



@Heatley Secondary College RTO 30295

2026 Course Guide



ANIMATION



DESIGN



GAMES



PHOTOGRAPHY



SCREEN



SOUND



Contents

	Page
Welcome	3
Certificate II in Music – Sound Production.....	4-5
Certificate II in Creative Industries – Animation.....	6-7
Certificate II in Printing and Graphic Arts... ..	8-9
Certificate III in Information Technology – Game Programming	10-11
Certificate III in Screen and Media – Animation.....	12-13
Certificate III in Screen and Media – Film and Television.....	14-15
Certificate III in Music – Sound Production.....	16-17
Certificate III in Visual Art – Photography.....	18-19

Welcome

From Mr Bjarne Ohlin
TCTC Head of
Department

The goal of the Townsville Creative Technologies Centre is to transform our creative economy, in partnership with local industry, by growing the digital skills capacity of the NQ community and beyond.

As a student at the TCTC, you will be engaged in creative industry business practices, building real-world products using industry standard software/hardware systems. It will challenge you, at times frustrate you but, I can assure you, the skills and knowledge you acquire will also open many doors that lead to meaningful, exciting work and career opportunities.

Experienced industry practitioners have designed each course to build your critical and creative I.T. skills, knowledge and confidence. By absorbing the knowledge and technical expertise demonstrated and successfully completing all project requirements, you will graduate with a nationally accredited qualification as well as a significant show reel and body of work.

Remember, the software you will be using is in use every day around the world to build everything from high-end video games, corporate logos and graphics, Hollywood special effects, animations and movies, and chart topping music productions.





SOUND

CUA20620 - Certificate II in Music – Sound Production

Release 1

Cost \$750

QCE (up to 4 Credits)

What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

This course caters for students interested in Music Production. It targets students who seek to learn practical skills in the area of Entertainment, Music, Media, Screen, Broadcast (Television) and live streaming. Students are required to have a USI (Unique Student Identifier) prior to enrolment.



Course Information

Projects undertaken in the completion of this subject include:

- Soundtrack production projects
- Recording, editing and mixing projects
- Radio and Podcast Broadcast projects
- Live and studio set-ups
- Research assignments and presentations

Assessment

This nationally-recognised VET course involves three (3) Core Units of Competency and five (5) Elective Units of Competency that include:

- Research assignments and presentations
- Soundtrack production projects
- Recording, editing and mixing projects
- Radio and Podcast Broadcast projects

Learning Experiences

- Maximum hands-on experience with the industry standard programs and systems of music and audio production
- Analog and digital recording and production technology and techniques
- Microphone and mixing fundamentals
- Editing and audio transference
- Live and studio set-up



Requirements

No requirement to read music. Year 10 level education is necessary. A passion for music/audio production, analysing and listening.

- Unique Student Identifier (USI)
- USB storage/drive (16GB min)
- Headphones
- Pen/notebook/folder

Text: No required texts, however, it is recommended that students subscribe to e-magazines such as Audio Technology, Sound on Sound.

Course Program & Outline

Class Time/Contact

The course involves 1x3 hour timetabled session per week over one year

Non-Contact

It is recommended that students complete at least 40+ hours of their own time completing course requirements

Students will be required to complete three (3) Core Units of Competency and five (5) Elective Units of Competency as follows:

National Code		Unit of Competency Title
CORE	BSBWHS211	Contribute to health and safety of self and others
	BSBTWK201	Work effectively with others
	CUAIND211	Develop and apply creative arts industry knowledge
ELECTIVES	CUASOU212	Perform basic sound editing
	CUASOU214	Mix sound in a broadcasting environment
	CUAMCP211	Incorporate technology into music making
	CUASOU317	Record and mix basic music demo.
	CUASOU213	Assist with sound recordings

Certification

CUA20620 Certificate II in Music – Sound Production will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate II in Music – Sound Production, are not met.

Career Pathways

Completion of this course will provide further opportunities in the area of the Creative Industries – Technical Production, Music Business, and Music Performance.



Release 1 Cost \$750
QCE (up to 4 Credits)

What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.



Admission Process

This course caters for students interested in the Creative Industries. It targets students who seek to learn practical skills in the area of the Creative Industries - Digital Media, Animation and Digital Visual Effects, Broadcast Technology and Post-Production. Students are required to have a USI (Unique Student Identifier) prior to enrolment.

