

Qualification Structure: Accident Repair – Joining

	KEY: M = Mandatory Units O = Optional Units	Level 2 - Technician	Level 3 - Senior Technician	Level 4 - Master Technician
Unit Ref	Unit Title			
	Generic Units			
G1	Contribute to Housekeeping in Motor Vehicle Environments	Μ	Μ	Μ
G2	Reduce Risks to Health and Safety in the Motor Vehicle Environment	Μ	М	Μ
G3	Maintain Working Relationships in the Motor Vehicle Environment	Μ	М	Μ
G4	Use of hand tools and equipment in Motor Vehicle Engineering	Μ	М	
G6	Enable Learning Through Demonstrations and Instruction		0	Μ
G8	Identify and Agree the Motor Vehicle Customers Needs	0	0	Μ
G11	Supervisory Skills			Μ
G12	Developing Staff			Μ
G13	Business Management			Μ
Unit 21	Deliver Reliable Customer Service	М	Μ	Μ
Unit 37	Give Customers a Positive Impression of Yourself and Your Organisation		0	Μ
	Technical Units			
BP01	Remove and Fit Basic MET Components to Motor Vehicles	Μ		
BP02	Remove and Fit Non Permanently Fixed Body Panels to Motor Vehicles	Μ		
BP13	Remove and Replace Motor Vehicle Body Panels		Μ	
BP18	Remove and Fit Basic Motor Vehicle Mechanical, Electrical and Trim (MET) Components and Non Permanently Fixed Vehicle Body Panels	М	М	Μ
BP19	Join Materials using Metal Inert Gas (MIG)/Metal Active Gas (Mag)Welding Operations in the Motor Vehicle Environment	М	М	
BP20	Join Materials using Resistance Spot Welding Operations in the Motor Vehicle Environment	м	М	
BP21	Join Materials using Metal Inert Gas Brazing Operations in the Motor Vehicle Environment	м	М	
BP22	Join Materials using Aluminium Welding Operations in the Motor Vehicle Environment	0	М	
BP23	Jon Materials using Tungston Inert Gas (TIG) Welding Operations in the Motor Vehicle Environment	0	М	
BP24	Join Materials using Mechanical Joining Processes in the Motor Vehicle Environment	0	Μ	
BP25	Join Materials using Adhesive Bonding Techniques in the Motor Vehicle Environment	0	Μ	
LV05	Inspect Motor Vehicles using Prescribed Inspection Methods		0	Μ
LV06	Inspect Motor Vehicles	0	0	Μ
		+ 2 optional units	+ 2 optional units	