

# CARPENTRY AND JOINERY

Carpentry & Joinery involves carrying out skilled work, primarily using timber products, either on a construction site, or in a workshop, creating and installing building components. This is a core and options apprenticeship, with two pathways:

Site Carpenter will normally work on a building site, or in domestic and commercial premises.

Architectural Joiner will normally be employed in a workshop producing timber-based building components and other architectural products.

## Course Overview

### Core Occupation duties

- Identify and confirm carpentry or joinery requirements and components against specification/drawings/CAD/BIM and in accordance with Building Regulations.
- Locate, handle, store, load, transport and position materials and components safely.
- Prepare the site/workshop, power and hand tools appropriate to the project.
- Calculate the most efficient quantity, length and area of resources.
- Use and maintain hand tools, power tools and associated equipment to achieve optimum performance.
- Maintain a clear and tidy workspace and ensure that waste materials are disposed of in accordance with current legislation.
- Carry out quality checks against specification and take remedial action where required or instructed.

**Course code**  
AS2 Carp

**Award on successful completion**  
Apprenticeship Standard  
Carpentry & Joinery  
Level 2 (Site Carpenter or  
Architectural Joiner)

**Study type**  
Day Release

Block Release for Maths &  
English if required

**Level**  
2

**Start date**  
Malvern - September/October  
Redditch - November

**Duration**  
24 months

**Fees**  
£12000 (16-18 years old =  
fully funded by government.  
19+ years old 5% (£600)  
employer contribution to  
training)

**Location**  
Malvern or Redditch campus

## Site Carpenter duties

- Install building components including door and window frames, door and hatch linings, floor joists and coverings, straight partitions and straight staircases.
- Install doors, mouldings, ironmongery, service encasements, wall and floor units and fittings, cladding and staircase components.
- Erect inclined roofs with gables, joists, roof coverings and roof components.

## Architectural Joiner duties

- Produce setting out details for the manufacture of doors, windows and opening lights, units and stairs.
- Mark out timber from setting out details for the manufacture of doors, windows and opening lights, units and/or fittings and staircases.
- Create, fit and assemble components to manufacture doors, windows with opening lights, units and/or fittings and staircases.
- Operate fixed workshop machinery in order to create joinery components.

## Behaviours Reinforced during the Apprenticeship

- Effective communication: oral, written, listening, body language, presentation.
- Effective team working: work effectively with others with limited supervision.
- Independent working: take responsibility for completing their own work.
- Logical thinking: use clear and valid reasoning when making decisions

## Working effectively: undertake the work in a reliable and productive manner.

- Time management: use own time effectively to complete the work on schedule
- Adaptability: be able to adjust to changes to work instructions

## Entry requirements

Maths & English GCSE Grade 3 or above is required for this apprenticeship.

## Methods of assessment

### Knowledge test

60 Minute exam consisting of 40 multiple choice questions (30 Knowledge & 10 Scenario-based questions)

### Interview underpinned by a portfolio of evidence

45 Minute interview based around a completed portfolio of evidence throughout the apprenticeship.

The apprentice must use their portfolio to support their answers that demonstrate how they have achieved the knowledge, skills and behaviours mapped to this assessment method. All apprentice responses must reference the evidence in their portfolio.

## Practical Day Assessments

All Assessments will incorporate the following:

- Interpreting information;
- Estimating resource quantities; planning and organising work
- Setting out/markings out as appropriate
- Tool skills;
- Fundamental wood working skills;
- Independent and effective work, and time management.

### Task 1 - Take information and develop it into work instructions: 90 minutes

Site Carpenter: create a detailed raw material requirement sheet for:

- 1st fix for example: roof, studding, flooring.
- 2nd fix including: doors, mouldings, ironmongery.

Architectural Joiner: set out full size on a rod – a door or window or stairs (part) or fittings

### Task 2 - Power Tools: 90 minutes

Both pathways - A task in using a selection of power tools safely and proficiently to produce an item as per the specification.

### Task 3 - Hand Tools: 120 minutes

Both pathways - A task in using a selection of hand tools safely and proficiently to produce an item as per the specification.

### Task 4 - Option task: 120 minutes

Site Carpenter: Nail guns are only used by site carpenters. It is therefore deemed appropriate that this is a standalone test. From a detailed instruction, use appropriate tools, such as a crosscut saw, to produce a studding framework, and then use fixing tools including nail guns to create the specified product as per the specification.

Architectural Joiner: From a detailed cutting list, prepare material using fixed machinery as listed in, as per the specification. Form connections using hand tools and install appropriate ironmongery components.

## What can I do next?

Apprenticeship Standard - Carpentry & Joinery Level 3 .