Course Information

- Investigation of the design process
- Working in a team to develop creative industry products
- Development of 2D/3D images and objects
- Use of multi-media technologies in the design process

Assessment

This nationally-recognised VET course involves three (3) Core Units of Competency and seven (7) Elective Units of Competency that include:

- Compilation of documents showing knowledge of a range of creative industry knowledge and concepts associated with Workplace Health and Safety
- Development of a range of 2D/3D objects using image manipulation software such as Adobe Photoshop and Flash, Autodesk 3DS Max, Autodesk Maya

Learning Experiences

- Creative industry concepts and components
- Sketching using digital tablets
- Using Adobe, Autodesk and open source programs
- Create 2D and 3D models and scenes
- Animated 2D and 3D models



Requirements

- Unique Student Identifier (USI)
- USB or external hard drive for back up and transfer of course material and resources
- Pen and A4 notebook/folder for notetaking and handouts

Course Program & Outline

Class Time/Contact

The course involves 1x3 hour timetabled session per week over one year

Non-Contact

It is recommended that students complete at least 40+ hours of their own time completing course requirements

Students will be required to complete three (3) Core Units of Competency and seven (7) Specialist Units of Competency as follows:

National Code		Unit of Competency Title
CORE	CUAIND211	Develop and apply creative arts industry knowledge
	CUAWHS312	Apply work health and safety practices
	BSBTWK201	Work effectively with others
ELECTIVES	CUADES201	Follow a design process
	CUAACD101	Use basic drawing techniques
	CUAACD201	Develop drawing skills to communicate ideas
	CUAANM301	Create 2D digital animations
	CUADIG212	Develop digital imaging skills
	CUAANM413	Create titles for screen productions
	ICTICT215	Operate digital media technology packages

Certification

CUA20225 Certificate II in Creative Industries – Animation will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate II in Creative Industries – Animation, are not met.

Please note: TCTC offers two CUA20225 strands, and students who complete both (the Screen and the Animation) will only be awarded one certificate and only receive a total of up to 4 QCE Credits.

Career Pathways

This qualification allows learners to develop skills and knowledge to prepare for work, but there are few specific employment outcomes at this level. Animation and simulation are now being used well outside of the gaming and entertainment industries in training and development, in mining and medicine, in engineering and architecture, in health and physiotherapy and recovery, in education and communication, to make image, text and content move and come alive.

Possible career areas relevant to this qualification include:

- Animation/visual effects designer
- Game and App development and design
- Film/television, online media
- Graphic Design and Interactive Media
- Digital signage
- Engineering/product visualisations



What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

This course caters for students seeking a pathway into the printing and graphics industry. Students are required to have a USI (Unique Student Identifier) prior to enrolment.

Course Information

Projects undertaken in the completion of this subject include the practical application and knowledge of industry standard software packages such as Photoshop, Illustrator and InDesign. Students will learn how to capture, input or create images for publication, design page layouts, posters and magazine covers and product packaging.

Assessment

This nationally-recognised VET course involves two (2) Core Units of Competency and ten (10) Elective Units of Competency that include:

- Input or create images for publication
- Use software to manipulate images to suit a design brief
- Exploring the use and arrangement of type styles
- Combining graphics and images to produce finished document



Students complete four design projects and answer questions relevant to each process

Learning Experiences

Students learn to use Adobe Photoshop, Illustrator and InDesign which are now the digital tools used almost universally to produce books, magazines, newspapers, brochures, posters and cards.

Requirements

- Unique Student Identifier (USI)
- USB or external hard drive for backup and transfer of materials, resources and projects
- Pens, pencils, sketch pad/books
- A4 Display Book

Course Program & Outline

Class time/Contact

The course involves 1x3 hour timetabled session per week over one year

Non-Contact

It is recommended that students complete at least 40+ hours of their own time completing course requirements

Students will be required to complete two (2) Core Units of Competency and ten (10) Elective Units of Competency as follows:

National Code		Unit of Competency Title
CORE	ICPSUP2030	Prepare and maintain the work area
	ICPSUP2160	Inspect quality against required standards in a production environment
ELECTIVES	ICPDMT3210	Capture digital images
	ICPPRP2110	Develop basic design concepts
	ICPPRP2320	Electronically combine & assemble data for page layouts
	ICPPRP2520	Output images
	ICPPRP2210	Select and apply type
	ICPPRP224	Produce pages using a page layout application
	ICPPRP2250	Produce graphics using graphic applications
	ICPDMT3220	Edit digital images
	ICPPRP3210	Produce typographic images
	ICPPRP2840	Produce PDF files for online and screen display

Certification

ICP20120 Certificate II in Printing and Graphic Arts will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate II in Printing and Graphic Arts are not met.

