



**JEPPE**  
**VOCATIONAL TRAINING CENTRE**  
MerSETA ACCREDITATION NO: 17-QA/ACC/1101/15

**JVTC PROVIDER QUALIFICATION IN PAINTING AND DECORATING**

**1. Programme Structure**

JVTC Certificate of Competence in Painting and Decorating

Duration: 2 Months

Programme Accreditation: Skills Development

Certification Body: JVTC

NB. Provider qualifications do not carry any NQF Credits

**1.1 Purpose and Rationale of Qualification**

This qualification will provide the student with additional general knowledge of the construction industry but more so will provide the student with detailed understanding across a variety of Painting and Decorating.

**1.2 career opportunities**

- Self-employment

**1.3 Course structure**

**1<sup>st</sup> MONTH**

- How to interpret manufactures specifications and risk assessments
- Calculating requirements of erect access equipment and working platforms
- Inspecting components and completing report
- Erecting and working from access equipment and working platforms

**2<sup>ND</sup> MONTH**

- Preparing surfaces for decorating
- Applying paint system by brush and roller to complex areas
- Applying standard papers to walls and ceilings
- Producing specialist finishes for decorating work

**3<sup>RD</sup> MONTH**

- Creating and applying colour
- Dismantling and storing components
- How to remove previously applied paint and paper ready to receive finishing system
- To rectify surface conditions, repairs and make good surface

**Payment Requirements**

- Tuition fee: R6860
- 1 Ream of paper
- Student levy: R350

**NOTE:**

1. The tuition fee can be paid at once or in 3 monthly instalments.
2. No learner will receive his/her certificate before full payment of all the tuition fees is paid to the college account.

**1.4 Registration requirements: Guardian and learner ID copies, completed registration documents, proof of residence and minimum of a grade 9 school report.**

**Banking Details:Jeppe Vocational Training Centre : Standard Bank Account NO. 002498200 Branch Code 5205**