



THE MODERN APPRENTICESHIP IN RETAIL LEVEL 3 FRAMEWORK

To achieve the qualification the candidate must complete the following,

SVQ LEVEL 3 In one of the following;

Retail Management

Retail Sales professional

Retail Visual Merchandising

CORE SKILLS

Numeracy Intermediate 1

Information Technology Intermediate 1

Problem Solving Intermediate 1

Working with others Intermediate 2

Communication Intermediate 1

The candidate may have achieved core skills while at school and if they are at the required level they may be exempt.

TWO ADDITIONAL UNITS These can be taken from the following at level 3:

Other optional units within the Retail Level 3

Using Information Technology

Customer Services

Administration

Sales Management

Management

Telesales



This qualification allows candidates to develop their existing retailing skills in to areas such as merchandising, sales, finance arrangements for customers and planning for the whole of the business. In addition, they can develop the skills, which will enable them to manage people and resources.

SVQ 3 Retail (Visual Merchandising pathway)

The overall SCQF level of this qualification is Level 6.

Candidates must successfully complete a total of **six** units. These units will comprise:

The mandatory unit E.08 (SCQF level 6)

and

Four optional units in the Visual Merchandising pathway

and

One further unit, which may be taken:

From the optional units at SCQF level 6 or above in the Visual Merchandising pathway

or

From a limited selection of optional units at SCQF level 5

Mandatory Unit

Candidates must achieve the following unit:

SCQF 6 Unit E.08 Work effectively in your retail organisation

Optional Units

Candidates must achieve a further **five** units. **At least four** of these must be chosen from the following units at SCQF level 6:

Stock management

SCQF 7 Unit B.14 Organise the receipt and storage of goods in a retail environment

Visual merchandising

SCQF 6 Unit C.24 Choose merchandise to feature in visual merchandising displays

SCQF 6 Unit C.25 Plan, monitor and control how graphics are used in visual merchandising displays

SCQF 6 Unit C.26 Monitor the effect of visual merchandising displays and layouts

SCQF 6 Unit C.27 Allocate, monitor and control visual merchandising project resources against budgets

SCQF 6 Unit C.28 Contribute to developing and putting into practice the company's visual merchandising policy

SCQF 6 Unit C.29 Create plans, elevations and drawings to realise visual merchandising ideas

Management and leadership

SCQF 6 Unit E.09 Help to manage a retail team

SCQF 6 Unit E.10 Contribute to the continuous improvement of retail operations

A **maximum of one** unit can be chosen from the following units at **SCQF level 5**:

Visual merchandising

SCQF 5 Unit C.18 Follow guidelines for planning and preparing visual merchandising displays

SCQF 5 Unit C.19 Follow guidelines for dressing visual merchandising displays

SCQF 5 Unit C.20 Order graphic materials for visual merchandising displays

SCQF 5 Unit C.21 Dismantle and store visual merchandising displays

SCQF 5 Unit C.22 Make props for visual merchandising displays

SCQF 5 Unit C.23 Put visual merchandising displays together