Career Pathways

Digital technologies are now the tool used almost universally to produce books, magazines, newspapers, brochures, posters and cards. Completion of this course will provide further opportunities in the area of:

- Assistant desktop publisher
- Pre-press worker
- Graphic designer

This qualification will equip the trainee with the knowledge and skills to operate as part of a Desktop Publishing team within the Graphic Arts, Printing, Advertising or Publishing Industries. It also enables employees to produce graphics and publications within other organisations such as schools and small business.





Release 1
Cost \$1500 over 2 years
QCE (Up to 8 Credits)

What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

This course provides the skills and knowledge for an individual to be competent in supporting the design, development and programming of basic digital games briefs as part of a larger development team. Students are required to have a USI (Unique Student Identifier) prior to enrolment.



Course Information

A wide range of projects will include topics such as identifying and applying principles of game design and game playing, creating 2D and 3D animations and models for game development, creating 2D and 3D game environments and basic programming for games and mobile devices.

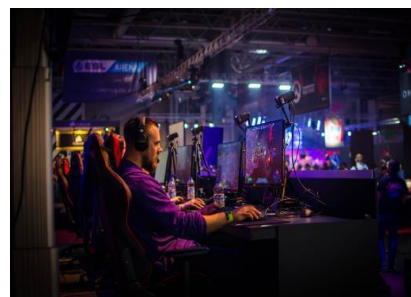
Assessment

This nationally-recognised VET course involves six (6) Core Units of Competency and six (6) Elective Units of Competency that include:

- Research assignments
- 2D and 3D animation and modelling
- Development of 2D and 3D game environments
- Development of 2D and 3D game components
- Programming foundations for games and mobile devices

Learning Experiences

- Maximum hands-on experience with the industry standard programs
- Using industry standard software to develop a 2D computer game
- Using industry standard software to develop a 3D computer game
- Programming for computer games (GML, C++, C#)
- Programming for mobile devices (iPhone)
- Using peripheral devices (digital drawing tablets)



Requirements

- Unique Student Identifier (USI)
- Year 10 level Education is necessary
- Completion of Certificate II and/or significant experience gaming technologies
- Passion for game development
- USB storage/drive (16GB min)
- Headphones/notebook/folder

Course Program & Outline

Class Time/Contact

The course involves 1x3 ½ hour timetabled session per week over two years

Non-Contact

It is recommended that students complete at least 75+ hours of their own time completing course requirements

Students will be required to complete six (6) Core Units of Competency and six (6) Elective Units of Competency as follows:

National Code		Unit of Competency
CORE	BSBCRT301	Develop and extend critical and creative thinking skills
	BSBXCS303	Securely manage personally identifiable information and workplace information
	BSBXTW301	Work in a team
	ICTICT313	Identify IP, ethics and privacy policies in ICT environments
	ICTPRG302	Apply introductory programming techniques
	ICTSAS305	Provide ICT advice to clients
ELECTIVES	ICTICT312	Use advanced features of applications
	ICTICT302	Install and optimise operating system software
	CUAANM302	Create 3D digital animations
	ICTGAM304	Develop three-dimensional (3D) models for digital games
	ICTPRG430	Apply introductory object-orientated language skills
	ICTGAM429	Develop 3D components for interactive games

Certification

ICT30120 Certificate III in Information Technology – Game Programming will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate III in Information Technology – Game Programming are not met.

Career Pathways

This qualification allows learners to develop skills and knowledge to prepare to work in the ICT digital game programming industry. Possible jobs relevant to this qualification may include:

- Support 2D/3D artist
- Assistant animator
- Assistant designer
- Support games developer
- Assistant graphic/media designer
- Interaction media developer
- Assistant PC games programmer
- Support web designer
- Support digital media developer

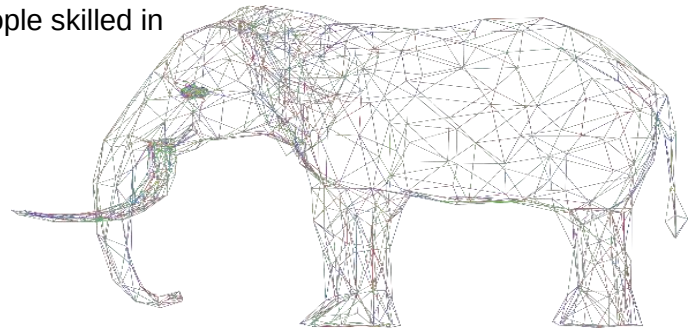


What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

Students are required to have a USI (Unique Student Identifier) prior to enrolment. Each student will be interviewed to determine their eligibility for direct entry into a Certificate III qualification. Direct entry into Certificate III is not guaranteed.



