



കേരള സ്റ്റേറ്റ് റൂട്രോണിക്സ്

[www.keralastaterutronic.com](http://www.keralastaterutronic.com)



ഈ അവധിക്കാലം  
അറിവ് നേടാം  
ആഘോഷമാക്കും  
**3D PRINTING  
TECHNOLOGY**  
പഠിക്കാം  
Spoken English course & School Bag  
സൗജന്യമായി നേടാം

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# കേരള സ്റ്റേറ്റ് റൂട്രോണിക്സ്

www.keralastaterutronix.com

Summer Vacation Activity Camp is a multi-disciplined learning program initiated by KERALA STATE RUTRONIX for school-going students /college youth across the State of Kerala. This is a student-centric, fun-filled, activity-based creative Arts & IT camp for summer vacation. It helps students build upon their interests to create a visible improvement in their Knowledge, Skills, and Attitudes



I hear and I forget  
I see and I remember  
I do and I understand



Learning Pyramid



## Benefits of Activity Based Learning

- Enhances Analytical thinking by nurturing inquisitiveness & creativity
- Students' centric approach
- Problem-solving skills
- Better Social Skills
- Collaboration & Presentation skills
- Expressing oneself
- Project-based learning
- Improves students' confidence and self-esteem

## Activity Camp

This is a 60 hours/ 30 day specialized workshop with 25 days of activity-centric curriculum plan and 5 days of student-centric activity project. There are 33 multi-disciplinary course options in Creative Arts & IT. Our activity based learning programme will help students to setup an action plan towards their project goal and will equip them with tools and techniques to accomplish their objective in the chosen stream.



## ADMISSION

### Registration and Admission

For registration and admission, the student can report at one of our authorized training centers of Kerala State Rutronix and register for the course of their choice. Registration Fees can be paid by payment system online at the centre. Vacation classes start by the first week of April.

### Examination and Certification

The examination for this vacation programme will be conducted by Kerala State Rutronix at the Authorized Training Centre. The examination schedule will be informed to the students through concerned training centre. No extra examination fee shall be collected from students. The right of preparation and issuing certificates is reserved by Kerala State Rutronix, Thiruvananthapuram. The mark secured by students will be indicated in the certificate issued to students, soon after their examination.

# 01

Foundation programme in  
**Drawing & Painting**



## Course Objective

This course will enable you to learn basic drawing techniques through a practical study of form, shading, color, perspective and painting skills, which you will use to produce a range of observational studies for finishing the paintings.

## What will I learn?

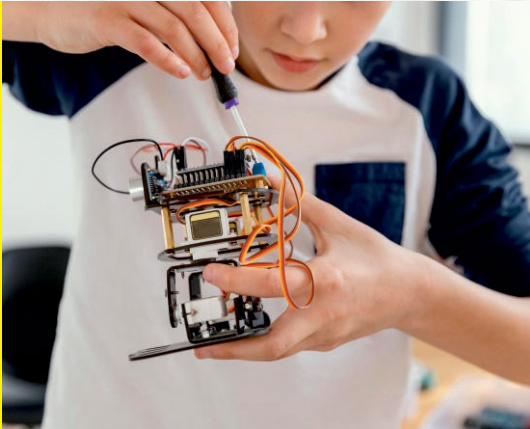
- Basic principles of Drawing and Painting
- Recognize the nuances of subtle Pencil Shading
- Significance of focused Observation
- How to safely use and store Equipment and Materials in the right way

## Activity Curriculum

| Day | Topics                                       |
|-----|--|
| 01  | Introduction to Drawing Activity             |
| 02  | How to Draw a Cube and other Objects?        |
| 03  | Shade and Shadow                             |
| 04  | Easy Way to Draw – Bird, Animal Etc          |
| 05  | Gesture Drawing – Bird, Animal, Humans Etc   |
| 06  | Grid Drawing – Apple, Flower, Bird Etc       |
| 07  | Gesture Drawing – Characters                 |
| 08  | Grid Drawing – Animal, Landscape Etc         |
| 09  | Grid Drawing Enlarged – Bird, Animal Etc     |
| 10  | Grid Drawing Enlarged – Human, Landscape Etc |
| 11  | Contour Drawing                              |
| 12  | Perspective – ONE Point Perspective          |
| 13  | Perspective – 2-point & 3-point              |
| 14  | Outdoor Study                                |
| 15  | Still Life Drawing – Flower Vase             |
| 16  | Still Life Drawing – Fruits, Books Etc       |
| 17  | Color Theory – Basic                         |
| 18  | Primary Color, Secondary Colors              |
| 19  | Using Color Pencils                          |
| 20  | Tertiary Colors, Warm & Cool Colors          |
| 21  | Using Oil Pastels                            |
| 22  | Using Water Colors                           |
| 23  | Object Study In Water Color                  |
| 24  | Still Life – Painting                        |
| 25  | Landscape – Painting                         |

# 02

Foundation programme in  
**STEM Robotics**



## Course Objective

This course introduces robotics in a simplistic approach to the application of electronics that students in elementary and high school levels can cope with, and appreciate. In this course, we look at Robotics with a STEM point of view and understand its subtle and not so subtle benefits.

## What will I learn?

- The art of crafting with a scientific approach
- Crafting mechanical products in a fun based learning approach
- Robocrafts that will amaze you

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to STEM Robotics  |
| 02  | Creativity and Innovation- interactive session                             |
| 03  | Tallest structure  |
| 04  | 3D Drawing and 3D Shapes, Fold and cut letters                             |
| 05  | Balloon rocket   |
| 06  | Building a park- basic structure, swing                                    |
| 07  | Building a park- merry-go-round, structures                                |
| 08  | Building a park- slide, well   |
| 09  | Building a park- see-saw   |
| 10  | Building a park- arranging the products                                    |
| 11  | Pencil electrolysis of water   |
| 12  | Hydraulic elevator   |
| 13  | Circuit basics   |
| 14  | Lamp post  |
| 15  | RC Robo Car-Chassis fitting  |
| 16  | RC Robo Car-Switch box connection  |
| 17  | RC Robo Car-Testing and robo-craft race                                    |
| 18  | Line follower-Introduction to sensors, ideation                            |
| 19  | Line follower-Chassis fitting  |
| 20  | Line follower-L293D module fitting   |
| 21  | Line follower-IR sensor fitting, completion                                |
| 22  | Line follower-Making path, robo-craft race                                 |
| 23  | Phototropic robot-Ideation   |
| 24  | Phototropic robot-Chassis fitting  |
| 25  | Phototropic robot-L293D and sensor fitting, completion and robo-craft race |

# 03

Foundation programme in

## DATA SCIENCE & VISUALIZATION



### Course Objective

The main objective of data visualization is to make it easy for identifying patterns, trends, and outliers in large data sets. The term is often used interchangeably with others, including information graphics, information visualization and statistical graphics.

### What will I learn?

- Knowledge for applying data science concepts and methods
- The real-world contexts and will communicate the problem solving solutions effectively

### Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Basic Statistical Concepts, Data measures         |
| 02  | Statistical Graphs and Charts                     |
| 03  | Introduction to Data Analysis and Visualization   |
| 04  | Introduction to Tableau features, Interface       |
| 05  | Tableau file types, Green and Blue Pills          |
| 06  | Set up Data sources, working with extracts        |
| 07  | Data interpreter, Split fields                    |
| 08  | Pivoting Data in Tableau                          |
| 09  | Joins and Union in Tableau                        |
| 10  | Visual Analytics with Tableau, best practices     |
| 11  | Case study- Build Cross tabs, Heat maps, Bar      |
| 12  | Case study- Build Stacked bar, Side-by-side bars  |
| 13  | Case study- Pie charts, Line charts, Scatter plot |
| 14  | Calculation Functions: Number, String, Date       |
| 15  | Boolean and logical functions                     |
| 16  | Mapping Concepts – longitude, latitude            |
| 17  | Case study- Standard map view, Marks Card         |
| 18  | Sorting and examples                              |
| 19  | Filtering and examples                            |
| 20  | Grouping and examples                             |
| 21  | Sets and examples                                 |
| 22  | Trend lines and reference lines                   |
| 23  | Create Dashboard                                  |
| 24  | Story points                                      |
| 25  | Sales Dashboard Management report                 |



# 04

Foundation  
programme in

## JUNIOR PYTHON PROGRAMMER



### Course Objective

The main objective is to understand programming skills and data structures in core Python language and to develop the Object Oriented Skills in Python.

