



**INTERNATIONAL
HOTEL SCHOOL**

Programme Name:	National Certificate in Gaming Operations
Qualification / Learning Programme / Skills Programme / Short Course:	Qualification
NQF Level:	Level 3
SAQA Identity Number:	63269
Credits:	130
Learning Outcomes:	<p>On completion of this qualification, the Learner will be able to:</p> <ol style="list-style-type: none"> 1. Demonstrate an understanding of the gaming environment and the context in which gaming activities take place. 2. Meet customer service requirements. 3. Function in the operational environment. <p>The Learner must choose one area of specialisation for this qualification. The choices are:</p> <ul style="list-style-type: none"> • Dealer; • Slots operator / host; • Cashiering; • Surveillance <p>Depending of the area of specialisation selected, the qualifying learner will be able to:</p> <ol style="list-style-type: none"> a) Operate as a dealer; b) Operate as a slots operator / host; c) Operate as a cashier in a gaming environment; or d) Carry out surveillance in a gaming environment.
Programme Structure:	<p>A Learnership is an integrated and comprehensive learning programme that leads to a qualification registered on the National qualifications Framework. Learnerships are directly related to a specific occupation or field of work.</p> <p>This is a one-year programme completed through a combination of block release (knowledge attainment and skills development) and work placement. Each month Learners will be released from their workplace to attend one week of theory and skills training with the training provider.</p> <p>A Portfolio of Evidence (PoE) will be developed throughout the year and Learners will undergo formative assessment on a monthly basis. The programme will culminate with a Final Integrated Summative Assessment (FISA) (Theory) and a FISA</p>

		(Practical).
Duration:	Teaching Methodology:	Classroom theory; Demonstration; Simulation and role play; Skills development through classroom-based and workplace practise and application
	Assessment Methodology:	Formative Assessment <u>Knowledge:</u> Written tests / quizzes / assignments <u>Practical:</u> Application and demonstration of skills Final Integrated Summative Assessment <u>Knowledge:</u> Examination <u>Practical:</u> Application and demonstration of skills
	Contact Time (Knowledge):	273 Notional Hours
	Contact Time (Skills Training):	273 Notional Hours
	Workplace Practise and On-job Validation :	<u>Workplace Practise</u> – 637 Notional Hours <u>On-job Validation</u> – 759 Hours
	Final Integrated Summative Assessment (FISA) (Knowledge):	2 Hours
	FISA (Practical):	16 Hours
Minimum / Maximum Delegates:		Minimum: 10 Maximum: Group size – 25 Maximum No. of Groups – Unlimited
Learning Programme Matrix Category:		Learnership

Notional Hour Calculation

FISA = Final Integrated Summative Assessment

NH = Notional Hour

Credits	Notional Hours	30% Knowledge Component = 390 Notional Hours			70% Practical Component = 910 Notional Hours		
		Contact Time	Learner Centred Time	Knowledge FISA	Contact Time	Workplace Practise and On-job Validation	Practical FISA
130	1 300	273 NH	99 NH	2 Hours	273 NH	637 NH and 759 Hrs On-job Validation	16 Hours

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