Course Information

Animation and simulation are being used well outside of the gaming and entertainment industries in training and development, in mining and medicine, in engineering and architecture, in health and physiotherapy and recovery, in education and communication, to make image, text and content move and come alive.

Assessment

This nationally-recognised VET course involves three (3) Core Units of Competency and eight (8) Elective Units of Competency that include:

- Research assignments
- 2D modelling and animation
- 3D modelling and animation
- Development of stop motion animations

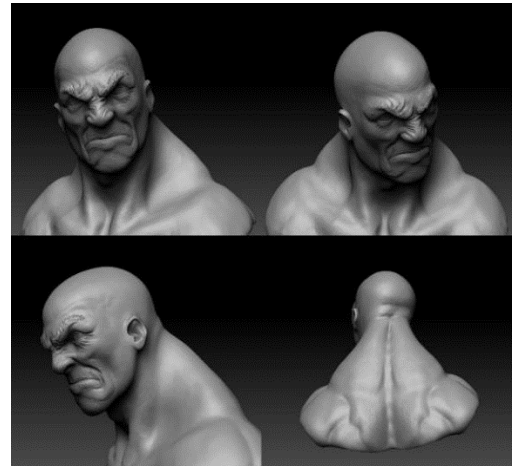
Learning Experiences

- Creating visual design components using sketching and concept drawings
- Following the design process
- Performing editing and integration of sound into animation design process

Requirements

- Unique Student Identifier (USI)
- Year 10 level Education is necessary
- Completion of Certificate II and/or significant experience with animation technologies
- Passion for the design process and components associated with the development of animation
- USB storage/drive (16GB min)
- Headphones/notebook/folder

Text: No required texts, however, it is recommended that students seek out subscriptions associated with animation development, especially in areas of personal interest.



Course Program & Outline

Class time/Contact

The course involves 1x3 ½ hour timetabled session per week over two years

Non-Contact

It is recommended that students complete at least 75+ hours of their own time completing course requirements

Students will be required to complete three (3) Core and eight (8) Elective Units of Competency over two years (four semesters).

National Code		Unit of Competency Title
CORE	BSBCRT311	Apply critical thinking skills in a team environment
	CUAWHS312	Apply work, health and safety practices
	CUAIND311	Work effectively in the creative arts industry
ELECTIVES	CUAANM301	Create 2D digital animations
	CUAANM302	Create 3D digital animations
	CUAANM313	Create 3D digital models
	CUADES302	Explore and apply the creative design process to 2D forms
	CUADES303	Explore and apply the creative design process to 3D forms
	ICTICT312	Use advanced features of applications
	ICTGAM305	Apply simple textures and shading to 3D models for digital games
	ICTGAM306	Review and apply traditional animation principles

Certification

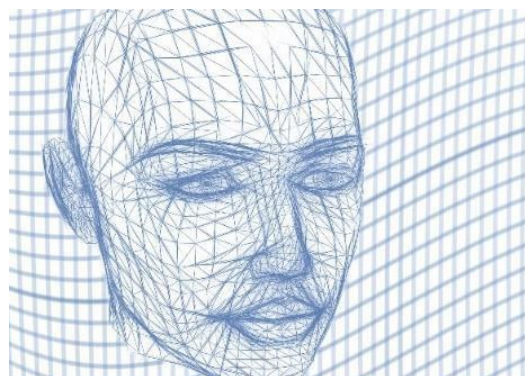
CUA31020 Certificate III in Screen and Media – Animation will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate III in Screen and Media - Animation are not met.

Please note: TCTC offers two CUA31020 strands, and students who complete both (the Animation and the Film and TV courses) will only be award one certificate and only receive a total of up to 8 QCE Credits.

