

J4. 7 Join silverware components using advanced techniques SQA Unit Code H9V0 04

Unit Summary

This unit covers the skills and knowledge required to produce silverware, using advanced joining techniques. These will vary according to the specifications, instructions and design brief. You will be expected to take personal responsibility for your own actions and for the quality and accuracy of the work. You need to be able to recognize any defects, to determine the appropriate action to rectify them and ensure that the finished work meets the given specification which may include timescales.

Performance Indicators

You will be able to:

- a) Join several previously formed components, using a wide range of advanced joining techniques
- b) Permanently join components with by advanced soldering techniques
- c) Produce a product, or range with **joined components**
- d) Design methods to enhance the appearance and strength of joined silverware components
- e) Check the completed work, rectify faults and visual examine to ascertain if the work meets the given specification

Knowledge and Understanding

You will know and understand:

- 1) The specific safety precautions to be taken during the joining of components
- 2) The wide range of complex joining techniques
- 3) How to identify the materials to be joined (both precious and non precious, metallic and non-metallic) and the most appropriate joining method
- 4) The importance of selecting the correct materials and methods of joining or fixing components to achieve maximum strength
- 5) How to recognize the importance of dry assembling multiple components before carrying out the joining operations
- 6) How to prevent faults from occurring during the joining of silverware components and the procedures to be undertaken if a fault is identified
- 7) How to check the finished work meets the standard required

Range

You are required to:

- A. Produce all of the following **joined components**
 - (i) Soldered joints
 - (ii) Mechanical joints
 - (iii) Hinges
 - (iv) Riveting
 - (v) Threads with taps & dies