### What will I learn?

- Learn basic principles of Python programming language
- Learn perceiving object-oriented concepts and implementing the database and GUI applications

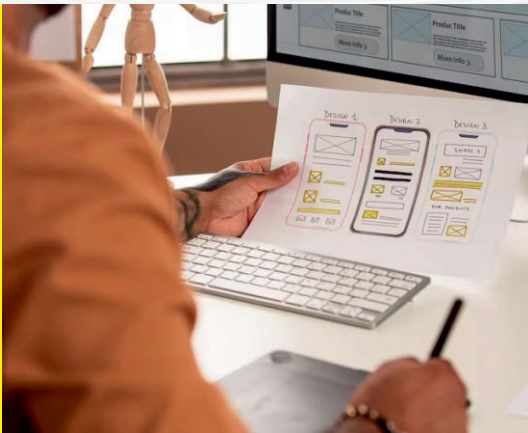
### Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Introduction to Python  |
| 02  | Identifiers   |
| 03  | Variables   |
| 04  | Data Types  |
| 05  | Operators: Arithmetic, Comparison, Assignment                 |
| 06  | Operators: Logical, Membership, Identity                      |
| 07  | Conditional Statements: If, if else, if elif, nested if       |
| 08  | Conditional Statements: switch case, Ternary                  |
| 09  | Looping Statements: while, while else, for loop etc...        |
| 10  | Looping Statements: Break, continue                           |
| 11  | Looping Statements: Pass, range, import, return               |
| 12  | Strings   |
| 13  | Lists   |
| 14  | Tuples  |
| 15  | Dictionaries  |
| 16  | Functions: Defining, Calling, Types of functions              |
| 17  | Functions: Parameters & Arguments, Anonymous Functions        |
| 18  | Modules   |
| 19  | Files I/O: Printing, Reading, Opening, Closing, Writing files |
| 20  | Files I/O: Positions, Renaming, Deleting, Directories         |
| 21  | OOPS concepts: Class and Object, Attributes                   |
| 22  | OOPS concepts: Inheritance, Types of Inheritance              |
| 23  | OOPS concepts: Overloading, Overriding, Data hiding           |
| 24  | Regular Expressions: Match, Search Function                   |
| 25  | Regular Expressions: Modifiers, Patterns                      |

# 05

Foundation  
programme in

## JUNIOR MOBILE APP DEVELOPER



### Course Objective

Junior Mobile Application Development Course using Thinkable is designed to teach computational thinking concepts through development of mobile applications. Students create applications by dragging and dropping components into a design view and using a visual blocks language to program application behaviour.

### What will I learn?

- Students will have gained knowledge of the techniques and processes involved in development of mobile applications.

### Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Basics of App Development: Basics of Thinkable                         |
| 02  | Text To Speech: UI, UX, Buttons, Text to speech                        |
| 03  | Speech To Text: Speech recognizer                                      |
| 04  | Rolling Dice: Variables, Random number, Importing Images               |
| 05  | Camera App   |
| 06  | Object Recognizer: Camera, Image Recognizer                            |
| 07  | Barcode Scanner  |
| 08  | Calculator: Variables, Mathematical operations, Conditional Statements |
| 09  | Music Player:  |
| 10  | BMI Calculator   |
| 11  | Alarm Clock  |
| 12  | Drawing App 1: Stage, Canvas, Colourpicker, RGB                        |
| 13  | Drawing App 2: Stage, Canvas, Colourpicker, RGB                        |
| 14  | Rock Paper Scissors Game 1   |
| 15  | Rock Paper Scissors Game 2   |
| 16  | Login and Signup Pages: Multiple Screen navigation                     |
| 17  | Login and Signup Pages: Firebase Database                              |
| 18  | Survey Application 1   |
| 19  | Survey Application 2   |
| 20  | City Finder App : API, Fetching data from web, Maps, Location sensor   |
| 21  | Weather App 1 :API Keys, Getting data from web                         |
| 22  | Weather App 2 :Design and code of the app                              |
| 23  | Space Game 1: Design and Learn sprites & canvas                        |
| 24  | Space Game 2: Design of the app interface                              |
| 25  | Space Game 3: Coding   |

# 06

Foundation programme in  
**JUNIOR YOUTUBER**



## Course Objective

Having a YouTube channel is a fun way for kids to express themselves. It also helps them to develop their skill sets such as acting, broadcasting and editing. They can create their own ideas, activities, and happiness as videos.

## What will I learn?

- Creating YouTube content about anything
- Enable children to reach high by becoming the best version of themselves

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Intro to YouTube and Create a Google account                                   |
| 02  | Identifying Your Niche   |
| 03  | Activity 1: How to create a YouTube Channel, Creating Logo and Cover Art       |
| 04  | Understanding with YouTube Control Panel & Channel Settings                    |
| 05  | Activity 2: Creating Your Channel Trailer: Self Intro and Welcome Message      |
| 06  | Customizing Your Channel   |
| 07  | Create Content Strategy & Research on video content                            |
| 08  | Understand Your Audience   |
| 09  | Script your video  |
| 10  | How to record high quality content   |
| 11  | Activity 3: Recording Your Second Video  |
| 12  | Intro to YouTube policies and guidelines                                       |
| 13  | Editing footage  |
| 14  | Activity 4: Editing Second Video   |
| 15  | Upload & optimize video, adding effective video title                          |
| 16  | Make effective thumbnails, Activity 5: Create a thumbnail for the second video |
| 17  | Activity 6: Create an Intro & Outro Video for channel                          |
| 18  | Activity 7: Create a Third Video   |
| 19  | Activity 8: Editing 3rd Video  |
| 20  | Activity 9: Create and Promote Playlist  |
| 21  | Add comments to help your channel growth                                       |
| 22  | Monetization and Channel promotions  |
| 23  | Intro to YouTube Shorts  |
| 24  | Activity 10: YouTube Shorts Video  |
| 25  | Scaling your YouTube Channel   |

# 07

Foundation programme in  
**JUNIOR ANIMATOR**



## Course Objective

Blender is a free and open-source 3D computer graphics software tool set used for creating animated films, visual effects, art, 3D-printed models, motion graphics, interactive 3D applications, virtual reality, and, formerly, video games. Blender's features include 3D modelling, UV mapping, texturing, digital drawing, raster graphics editing, rigging and skinning, fluid and smoke simulation, particle simulation, soft body simulation, sculpting, animation, match moving, rendering, motion graphics, video editing, and compositing.

## What will I learn?

- The student will learn the fundamentals of 3D Blender software
- They can create basic 3D models using different kind of methods in Blender

## Activity Curriculum

| Day | Topics                     |
|-----|----------------------------|
| 01  | Introduction               |
| 02  | Blender Interface          |
| 03  | Curves and NURBS           |
| 04  | 2D Shapes                  |
| 05  | Modeling basics            |
| 06  | Furniture Modeling         |
| 07  | Vehicle Modeling           |
| 08  | Simple character modeling  |
| 09  | Working with Materials     |
| 10  | Applying Textures          |
| 11  | UV Mapping                 |
| 12  | Lighting                   |
| 13  | Cameras                    |
| 14  | Animation                  |
| 15  | Rigging                    |
| 16  | Working with Bones         |
| 17  | Rendering Still Images     |
| 18  | Rendering Still Animations |
| 19  | Blender Modifiers          |
| 20  | Blender Particles          |
| 21  | Blender Activity I         |
| 22  | Blender Activity II        |
| 23  | Blender Activity III       |
| 24  | Blender Activity IV        |
| 25  | Blender Activity V         |

# 08

Foundation programme in  
**VIDEO EDITING**



## Course Objective

Adobe Premiere Pro is a timeline-based and non-linear video editing software application (NLE) developed by Adobe Inc. and published as part of the Adobe Creative Cloud licensing program. First launched in 2003, Adobe Premiere Pro is a successor of Adobe Premiere (first launched in 1991). It is geared towards professional video editing, while its sibling, Adobe Premiere Elements, targets the consumer market.