Career Pathways

Possible career areas relevant to this qualification include:

- Animation/visual effects designer
- Game and App development and design
- Film/television, online media
- Graphic Design and Interactive Media
- Digital signage
- Engineering/product visualisations





SCREEN

CUA31020 - Certificate III in Screen and Media – Film and Television

Release 1
Cost \$1500 over 2 years
QCE (8 Credits)



What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

Students are required to have a USI (Unique Student Identifier) prior to enrolment. Each student will be interviewed to determine their eligibility for direct entry into a Certificate III qualification. Direct entry into Certificate III is not guaranteed.

Course Information

Professional camera work, screen writing, production design, sound recording, lighting and editing skills are in high demand in the film, television, advertising, education and training industries. The Certificate III in Screen and Media – Film and Television gives students an in-depth grounding in these skills, preparing them for a range of roles in film and video production. The course serves as a solid foundation for traineeships and independent production company work, and as a firm stepping stone into higher level tertiary study in film and television production.

Assessment

This nationally-recognised VET course involves three (3) Core and eight (8) Elective Units of competency that include:

- Video and sound recording
- Script writing
- Assembling stage and studio lighting
- Video /film crew support
- Written assignments and project research
- Guided practical demonstrations



Learning Experiences

- Extensive hands-on experience with industry standard editing software and video and audio production technology
- Opportunities to create video projects on a range of issues and topics of your choosing
- Detailed understanding of Australian and international film and television production processes
- Opportunity to obtain direct work experience via industry placements in local television, film and lighting production

Requirements

- Unique Student Identifier (USI)
- Year 10 level of education minimum
- USB storage/drive (16GB min)
- Notebook and plastic sleeve folder for note taking and handouts
- Passion for film and television production

Course Program & Outline

Class time/Contact

The course involves 1x3 ½ hour timetabled session per week over two years

Non-Contact

It is recommended that students complete at least 75+ hours of their own time completing course requirements

Students will be required to complete three (3) Core and eight (8) Elective Units of Competency over two years (four semesters).

National Code		Unit of Competency Title
CORE	BSBCRT311	Apply critical thinking skills in a team environment
	CUAIND311	Work effectively in the creative arts industry
	CUAWHS312	Apply work health and safety practices
ELECTIVES	CUADES202	Evaluate the nature of design in a specific industry context
	CUARES201	Collect and organise content for broadcast or publication
	CUACAM311	Shoot material for screen productions
	CUAPOS211	Perform basic vision and sound editing
	CUAWRT302	Write simple stories
	CUAACD201	Develop drawing skills to communicate ideas
	CUASOU213	Assist with sound recordings
	CUAAIR312	Develop techniques for presenting to camera

Certification

CUA31020 Certificate III in Screen and Media – Film & Television will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate III in Screen and Media - Film and Television, are not met.

Please note: TCTC offers two CUA31020 strands, and students who complete both (the Animation and the Film and TV courses) will only be award one certificate and only receive a total of up to 8 QCE Credits.

Career Pathways

These industries offer a broad range of full, part-time and casual employment opportunities to people skilled in film and television production.



Release 1

Cost \$1500 over 2 years
QCE (Up to 7 Credits)

What are Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

Students are required to have a USI (Unique Student Identifier) prior to enrolment. Each student will be interviewed to determine their eligibility for direct entry into a Certificate III qualification. Direct entry into Certificate III is not guaranteed.

Course Information

This course caters for students seeking a pathway into the Music and Entertainment Industry. Students will have the opportunity to complete a wide range of projects including experience with the industry standard programs and systems of music and audio production.



Assessment

This nationally-recognised VET course involves four (4) Core Units of Competency and seven (7) Elective Units of Competency that include:

- Working effectively in the music industry
- Applying entertainment industry knowledge
- Implementing copyright arrangements.
- Research assignments
- Recording projects
- Production systems installation and management
- Music/soundtrack production

Learning Experiences

- Maximum hands-on experience with the industry standard programs and systems of music and audio production
- Analog and digital recording and production technology and techniques
- Microphone and mixing fundamentals
- Editing and audio transference
- Music and audio creation using electronic devices

Requirements

- No requirement to read music
- Year 10 level Education is necessary
- Passion for audio & music production
- Unique Student Identifier (USI)
- USB storage/drive (16GB min)
- Headphones/notebook/folder
- Completion of Certificate II and/or significant experience with music/audio technology



Text: No required texts, however, it is recommended that students subscribe to magazines such as Audio Technology, Sound on Sound.

