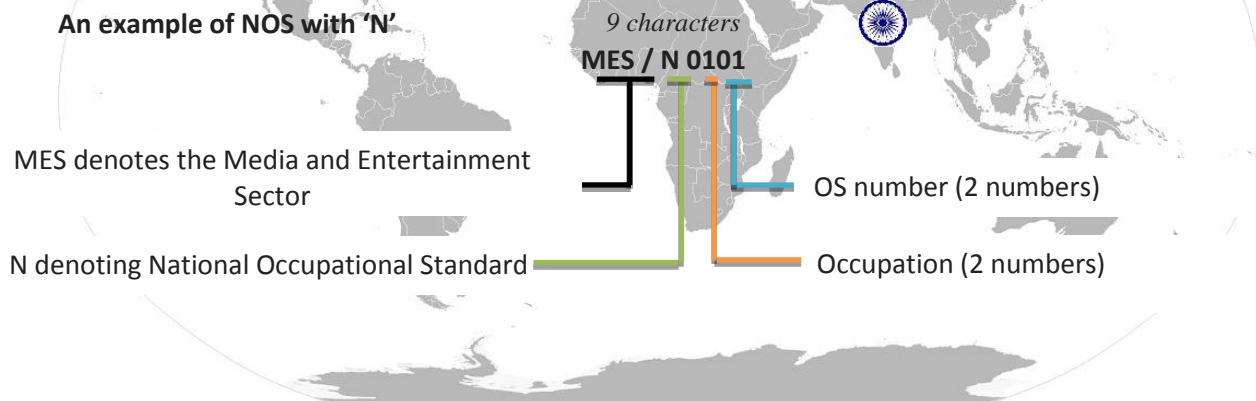
## Annexure

### Nomenclature for QP and NOS

#### Qualifications Pack



#### Occupational Standard



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The following acronyms/codes have been used in the nomenclature above:

Sub-sector	Range of Occupation numbers
...	...

Sequence	Description	Example
Three letters	Media and Entertainment	MES
Slash	/	/
Next letter	Whether QP or NOS	Q
Next two numbers	Lighting	20
Next two numbers	Lighting Director	01





## **CRITERIA FOR ASSESSMENT OF TRAINEES**

**Job Role:** Set Plasterer

**Qualification Pack:** MES Q 3106

**Sector Skill Council:** Media and Entertainment Skills Council

S.No.	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%
4.	MES/ N 0104	Maintain workplace health and safety	10%
			100%

### **Guidelines for Assessment:**

1. Criteria for assessment for each Qualification Pack will be created by the Sector 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 Theory and Skills Practical for each PC.

2. The assessment for the theory & Practical part will be based on knowledge bank of questions created by the AA and approved by SSC.

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

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

5. To pass the Qualification Pack , every trainee should score a minimum of 70% cumulatively (Theory and Practical).

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

			Marks Allocation		
Assessment outcomes	Assessment criteria for outcomes	Total Mark	Out Of	Theory	Skills Practical
<b>MES/ N 3121 (Prepare Surface for Painting)</b>	PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired end objective (e.g.: type of plastered surface, moulds or effects required etc.)	100	25	7	70
	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	8	
	PC3. Identify plastering techniques appropriate for the task		25	8	
	PC4. Treat surfaces and prepare them for plastering, as per the brief and within the required timeframe		25	7	
		Total	100	30	70
			Marks Allocation		
Assessment outcomes	Assessment criteria for outcomes	Total Mark	Out Of	Theory	Skills Practical
<b>MES/ N 3122 (Produce Solid Plaster Finishes)</b>	PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect	100	25	7	70
	PC2. Use different techniques for plaster application, including: Use of gypsum boards (drywall technique) Applying wet plaster directly to the surface		25	8	
	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)		25	8	
	PC4. Complete the task within the required timeframe and minimize wastage of materials		25	7	
		Total	100	30	70

			Marks Allocation		
Assessment outcomes	Assessment criteria for outcomes	Total Mark	Out Of	Theory	Skills Practical
<b>MES/ N 3123 (Produce Plaster Components)</b>	PC1. Correctly understand the brief provided by the Production Designer/ Art Director and the desired finish/ effect	100	20	6	70
	PC2. Identify appropriate techniques to produce plaster components		20	6	
	PC3. Produce casts, moulds and other plaster components, which may include: corners, skirtings, panels, arches, beams, customized designs		20	6	
	PC4. Correctly place and fix plaster components		20	6	
	PC5. Complete the task within the required timeframe and minimize wastage of materials		20	6	
		Total	100	30	70
			Marks Allocation		
Assessment outcomes	Assessment criteria for outcomes	Total mark	Out of	Theory	Skills practical
<b>MES/ N 0104 (Maintain workplace health and safety Description)</b>	PC1. Understand and comply with the organisation'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		10	5	

### Set Plasterer Assessment Criteria

	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		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