## What will I learn?

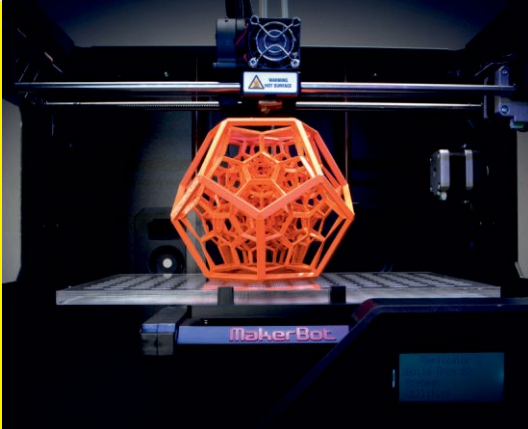
- Understand terminology used in video editing : create, edit & combine sequences
- Edit and combine audio, video & still images
- Create titles and credits for videos
- Publish a video to a format suitable for web use

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to Video editing & Adobe Premiere Pro                 |
| 02  | Adobe Premiere Pro interface and tools                             |
| 03  | Project Settings   |
| 04  | An Insight to Importing Footage                                    |
| 05  | Knowing the Process of Importing Photoshop and After Effects Files |
| 06  | Exploring Organizing Media   |
| 07  | Understanding Fundamentals of Video Editing                        |
| 08  | Using Clips and Markers  |
| 09  | Adding Transitions   |
| 10  | Editing Techniques   |
| 11  | Understanding Clips in Motion                                      |
| 12  | Knowing Multi-camera Editing                                       |
| 13  | Learn Editing and Mixing Audio                                     |
| 14  | Adding Video Effects   |
| 15  | Color Grading and Correction                                       |
| 16  | Understanding Compositing Techniques                               |
| 17  | Exploring Titles   |
| 18  | Working with Graphics  |
| 19  | Understanding Motion Graphics                                      |
| 20  | Exporting – Sequences, Clips, and frames                           |
| 21  | Video editing Activity I   |
| 22  | Video editing Activity II  |
| 23  | Video editing Activity III   |
| 24  | Video editing Activity IV  |
| 25  | Video editing Activity V   |

# 09

Foundation programme in  
**3D PRINTING**



## Course Objective

The goal of this course is to equip students with the core knowledge and tools needed for learning basics of CAD software and creating prototypes utilizing 3D printing.

## What will I learn?

- Demonstrate knowledge of key historical factors that have shaped manufacturing over the centuries Explain current and emerging 3D printing applications in a variety of industries.
- Evaluate real life scenarios & recommend the appropriate use of 3D printing technology.
- Identify opportunities to apply 3D printing technology for time and cost savings.

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to Dimensions                         |
| 02  | Introduction to 3D modelling in TinkerCad          |
| 03  | Login with TinkerCad and making an account         |
| 04  | Design and Modification of 3D objects              |
| 05  | Creation of 3D Models (basic)                      |
| 06  | Activity 1: Design of Simple objects               |
| 07  | Activity 2: Design of Simple objects               |
| 08  | Design of 3D models (intermediate)                 |
| 09  | Activity 3: Design of 3D objects using tools       |
| 10  | Activity 4: Design of 3D objects using tools       |
| 11  | Importing files in TinkerCad                       |
| 12  | Activity 4: Design of Sketch models                |
| 13  | Making of Assembly Models                          |
| 14  | Activity 5: Design of Assembly models              |
| 15  | Activity 6: Design of Assembly models              |
| 16  | Introduction to Slicing software                   |
| 17  | Role of slicing in 3D Printing                     |
| 18  | Introduction to FDM Printers                       |
| 19  | FDM machine anatomy                                |
| 20  | Machine setup Understanding                        |
| 21  | Activity 1: 3d printing of simple objects          |
| 22  | Activity 2: 3d printing of hollow objects          |
| 23  | Activity 3: 3d printing of Sketch objects          |
| 24  | Activity 4: 3d printing using student's creativity |
| 25  | Current and Future Application                     |

# 10

Foundation programme in

## CAD FOUNDATION PROGRAM



### Course Objective

The purpose of this course is to provide students with the fundamental skills and resources required for utilising AutoCAD for skilled 2D drawing, design, and drafting.

### What will I learn?

- By the end of the course, students will have learned the steps involved in solving a design challenge and will be able to develop extremely accurate designs and 2D drawings.

### Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Introduction to CAD   |
| 02  | Exploring the AutoCAD interface.  |
| 03  | AutoCAD Basic commands.   |
| 04  | Absolute Cartesian coordinate method.   |
| 05  | Relative Rectangular Co-ordinate method.  |
| 06  | Relative Polar Co-ordinate method.  |
| 07  | Direct distance entry method  |
| 08  | Drawing Commands in AutoCAD[Ray, X-line or Construction line. Multiline. Polyline.] |
| 09  | Drawing Commands in AutoCAD: [Polygon, Rectangle.]                                  |
| 10  | Drawing Commands in AutoCAD: Circle & Arc   |
| 11  | Drawing Commands in AutoCAD: Donut, Ellipse   |
| 12  | Object Snap tools in AutoCAD  |
| 13  | Object Selection Methods in AutoCAD   |
| 14  | Modifying Commands in AutoCAD   |
| 15  | Modifying Commands in AutoCAD   |
| 16  | Modifying Commands in AutoCAD   |
| 17  | Modifying Commands in AutoCAD   |
| 18  | Advanced Tools in AutoCAD   |
| 19  | Advanced Tools in AutoCAD: Text   |
| 20  | Advanced Tools in AutoCAD: line type  |
| 21  | Dimensions  |
| 22  | About dimensioning tools.   |
| 23  | Layers  |
| 24  | 2D skill development section  |
| 25  | 2D skill development section  |

# 11

## Foundation programme in **MEHNDI DESIGNING**



### **Course Objective**

To create basic yet stunning Indian, Arabic, and bridal designs as practice for mehndi art. Giving the students an opportunity to earn and learn and make them self employed

### **What will I learn?**

- Students will learn different types & styles of mehndi design art.
- Students' creativity skills and hidden talents will be unleashed
- They will also be able to run Mehndi classes of their own.
- After completion of this course students will be able to become self-employed.

### **Activity Curriculum**

| Day | Topics   |
|-----|--|
| 01  | Introduction & Drawing of different forms of lines and symbols |
| 02  | Information about making cones and preparing mehndi paste      |
| 03  | Information about the designs and removal of mehndi            |
| 04  | How to draw lines.   |
| 05  | How to draw Arabic leaves.                                     |
| 06  | How to draw Arabic Flowers.                                    |
| 07  | Simple Mehndi designs : Arabic floral designs.                 |
| 08  | Simple Arabic designs :Arabic leaves designs                   |
| 09  | Indian Mehndi Designs: Mesh and Mango Motifs                   |
| 10  | How to draw Humps and Swirls.                                  |
| 11  | Full Arm Mehndi Design   |
| 12  | Indian Mehndi Designs : Motif Design                           |
| 13  | Full Leg and Arms Indian Mehndi Design                         |
| 14  | Indian Mehndi designs : filling elements.                      |
| 15  | Spiral Back Hand Mehndi Design                                 |
| 16  | Arabic Designs And Bridal Designs Introduction                 |
| 17  | Rose Arabic Bridal Mehndi Design                               |
| 18  | Indian Mandala designs.  |
| 19  | Simple Finger Tip Arabic Mehndi Design                         |
| 20  | Arabic feet designs.   |
| 21  | Indian feet designs.   |
| 22  | Jewellery designs for feet.                                    |
| 23  | Simple Arabic Mehndi Design with Motifs                        |
| 24  | Geometric Arabic Mehndi Design                                 |
| 25  | Lotus Arabic Mehndi Design                                     |



# 12

Foundation  
programme in

## CLAY MODELING & SCULPTING



### Course Objective

This course introduces to provide learning of clay modelling and visual expression through two dimensions and three dimensions. To provide opportunity to enhance and enrich imagination and creativity.

