



Level 1 Construction qualification is needed for anyone who requires entry onto a construction site and to obtain the CSCS labourer card. It is for all industries such as construction, painting, decorating, plumbing, plastering, building maintenance, bricklaying, demolition, carpentry and joinery.

To achieve this qualification you must demonstrate your knowledge and understanding in line with the qualification specification.

There is ONE mandatory module to complete.



Topics covered in this Level 1 construction qualification: -

- Risk assessments and method statements
- Reducing the risks from hazards
- Asbestos
- Manual Handling
- Working at Height
- Plant & Equipment
- Understanding basic health and safety legislation in the construction industry

Entry Requirements

There are no formal entry requirements, however we highly recommend you successfully pass the CITB touchscreen test before registering on this qualification.

Qualification Duration

At your own pace and in your own time with full support over a period of twelve months.

Assessment Methods

This qualification is assessed by completion of a portfolio of evidence. This allows flexibility to suit your individual requirements, your experience and work situation. We have resources online to assist you in achieving this qualification.

Assessment methods include completing the workbook, question and answers and professional discussion. All methods used are tailored to suit your needs.

On registering with us your allocated assessor will be in touch for your induction. During your induction you can advise your assessor which assessment method/s you prefer.

Getting Started

To register on any of our qualifications you must complete the eligibility form so we can carry out the initial assessment. The initial assessment is to ensure you are eligible and able to achieve the qualification.

Should you wish us to apply for your CSCS green card on achievement please advise and we can do this free of charge for you (not the actual cost to CSCS).