Course Program & Outline

Class time/Contact

The course involves 1x3 ½ hour timetabled session per week over two years

Non-Contact

It is recommended that students complete at least 75+ hours of their own time completing course requirements

Students will be required to complete three (3) core and eight (8) electives over two years (four semesters)

National Code		Unit of Competency Title
CORE	CUACMP311	Implement copyright arrangements
	CUAIND313	Work effectively in the music industry
	CUAIND314	Plan a career in the creative arts industry
ELECTIVES	CUAMCP313	Develop simple musical pieces using music technology
	CUAMCP211	Incorporate technology into music making
	CUAMPF314	Make music demos
	CUASOU317	Record and mix a basic music demo
	CUASOU321	Mix music in studio environments
	CUASOU320	Analyse soundtracks
	CUAMCP312	Write song lyrics
	CUASOU212	Perform basic sound editing

Certification

CUA30920 Certificate III in Music – Sound Production will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate III in Music – Sound Production, are not met.

Career Pathways

Completion of this course will provide further opportunities in the area of the Creative Industries and/or progress to Certificate IV / Diploma in sound production, Music Performance and Music Business.



PHOTOGRAPHY

CUA31125 - Certificate III in Visual Art – Photography

Release 1
Cost \$1500 over 2 years
QCE (up to 8 Credits)



What are the Creative Industries?

The Creative Industries offer a broad range of full, part time, freelance and casual employment opportunities to people skilled in digital media technologies.

Admission Process

Students are required to have a USI (Unique Student Identifier) prior to enrolment. Each student will be interviewed to determine their eligibility for direct entry into a Certificate III qualification. Direct entry into Certificate III is not guaranteed.

Course Information

The CUA31125 Certificate III in Visual Arts - Photography gives students an in-depth grounding in photography and photo-editing skills, preparing them for a range of photography and image-based roles in the workplace.

Assessment

This nationally-recognised VET course involves four (4) Core and eight (8) Elective-based units of study that include:

- Image capture and processing
- Applying lighting techniques
- Selecting and preparing work for an exhibition

Learning Experiences

- Extensive hands-on experience with industry standard equipment and editing software
- Opportunities to create photographic works both individually and collaboratively, on a range of topics
- Contribute to an end-of-course exhibition showcasing your works

Requirements

- Unique Student Identifier (USI)
- Year 10 level of education minimum
- USB storage/drive (16GB min)
- Notebook and plastic sleeve folder for notetaking and handouts
- Passion for photography

Course Program & Outline

Class Time/Contact

The course involves 1x 3 ½ hour timetabled session per week over two years

Non-Contact

It is recommended that students complete at least 75+ hours of their own time completing course requirements

Students will be required to complete four (4) Core and eight (8) Elective Units of Competency over two years (four semesters).

National Code		Unit of Competency Title
CORE	BSBWHS211	Contribute to Health and Safety of self and others
	CUAACD311	Produce drawing to communicate ideas
	CUAPPR311	Produce creative work
	CUARES301	Apply knowledge of history and theory to own arts practice
ELECTIVE	CUAPHI312	Capture photographic images
	CUADES301	Explore the use of colour
	CUADIG315	Produce digital images
	CUAPPR314	Participate in collaborative creative projects
	CUAPPR312	Document the creative work progress
	CUAPPR417	Select and prepare creative work for exhibition
	CUAPHI313	Process photo images to work-print and file stage
	CUAPHI412	Apply photo imaging lighting techniques

Certification

CUA31120 Certificate III in Visual Art – Photography, will be awarded when requirements of the core and electives, as outlined above, have been met. A learner will gain a Statement of Attainment if the full requirements for the issuing of the appropriate qualification, i.e. Certificate III in Visual Art - Photography, are not met.

Career Pathways

Visual Arts offer a broad range of full, part-time and casual employment opportunities to people skilled in photography and photo-imaging.

Completion of this course may lead to opportunities as:

- Digital Photographer
- Event videographer/photographer
- Retail assistant in art/craft outlet



Phone (07) 4726 8333
Email tctc@heatleysc.eq.edu.au

PO Box 64, Aitkenvale Qld 4814
Cnr Fulham Rd & Hanlon St, Heatley Qld 4814

www.heatleysc.eq.edu.au

www.facebook.com/HeatleyTCTC