### What will I learn?

- Playing with modelling clay.
- Making different shapes.
- Hand-eye coordination.
- Making colourful things using clay

### Activity Curriculum

| Day | Topics                                 |
|-----|--|
| 01  | Learning Clay Materials (introduction) |
| 02  | Making Caterpillar & Starfish          |
| 03  | Clownfish & Flies                      |
| 04  | Plates And Bowls                       |
| 05  | Polymer Clay- Emojis & Rainbow         |
| 06  | Bear & Monkey                          |
| 07  | Octopus & Sheep                        |
| 08  | Diya Making Using Clay                 |
| 09  | Clay Flowers                           |
| 10  | Clay Mushroom                          |
| 11  | Polymer Clay Jewellery                 |
| 12  | Clay Leaf Bowl                         |
| 13  | Home Made Clay- Panda                  |
| 14  | Clay Minion                            |
| 15  | Clay Character                         |
| 16  | Clay Pot                               |
| 17  | Blue Whale Phone Holder                |
| 18  | Clay House                             |
| 19  | Clay Parrot                            |
| 20  | Fruit Basket                           |
| 21  | Natural Clay Making & Tools Usage      |
| 22  | Armature Modeling                      |
| 23  | Armature Model Detailing               |
| 24  | Face Sculpting (section 1)             |
| 25  | Face Sculpting (section 2)             |

# 13

Foundation  
programme in

## ORIGAMI CRAFT



### Course Objective

Origami Art is a series of workshop and program for children. The main objectives is to explore the creativity fun of a single sheet or multiple sheets of 2D papers into 3D objects through the use of paper folding (also known as Origami) techniques.

### What will I learn?

- Creativity and logic thinking.
- Will involve both our hands and mind to be active.
- Innovative idea development.

### Activity Curriculum

| Day | Topics                  |
|-----|-------------------------|
| 01  | Introduction To Origami |
| 02  | Paper Boat              |
| 03  | Bookmarks               |
| 04  | Origami Christmas Tree  |
| 05  | Flowers                 |
| 06  | Origami Penguin         |
| 07  | Origami Fish            |
| 08  | Origami Butterfly       |
| 09  | Origami Whale           |
| 10  | Origami Crane           |
| 11  | Origami Box             |
| 12  | Origami Envelope        |
| 13  | Shapes Making           |
| 14  | Origami Owl             |
| 15  | Modular Cube            |
| 16  | Jumping Frog            |
| 17  | Origami Crab            |
| 18  | Ninja Star              |
| 19  | Origami Bag             |
| 20  | Origami Car             |
| 21  | Paper Cup               |
| 22  | Origami Pikachu         |
| 23  | Origami Dog             |
| 24  | Origami Rabbit          |
| 25  | Origami Horse           |

# 14

Foundation programme in  
**DIGITAL PAINTING**



## Course Objective

This course focuses on creating high-quality digital paintings. Students will focus on learning the software to create images. In digital painting, students use painting techniques to create the image directly on the computer.

## What will I learn?

- Basic knowledge in Photoshop Software.
- Basic drawing skills.
- Colour theory.
- Painting in digitally.

## Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Digital painting (software used, pros and cons) |
| 02  | Drawing Basics (Pencil sketches)                |
| 03  | Drawing Basics 2 (Pencil sketches)              |
| 04  | Drawing objects                                 |
| 05  | Drawing Cartoon Face                            |
| 06  | Color theory, color values- RGB, CMYK           |
| 07  | Photoshop Interface                             |
| 08  | Basic Brush Tool                                |
| 09  | Basic Pen Tool                                  |
| 10  | Painting and Blending Techniques                |
| 11  | How to Resize an Image                          |
| 12  | Remove an Object or Person from a Photo         |
| 13  | How to Change the Color of an Object            |
| 14  | Paint an Easy 3D Circle                         |
| 15  | Digital Character Design                        |
| 16  | Incorporating Photo Textures                    |
| 17  | Flat design to 3D Painting                      |
| 18  | Creating Leathery Texture                       |
| 19  | Character sketching (cartoon)                   |
| 20  | Detailing section 1                             |
| 21  | Detailing section 2                             |
| 22  | Detailing section 3                             |
| 23  | Detailing section 4                             |
| 24  | Detailing section 5                             |
| 25  | Detailing & Digital output                      |

# 15

Foundation  
programme in

## 2D CARTOON ANIMATION



### Course Objective

At the end of the course the student will learn basic concepts of Classical 2D Animation, Story boarding and create animated digital multimedia content for media using the tools and techniques as available in the Adobe Animated software.

### What will I learn?

- The basic principles of cartoon drawing.
- The principles of animation.
- The importance of timing and movements of animation.
- A basic knowledge of 2D animation.

### Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction Animation And Story Telling             |
| 02  | How To Draw Shade & Shadow                           |
| 03  | Let's Practice Basic Shapes & Manipulating Shapes    |
| 04  | How To Draw Cartoon Heads – Part I                   |
| 05  | How To Draw Cartoon Heads – Part II                  |
| 06  | Let's Start Constructing Cartoon Characters          |
| 07  | Let's Start Learning Perspective Drawing             |
| 08  | Know More About Object & Nature Study                |
| 09  | Let's Start Character Designing                      |
| 10  | Introduction To Principles Of Animation – I          |
| 11  | Introduction To Principles Of Animation – II         |
| 12  | How To Animate Special Effects                       |
| 13  | How To Draw Movements & Action                       |
| 14  | How To Write A Cartoon Scripting                     |
| 15  | How To Create A Storyboard                           |
| 16  | Introduction To Adobe Animate And Tools              |
| 17  | Know More About Draw With Adobe Animate              |
| 18  | Know More About Timeline Control and Basics          |
| 19  | Let's Start Digital Character Designing              |
| 20  | Let's Start Background Designing                     |
| 21  | Let's Start Walk Cycle Animation                     |
| 22  | Let's Start Character Animation                      |
| 23  | Let's Start Background Animation                     |
| 24  | Know More About Integrating Background & Characters  |
| 25  | How To Convert The Animation Project in to Final Out |

# 16

Foundation programme in  
**3D ANIMATION**



## Course Objective

If you can imagine it, you can model it! Dive into 3D art creation with Autodesk Maya, the modeling and animation software package used by the pros. Utilize techniques like digital sculpting and surface modeling to make your models from scratch and then bring them to life with animation. This course turns your imagination into reality so you can share your vision to inspire others

## What will I learn?

- The basic principles of modeling
- Texturing, lighting and rigging fundamentals
- Character animation techniques
- Basics of rendering process

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction Animation Around The World        |
| 02  | Understanding The Maya Interface & Basic Tools |
| 03  | Creating And Open The Maya Projects            |
| 04  | Modeling Basics – I                            |
| 05  | Modeling Basics – II                           |
| 06  | Basics Of Texturing                            |
| 07  | Lighting And Shading Fundamentals              |
| 08  | Introduction To Rigging                        |
| 09  | Understanding The Animation And Keyframe       |
| 10  | Animation Timing And Frame Settings            |
| 11  | Animation Using Motion Paths                   |
| 12  | Importing The Rigged Character To Maya Project |
| 13  | Animation – Character Happy Face Impression    |
| 14  | Character Angry Face Impression                |
| 15  | Lips Movement                                  |
| 16  | Various Hands Action                           |
| 17  | Character To Pick Up Objects                   |
| 18  | Throwing A Ball                                |
| 19  | Kicking The Ball Action                        |
| 20  | Walk Cycle                                     |
| 21  | Walk And Sit Action                            |
| 22  | Running Action Action                          |
| 23  | Adding Background                              |
| 24  | Creating And Animating Cameras                 |
| 25  | Basic Of Rendering Process                     |

# 17

Foundation  
programme in



## ACCOUNTING



### Course Objective

This course will enable you to learn basics of Manual Accounting, and gain Practical Accounting knowledge in Computerized Environment. Finally you can prepare Financial Reports of Small and Medium Business Enterprises

### What will I learn?

- The Basics of Business Organisations
- The Basic principles of Book keeping and Accounting procedures
- Practical Accounting with theoretical background
- The Basics of Computerised Accounting
- Practical Accounting in Computerised Environment
- Preparation of Financial Reports

### Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to Business and Business Transactions |
| 02  | Maintenance of Accounting Records                  |
| 03  | What is ERP  |
| 04  | Defining Groups in Tally ERP-9                     |
| 05  | Defining Ledgers in Tally ERP-9                    |
| 06  | Inventory Management – Stock Group Creation        |
| 07  | Inventory Management – Stock Category Creation     |
| 08  | Inventory Management – Units of Measure            |
| 09  | Inventory Management – Stock Item Creation         |
| 10  | Managing Accounting Vouchers in Tally ERP-9        |
| 11  | Vouchers – Purchase                                |
| 12  | Vouchers – Payment                                 |
| 13  | Vouchers – Receipt                                 |
| 14  | Voucher – Contra                                   |
| 15  | Voucher – Journal                                  |
| 16  | Voucher – Credit Note                              |
| 17  | Voucher – Debit Note                               |
| 18  | Bank Reconciliation in Tally ERP9                  |
| 19  | Order Processing through Tally ERP9                |
| 20  | Accounting of Bill of Materials                    |
| 21  | Session about Budget and Control                   |
| 22  | Security Control                                   |
| 23  | MIS – Report Preparation                           |
| 24  | Tax System in India                                |
| 25  | Tally to Excel, JPEG, PDF                          |

# 18

Foundation programme in

## DTP & INTERACTIVE DESIGN



### Course Objective

In this program students will learn to create eBooks using InDesign. It will help them to create children's eBooks, do it yourself books, recipe or cook books or any media rich eBook. Design and publish ebooks and transition your workflow from print to digital publications. The course cover a wide range of digital publishing concepts, ebook software and design applications including InDesign and Canva.

### What will I learn?

- Fundamentals of desktop publishing and typesetting
- The importance of layout and structuring
- Understanding online publications

### Activity Curriculum

| Day | Topics                                      |
|-----|---|
| 01  | Introduction To DTP & Interactive Design    |
| 02  | Exploring Modern E-Book Ideas               |
| 03  | Why InDesign?                               |
| 04  | Introduction To InDesign Platform           |
| 05  | Importance of Layout                        |
| 06  | Creating and Viewing Documents              |
| 07  | Exploring Pages                             |
| 08  | Working With Type and Fonts                 |
| 09  | Working With Graphics                       |
| 10  | Formating Objects                           |
| 11  | Working With Color                          |
| 12  | Points and Paths                            |
| 13  | Managing & Transforming Objects             |
| 14  | Character and Paragraph Formatting          |
| 15  | Using Styles                                |
| 16  | Tables Day                                  |
| 17  | Images Day                                  |
| 18  | File Formats E-Book                         |
| 19  | Digital Publishing and Device Compatibility |
| 20  | E-Readers                                   |
| 21  | Templates Day                               |
| 22  | Online E-Book Creators                      |
| 23  | E-Book In Canva                             |
| 24  | How To Create E-Book In Canva               |
| 25  | How To Publish E-book                       |

# 19

Foundation programme in

## WEB DESIGN



### Course Objective

In this course you'll learn how to design a website in Photoshop, HTML & CSS. We'll start right at the basics of web design principles, use Photoshop for creating, HTML basics, tags, tables, CSS, CSS Cheat Sheet, layout for a web page to perfecting the webpage.

### What will I learn?

- Fundamentals of Design Principle
- Web Design Using Photoshop and HTML
- To create your own Website

### Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Introduction to Web & Web Designing             |
| 02  | Design Principals & Web Components              |
| 03  | Manual Web Designing: Layout & Structuring      |
| 04  | Basics of Photoshop                             |
| 05  | Photoshop Environment and Tools                 |
| 06  | Photoshop- Website Layout Setting               |
| 07  | Photoshop- Header & Navigation Menu             |
| 08  | Photoshop- Content Slider & Body Structuring    |
| 09  | Photoshop- Text and Style Implementation        |
| 10  | Photoshop- Image Process, Placing & Structuring |
| 11  | Photoshop- Navigation Button Lay-outing         |
| 12  | Introduction to HTML                            |
| 13  | Brief on HTML Components                        |
| 14  | Essentials of HTML Component Properties         |
| 15  | Image in HTML                                   |
| 16  | URL component                                   |
| 17  | Introduction to Table                           |
| 18  | Introduction to CSS                             |
| 19  | Types of CSS                                    |
| 20  | CSS cheat sheet                                 |
| 21  | CSS text formatting                             |
| 22  | CSS dropdown & Colours                          |
| 23  | Image gallery                                   |
| 24  | Website layout                                  |
| 25  | Create a simple website                         |



# 20

Foundation programme in  
**GRAPHIC ART & DESIGN**



## Course Objective

This course will help you to learn the basic principle of print design. In this course students will learn the importance of color theory, layout and typography to produce different kinds of print designs using CorelDraw and Photoshop.

## What will I learn?

- The basic principles of Print Design
- Graphic and Layout Fundamentals
- Image Editing
- Understanding and creating print outputs

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to Print Media Design             |
| 02  | Drawing Practice Lines and Basic Shapes        |
| 03  | Drawing Practice Shading                       |
| 04  | Color Theory and Psychology                    |
| 05  | Painting Basics and color Practice             |
| 06  | Color Theory                                   |
| 07  | Photoshop Interface                            |
| 08  | Basics of Photoshop                            |
| 09  | Photoshop Environment and Tools                |
| 10  | Basic Brush Tool                               |
| 11  | Basic Pen Tool                                 |
| 12  | Photoshop- Editing Basics                      |
| 13  | How to Change the Color of an Object           |
| 14  | Photoshop- Image Retouch                       |
| 15  | How to Remove an Object or Person From a Photo |
| 16  | Corel Draw Basics                              |
| 17  | Corel Draw Platform and Tools                  |
| 18  | Corel Draw Typography and Colours              |
| 19  | Importance of Alignment & Hierarchy            |
| 20  | CorelDraw Visual Element Placing               |
| 21  | Digital Designing – Poster                     |
| 22  | Floral Logo Design                             |
| 23  | 3D Logo Effect                                 |
| 24  | Making File Print Ready                        |
| 25  | Making Print outputs                           |

# 21

Foundation  
programme in

## PHOTOSHOP CREATIVATOR



### Course Objective

Visual representations are known to enhance online content. Graphic designers constantly churn out great designs to amplify that experience. This course provides activity based Photoshop training for newbies, where students not only get to experiment with a variety of software tools, but also provide tips and tricks to smarter techniques. The level of skill & progress of each student is evaluated.

### What will I learn?

- Colours, Graphics and Layout.
- Image retouching.

### Activity Curriculum

| Day | Topics                                      |
|-----|---|
| 01  | Introduction to Photoshop                   |
| 02  | Photoshop Interface Essentials              |
| 03  | Working With Selection Tools                |
| 04  | Cropping and Straightening Images           |
| 05  | Transforming, Distorting and Warping Images |
| 06  | Working with Layers                         |
| 07  | Vector Drawing                              |
| 08  | Colours in Photoshop                        |
| 09  | Working with Brushes                        |
| 10  | Working with Layer Masks                    |
| 11  | Work With Slices                            |
| 12  | Working with Filters                        |
| 13  | Working with Text                           |
| 14  | Essential Layer Effects and Styles          |
| 15  | Blending multiple images                    |
| 16  | Basic Photo Corrections                     |
| 17  | Retouching & Repairing                      |
| 18  | Logo Designing using drawing tools          |
| 19  | Create Text effect                          |
| 20  | Business card design                        |
| 21  | Promotional Flyer Design                    |
| 22  | Brochure Design                             |
| 23  | Product Package Design                      |
| 24  | Photo Manipulation                          |
| 25  | Make an Animated GIF                        |

# 22

Foundation programme in  
**SHORT FILM CUTS**



## Course Objective

This course will enable you to learn the basics of film making giving a glance through the various areas of film making from pre production to post production.

