

Entry

Entry requirements for **VET Hospitality – Food and Beverage** Teacher Training Program are aligned to a KLA teaching area. The *entry requirement* for the **VET Hospitality – Food and Beverage** Teacher Training Program is:

1. Hold a teaching qualification and the staffing code **FTY- Food Technology**

or

2. Hold a teaching qualification and a current Australian Qualifications Framework (AQF) qualification aligned to food and beverage service

or

3. Hold a teaching qualification and by application to the Application Review Committee (ARC), providing evidence of recent and/or relevant industry experience and/or qualifications

Training

The teacher training program has been negotiated with industry and training partners and includes:

- Methodology Orientation – Mandatory Component
- Online Industry Specific Training
- **3 days SIT10216 Certificate I in Hospitality**
- **5 days SIT20316 Certificate II in Hospitality**
- **5 days** Industry Placement (Stage 6)
- **2 days TAE40110 Certificate IV Training and Assessment**

Upon successful completion of the industry specific training and submission of a work place journal you will be issued with **SIT10216 Certificate I in Hospitality** and **SIT 20316 Certificate II in Hospitality** with the following units of competency:

SIT10216 Certificate I in Hospitality, with the following units of competency	
Unit Code	Unit Name
SITXFSA001	Use hygienic practices for food safety
BSBWOR203	Work effectively with others
SITXCCS001	Provide customer information and assistance
SITXWHS001	Participate in safe work practices
SITHCCC001	Use food preparation equipment
SITHCCC003	Prepare and present sandwiches
SITHCCC002	Prepare and present simple dishes
SIT20316 Certificate II in Hospitality, with the following units of competency	
Unit Code	Unit Name
SITXFSA001	Use hygienic practices for food safety
BSBWOR203	Work effectively with others
SITXWHS001	Participate in safe work practices
SITHIND002	Source and use information on the hospitality industry
SITXCCS003	Interact with customers
SITHIND003	Use hospitality skills effectively
BSBSUS201	Participate in environmentally sustainable work practices
SITXFSA002	Participate in safe food handling practices
SITHFAB004	Prepare and serve non-alcoholic beverages
SITHFAB005	Prepare and serve espresso coffee

SITHFAB007	Serve food and beverage
SITHACS001	Clean premises and equipment
SITXCOM002	Show social and cultural sensitivity
BSBCMM201	Communicate in the workplace
SITXCOM001	Source and present information
SITXINV001	Receive and store stock

TAE40110 Certificate IV in Training and Assessment can be completed through a program negotiated by VET Teacher Training and conducted by your RTO. If you already hold this qualification, evidence must be submitted with the training application form.

Funding

The cost of VET teacher training is available from your RTO. Teacher training is available for

- **Replacement** teachers (if approved)
- **Allocation**-funded teachers (*Semester Two only* - if approved)
- **RTO** funded teachers – contact your RTO to determine availability
- **School** funded teachers – discuss with your Principal
- **Self** funded teachers (total training expenses payable by the individual are claimable through personal income tax). Payment for each stage must be paid for in advance.

Staffing Code

Upon successful completion of the VET Hospitality – Food and Beverage Teacher Training Program you will be awarded the staffing code VHF – VET Hospitality – Food and Beverage. This code will be added to the School Staffing Services database by the VET Teacher Training Team. You do not need to request this code to be added – it will be done once all components of training are completed. You will be able to view your teaching code once added in the DoE portal in ESS – Employee Self Services, My Details, My Skills.

ALL COMPONENTS OF TRAINING MUST BE COMPLETED WITHIN 6 MONTHS OF COMMENCEMENT.

Training programs are regularly monitored and reviewed to ensure they meet the requirements of the BOSTES and National Training Packages.