## What will I learn?

- Art of Story Telling
- Conversion Of Story To Screenplay
- Basics of Screenplay
- Basics of Scriptwriting
- Understanding DSLR and Mirrorless Camera
- Basics of Lighting and Composition
- Art of Editing
- Secret Tips In Post-Production

## Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | What is cinema                                    |
| 02  | Art of observation                                |
| 03  | Art of Storytelling                               |
| 04  | The conversion of story to screenplay             |
| 05  | Basics of Screenplay                              |
| 06  | Basics of Scriptwriting                           |
| 07  | Three Act Structure                               |
| 08  | Introduction to DSLR & Mirrorless Camera          |
| 09  | Basic Structure & Parts in Camera                 |
| 10  | Sensors in Camera's & What is the uses of Filter? |
| 11  | Shooting Using DSLR & Mirrorless Camera           |
| 12  | Basics of Lighting                                |
| 13  | Photography Rules & Compositions                  |
| 14  | Understanding Camera Movements & its Types        |
| 15  | Basics of Camera Rigging                          |
| 16  | Introduction to Post-Production & Art of Editing  |
| 17  | Introduction to Editing Software                  |
| 18  | Assembling Clip In Prelude & Use's of Proxy File  |
| 19  | Different Tools & Methods In Editing Software     |
| 20  | Rules & Composition In Editing                    |
| 21  | Uses of Editing Monitors & Secret Tips            |
| 22  | Basics Of Colour grading                          |
| 23  | Basics in Adding Metadata & Copywriter            |
| 24  | Basics of Post-Production                         |
| 25  | Secret Tips In Post-production                    |

# 23

Foundation  
programme in

# C PROGRAMMING



## Course Objective

This course is designed to provide complete knowledge of the C language. Students will develop logical thinking that will help them create program applications in C. Beginner's learn the basic concepts of programming while those with prior knowledge can pursue with enhanced coding through our activity based learning model.

## What will I learn?

- The basic concept of programming
- How to work with textual information, characters and strings.
- How to work with arrays of complex objects.
- How to define and manage data structures.

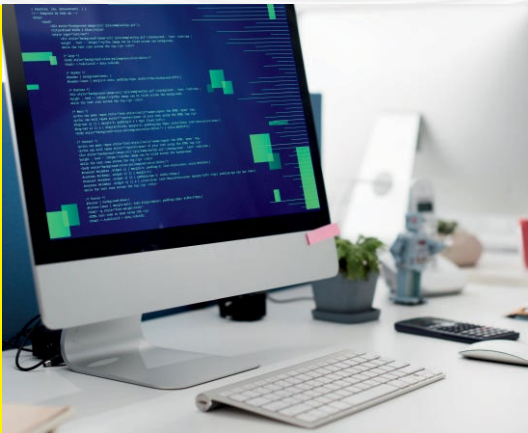
## Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Overview Of Programming Language                    |
| 02  | Variables And Data Types                            |
| 03  | Operators   |
| 04  | Basic Input / Output                                |
| 05  | Control Structures                                  |
| 06  | Control Structures Loops Iteration Structures       |
| 07  | Control Structures Loops/ Iteration Structures      |
| 08  | Control Structures Loops Jump Statements – I        |
| 09  | Control Structures Loops Jump Statements – II       |
| 10  | Arrays Initializing, Accessing Values Of Array      |
| 11  | Pointers  |
| 12  | Dynamic Memory Allocation, Strings                  |
| 13  | Functions, Function Definition, Declaration Calling |
| 14  | Functions, Function Arguments                       |
| 15  | Functions Interaction Between Functions             |
| 16  | Structured Data Types Simple Structure              |
| 17  | Structured Data Types Complex Structure             |
| 18  | Structured Data Types Pointers                      |
| 19  | Structured Data Types Pointers To Complex           |
| 20  | Structured Data Types Union                         |
| 21  | Files / Types of Files                              |
| 22  | Files Simple File Operations                        |
| 23  | Files Complex File Operations                       |
| 24  | Files Reading and Writing To A Binary File          |
| 25  | Files Get Data Using Fseek()                        |

# 24

Foundation  
programme in

# C++ PROGRAMMING



## Course Objective

This course provides fundamental knowledge of the Object Oriented Programming concepts and their implementation using C++. Students can work-out on logic building which will help them create program applications in C++. Beginners learn the basic concepts of programming while those with prior knowledge can pursue with enhanced coding through our activity based learning model.

## What will I learn?

- The basic concept of Object-Oriented paradigm
- Syntax and semantics of the C++ programming language.
- How to design C++ classes for code reuse.

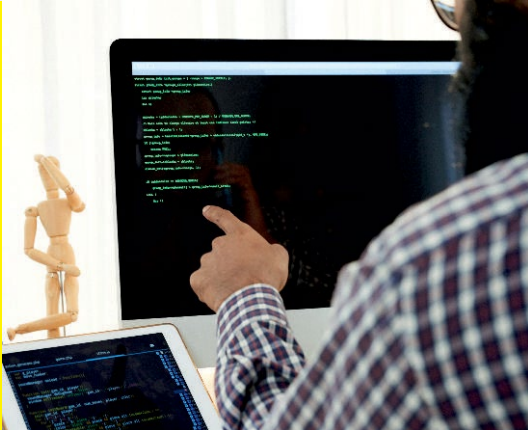
## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to C++ Programming                |
| 02  | Variable and Data Types In C++                 |
| 03  | Operators in C++                               |
| 04  | Basic Input / Output in C++                    |
| 05  | Control Structures Loop Iteration Structures   |
| 06  | Control Structures In C++                      |
| 07  | Control Structures Loops Iteration Structures  |
| 08  | Control Structures Loops Jump Statements       |
| 09  | String Functions                               |
| 10  | Arrays Initializing, Accessing Values of Array |
| 11  | Pointers Pointer Variable Operators Expression |
| 12  | Dynamic Memory Allocation, Strings             |
| 13  | Functions Function Arguments                   |
| 14  | Functions Interaction Between Functions        |
| 15  | Object Oriented Programming (OOP) Class        |
| 16  | Functions Function Definition Declaration Call |
| 17  | Object Oriented Programming (OOP) Object       |
| 18  | Friend Function                                |
| 19  | Operator Overloading                           |
| 20  | Inheritance                                    |
| 21  | Polymorphism                                   |
| 22  | Constructors                                   |
| 23  | Destructors                                    |
| 24  | File and Templates I                           |
| 25  | File and Templates II                          |

# 25

Foundation  
programme in

# JAVA PROGRAMMING



## Course Objective

This course is designed to introduce you to some of the most powerful programming concepts in Java, including: objects, inheritance and collections. Students will learn how to use these object-oriented programming concepts in code examples, discover how these concepts are used in applications that require user input, and understand the benefits of mastering these concepts in Java.

## What will I learn?

- Java Syntax and semantics to write Java programs.
- Concepts such as variables, conditional & iterative execution methods etc.
- Understand the fundamentals of OOP's in java

## Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Introduction to java                               |
| 02  | Variables & Data Types                             |
| 03  | Operators & Java Conditions and If Statements      |
| 04  | Looping Statements/iteration Statements in Java    |
| 05  | Arrays   |
| 06  | Java Classes                                       |
| 07  | Java Strings                                       |
| 08  | Java Methods                                       |
| 09  | Java Encapsulation & Polymorphism                  |
| 10  | Java Inheritance                                   |
| 11  | Java- Packages                                     |
| 12  | Java – Interface                                   |
| 13  | Exception Handling                                 |
| 14  | Multi Threading                                    |
| 15  | Multi Threading-Synchronization                    |
| 16  | Files and I/O                                      |
| 17  | Applets:Life cycle>Loading applets in a webpage    |
| 18  | Start with Applets/Graphical Components            |
| 19  | Applets- Graphical components                      |
| 20  | Event Listeners                                    |
| 21  | Action Listeners                                   |
| 22  | Mouse Listeners                                    |
| 23  | Java DB Connectivity : JDBC API, JDBC and etc.     |
| 24  | Java DB Connectivity : JDBC Test suite             |
| 25  | Java DB Connectivity : Layers of JDBC Architecture |

# 26

## Foundation programme in **VISUAL BASIC**



### Course Objective

The goal of this course is to help students gain knowledge in the basic concepts of Object Oriented Programming and build skills to develop modern software programmes using the Visual Basic language. The course covers most of the Visual Basic language structure and syntax, as well as how to use features of Windows Forms and ActiveX Controls to make graphical user interface (GUI) applications.

### What will I learn?

- Colours, Graphics and Layout.
- Image retouching.

### Activity Curriculum

| Day | Topics                              |
|-----|-------------------------------------|
| 01  | Introduction to visual basic        |
| 02  | VB syntax                           |
| 03  | VB variables                        |
| 04  | VB strings                          |
| 05  | VB dates and time                   |
| 06  | Operators in visual basic           |
| 07  | VB math                             |
| 08  | Decision statement – if             |
| 09  | Decision statement – select case    |
| 10  | Loops                               |
| 11  | Loops- while statement              |
| 12  | Loop – do loops                     |
| 13  | Arrays                              |
| 14  | Visual basic methods                |
| 15  | Methods – optional parameters       |
| 16  | Error handling                      |
| 17  | Try, catch, finally statement       |
| 18  | Creating and managing classes       |
| 19  | Graphics                            |
| 20  | Creating a pen                      |
| 21  | Drawing a rectangle                 |
| 22  | Printing text                       |
| 23  | Database                            |
| 24  | Building and connecting to database |
| 25  | Creating a database application     |

# 27

Foundation  
programme in  
**SCRATCH**



## Course Objective

This course introduces students to Animation, Multimedia and Interactive Elements combined together to develop interactive stories, games, animations through Scratch programming. Scratch is a block based visual programming language that introduces students to the world of algorithms & programming. The activities encourage exploration of key computational thinking concepts and practices.

## What will I learn?

- Basic animation with scratch.
- Create interactive stories
- Create online games.

## Activity Curriculum

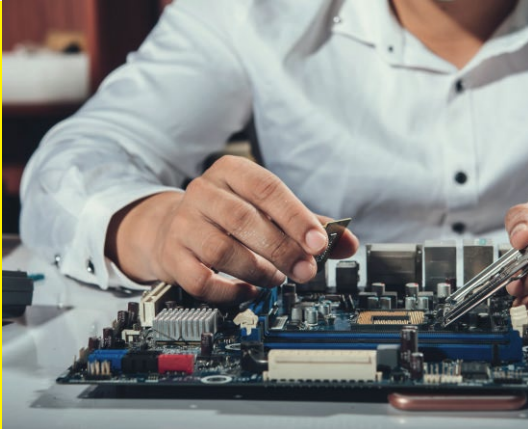
| Day | Topics  |
|-----|---|
| 01  | Block Based Visual Programming Language Basics- |
| 02  | Add Effects or Actions, Make A Music            |
| 03  | Create Chase/catch/clicker Game                 |
| 04  | Basics of Scratch- Maze Cat                     |
| 05  | Basics of Scratch-create Greetings Cards        |
| 06  | Animation Chatbot                               |
| 07  | Animation and Music                             |
| 08  | Dance Party Animation                           |
| 09  | Story Telling Samples                           |
| 10  | Art-paint Box                                   |
| 11  | Drawing Polygons                                |
| 12  | Programming Features                            |
| 13  | Lists- Questions and Answers                    |
| 14  | Creating a Basic Calculator                     |
| 15  | Function With Parameters                        |
| 16  | Game Boat Race                                  |
| 17  | Game Analysis- Memory Game                      |
| 18  | Game Analysis- Dodge Ball                       |
| 19  | Brain Game                                      |
| 20  | Catch The Dots                                  |
| 21  | Clone Wars                                      |
| 22  | Create Your Own World- Treasure Hunt            |
| 23  | Butterfly Tree                                  |
| 24  | Ping Pong Game                                  |
| 25  | Shooter Game                                    |



# 28

Foundation  
programme in

## BUILD A PC & NETWORKS



### Course Objective

This course will enable you to learn basics on how to assemble PCs and configure networks to connect between PCs, so that you get a thorough understanding on the office or company network infrastructure design.

### What will I learn?

- Types of computer hardware components.
- Types of networking components.
- Assembling a PC.
- Setting up a basic network.
- Connecting PCs via network.
- The configuration of software.

### Activity Curriculum

| Day | Topics                                  |
|-----|---|
| 01  | Introduction to Computer System         |
| 02  | Components of A Computer System         |
| 03  | Input Devices                           |
| 04  | Output Devices                          |
| 05  | Memory Storage Devices                  |
| 06  | Safety Precautions and Tools            |
| 07  | Installing Motherboard and Processor    |
| 08  | Installing SMPs, Harddisk, RAM and NIC  |
| 09  | Installing Peripherals                  |
| 10  | Boot Process and BIOS                   |
| 11  | OS Concepts And Windows OS Installation |
| 12  | Ubuntu Linux Installation               |
| 13  | Understanding and Installing Drivers    |
| 14  | Installing Software                     |
| 15  | Installing Printer and Scanner          |
| 16  | Basics of Networking and Devices        |
| 17  | Types of Area Networks                  |
| 18  | Types of Network Topology               |
| 19  | Types of Network Cables                 |
| 20  | Types of Twisted-pair Cables            |
| 21  | Color Coding and Crimping               |
| 22  | Workgroup, Domain and Ip Addressing     |
| 23  | Setting Ip and Connecting 2 PC          |
| 24  | Transferring Files Between PC's         |
| 25  | Internet Basics and Troubleshooting     |

# 29

Foundation  
programme in  
**LINUX**



## Course Objective

This course explores the various tools and techniques commonly used by Linux users. It is designed for those with limited or no previous exposure to Linux. Upon completion of this training you should have a good working knowledge of Linux, from both Graphical and Command Line perspective, allowing you to easily navigate through any of the major Linux distributions.

## What will I learn?

- The basic concepts & operations of Linux.
- Working with Apps in Linux.
- The basic Linux Commands.

## Activity Curriculum

| Day | Topics                                      |
|-----|---|
| 01  | Introduction to Linux                       |
| 02  | Understanding Ubuntu Linux                  |
| 03  | Difference between Linux, Windows & UNIX    |
| 04  | Navigating the Ubuntu Desktop               |
| 05  | Knowing Ubuntu Unity Dash                   |
| 06  | Basics of installing applications           |
| 07  | Installing Web Browsers                     |
| 08  | Installing Open Source Desktop applications |
| 09  | Understanding GIMP                          |
| 10  | Working with GIMP                           |
| 11  | Understanding Inkscape                      |
| 12  | Working Inkscape                            |
| 13  | How to Browse the Web with Ubuntu           |
| 14  | How to Keep Ubuntu up to Date               |
| 15  | Understanding Thunderbird Email Client      |
| 16  | Working with Libre Office                   |
| 17  | Libre Office- Writer, Calc                  |
| 18  | Libre Office- Impress, Base                 |
| 19  | Libre Office- Draw, Math                    |
| 20  | Editors- Gedit Editor basics                |
| 21  | Editors- vi Editor basics                   |
| 22  | How to Manage Photos, Music and Videos      |
| 23  | Linux File System basics                    |
| 24  | Creating users and groups                   |
| 25  | Basic Linux commands                        |

# 30

Foundation  
programme in

## **CERTIFIED BLOGGER**



### **Course Objective**

Blogging is an excellent way of sharing your passion of knowledge to public in a creative online environment. Blogging gives a sense of satisfaction that you are doing something that involves the creative part of your brain. This program provides a support to explore and present your creative ideas in online media and help you to build an impressive outlook to your viewers. A best way to publish in a profitable and an authoritative way.

### **What will I learn?**

- To share their own knowledge & Learn, earn at the same time.
- To promote a product and Building relations.
- Blogging as side income & Creating an online empire

### **Activity Curriculum**

| Day | Topics  |
|-----|---|
| 01  | Introduction to Blogging                      |
| 02  | Blogging Platforms                            |
| 03  | Blogging Essentials                           |
| 04  | Keyword Research Tools for Blogging           |
| 05  | Getting Started- blogger.com                  |
| 06  | Customize your Blog – Page, Post, Labels      |
| 07  | Gadgets and The Blogger Layout                |
| 08  | Comments and Backlinks                        |
| 09  | Publish, Archive and share you Blog           |
| 10  | Creating a Blogging Strategy                  |
| 11  | Integrating Blogging into a Business Strategy |
| 12  | Benefits of Blogging                          |
| 13  | Concepts of Vlogging                          |
| 14  | Living Through Blogging                       |
| 15  | Tips yo Run a Successful Blog                 |
| 16  | Mistakes yo Avoid When Blogging               |
| 17  | Popular Tools for Bloggers                    |
| 18  | Getting Started on Blogging- Wordpress        |
| 19  | Customize your Wordpress Blog                 |
| 20  | Plugins and Wordpress Layout                  |
| 21  | Importance And Methods of Backlinks           |
| 22  | Publish, Archive and share you Blog           |
| 23  | Promote your Blog                             |
| 24  | Make Money from Blogging- Adsense             |
| 25  | Optimization of Blogging – SEO Tips           |

# 31

Foundation programme in  
**OFFICE SUITE**



## Course Objective

This course is meant to introduce students to the Microsoft Office suite with a package of industry-leading software programs including Word, Excel, and PowerPoint. In this short course, the student gets an introduction to what Office has to offer. They get an awareness of how MS Office Suite works, short cuts that can be used throughout the suite etc; and provides students with hands-on experience in practising what they study.

## What will I learn?

- To work in MS Word, MS Excel
- MS Access & Power Point.

## Activity Curriculum

| Day | Topics                                       |
|-----|--|
| 01  | Impact of office automation, Letter Drafting |
| 02  | To prepare an enquiry form                   |
| 03  | To create a bio data                         |
| 04  | Templates using MS Word                      |
| 05  | To create a picture based story book         |
| 06  | Watermark in MS Word                         |
| 07  | To create a Textbook/ Report                 |
| 08  | To create a stock list using MS Excel        |
| 09  | Keyboard shortcuts as a periodic table       |
| 10  | Sort and Filter in MS Excel                  |
| 11  | Table creation                               |
| 12  | Mathematical calculations in MS Excel        |
| 13  | Graphical representations in MS Excel        |
| 14  | Tracking planner                             |
| 15  | Loan calculation                             |
| 16  | Mail merge                                   |
| 17  | To create a pivot table                      |
| 18  | Data validation                              |
| 19  | VLOOKUP                                      |
| 20  | Presentation using MS PowerPoint             |
| 21  | Tables and Hyperlink                         |
| 22  | Transitions and custom slide                 |
| 23  | MS Access- Tables and Forms                  |
| 24  | Queries in MS Access                         |
| 25  | Reports in MS Access                         |

# 32

Foundation  
programme in  
**LET'S TALK  
ENGLISH**



## Course Objective

This course will enable you to develop the English communication skill through reading, listening, writing & speaking skill as well as the basic grammar and effective personality development techniques. This will make you an effective speaker in English.

## What will I learn?

- The reading techniques using phonetic sound
- The importance of listening skill for communication
- Implementing the methods in writing skill
- The basic knowledge in grammar usage for communication
- How to develop public speaking skill & Personality development techniques

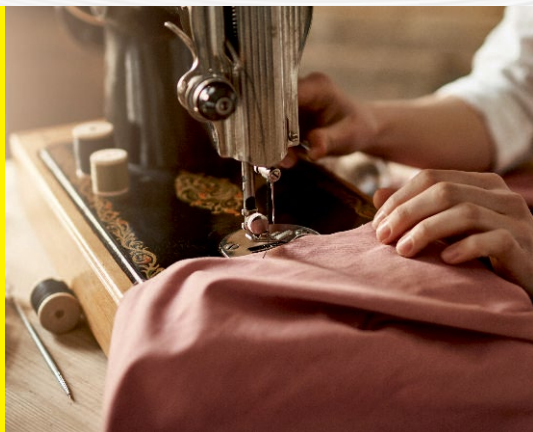
## Activity Curriculum

| Day | Topics                           |
|-----|----------------------------------|
| 01  | Listen Up                        |
| 02  | My Day                           |
| 03  | Stages of Life                   |
| 04  | Types of Co-workers              |
| 05  | Friendship Phrases               |
| 06  | My House                         |
| 07  | My Health                        |
| 08  | My Interests                     |
| 09  | Study Phrases                    |
| 10  | Confusing Words                  |
| 11  | Driving Expressions              |
| 12  | Remembering someone/something    |
| 13  | Daily Telephone Phrases          |
| 14  | No 'OMG'                         |
| 15  | Wish 'GOOD LUCK'                 |
| 16  | Words for Sadness                |
| 17  | English for difficult situations |
| 18  | Few & Little                     |
| 19  | Accepting Apologies              |
| 20  | Asking Questions                 |
| 21  | Miss & Lose                      |
| 22  | Book Phrases                     |
| 23  | Different ways to 'EAT'          |
| 24  | Money Talks                      |
| 25  | Workplace idiom                  |

# 33

Foundation  
programme in

## STITCHING BASICS & EMBROIDERY



### Course Objective

This course focuses on garment stitching and surface ornamentation techniques. Students will develop skills and knowledge related to historical and contemporary applications of needlepoint, embroidery and other stitching methods, and use these as a means for the creative expression of ideas through a series of class and individual projects.

### What will I learn?

- Basic Stitching
- Basic Embroidery
- Mirror work
- Beads work & Sequence work

### Activity Curriculum

| Day | Topics  |
|-----|---|
| 01  | Introduction to Stitching & Embroidery        |
| 02  | Straight Stitch                               |
| 03  | Stem Stitch                                   |
| 04  | Feather Stitch                                |
| 05  | Face mask                                     |
| 06  | Chain Stitch                                  |
| 07  | Detached Chain Stitch or Lazy Daisy Stitch    |
| 08  | Woven Wheel Stitch or Spider Web Stitch       |
| 09  | French Knot                                   |
| 10  | Jhabla  |
| 11  | Bullion Knot Stitch                           |
| 12  | Couching Stitch                               |
| 13  | Fly Stitch                                    |
| 14  | Herringbone Stitch                            |
| 15  | Satin Stitch                                  |
| 16  | Ribbon embroidery                             |
| 17  | Mirror Work                                   |
| 18  | Beads work                                    |
| 19  | Sequins Work and Sardosi Work                 |
| 20  | Fabric paint                                  |
| 21  | Petticoat                                     |
| 22  | Cut & Stitch Normal Chudidar bottom           |
| 23  | Cut & Stitch Chudipant                        |
| 24  | Cut & Stitch Normal Chudidar top without slit |
| 25  | Cut & Stitch Normal Chudidar top with slit    |

# 33

Foundation  
programme in

## BEAUTY CARE & STYLING



### Course Objective

This course is designed to train the students in the Beauty & Wellness space by enhancing their skill sets through practical & theoretical knowledge and developing a professional attitude in handling the customers and managing the saloon. This course will also create an entrepreneurial mindset among the students.

### What will I learn?

- Students will learn the basic etiquettes they should follow once they get into the Beauty care & Styling area.
- They will learn the core concepts of Skin Care, Face Care, Hair Styling & Makeup tips.
- They will end up in generating Self Employment.

### Activity Curriculum

| Day | Topics   |
|-----|--|
| 01  | Current Trends & Scope in Beauty Care & Styling    |
| 02  | Hygiene Etiquette for Beauty Saloon & their Staffs |
| 03  | Grooming & Body Language Tips                      |
| 04  | Customer Service Etiquette                         |
| 05  | Skin Anatomy & Skin Care Secrets                   |
| 06  | More about Skin Care – Hands-on Experience         |
| 07  | Health & Nutrition                                 |
| 08  | All About Facial Massage- Tips & Tricks            |
| 09  | Approach to Facial Massage                         |
| 10  | More about Facial Massage :Hands-on Experience- 1  |
| 11  | More about Facial Massage :Hands-on Experience- 2  |
| 12  | An Intro to Face Masks                             |
| 13  | Peel of Masks & Thermo Herb Mask                   |
| 14  | More about Face Masks: Hands-on Experience- Part 1 |
| 15  | More about Face Masks: Hands-on Experience- Part 2 |
| 16  | Entering into the space of Hair Styles             |
| 17  | Structure, Divisions, Life, and Density of Hair    |
| 18  | Stages of Hair Growth & Types of Hair              |
| 19  | Hair Disorders & its Treatments                    |
| 20  | Threading, Bleaching & Waxing                      |
| 21  | An Intro to Hair Spa & Hair Dye                    |
| 22  | More about Hair Spa – Hands-on Experience          |
| 23  | More about Hair Dye – Hands-on Experience          |
| 24  | All about Nail Care                                |
| 25  | Make Up-Tips & Tricks                              |



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