



**Develop your Skills
for a better future**

100+
Programmes for
Grade 6-12

Skill Development Programmes

based on

National Skills Qualifications Framework

For Government & Private Schools

Multilingual Training and Digital Learning Resources

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Grade 6 – 12 Skill Development Programmes

Grade	Artificial Intelligence Programmes	Design Thinking & Innovation Programmes	Finance Programmes	Marketing Programmes	Travel & Tourism Programmes	Mass Media Programmes	Data Science Programmes	Information Technology Programmes
6	Artificial Intelligence Level 1 12hrs	Design Thinking & Innovation Level 1 12hrs	Financial Literacy Level 1 12hrs	Marketing/ Commercial Application Level 1 12hrs	Travel & Tourism Level 1 12hrs	Mass Media Level 1 12hrs	—	—
7	Artificial Intelligence Level 2 12hrs	Design Thinking & Innovation Level 2 12hrs	Financial Literacy Level 2 12hrs	Marketing/ Commercial Application Level 2 12hrs	Travel & Tourism Level 2 12hrs	Mass Media Level 2 12hrs	—	—
8	Artificial Intelligence Level 3 12hrs	Design Thinking & Innovation Level 3 12hrs	Financial Literacy Level 3 12hrs	Marketing/ Commercial Application Level 3 12hrs	Travel & Tourism Level 3 12hrs	Mass Media Level 3 12hrs	Data Science Level 1 12hrs	Information Technology Level 1 12hrs
9	Artificial Intelligence Level 4 200hrs	Design Thinking & Innovation Level 4 200hrs	Introduction Financial Market Level 4 200hrs	Marketing & Sales Level 4 220hrs	Introduction To Tourism Level 4 220hrs	Mass Media Level 4 200hrs	Data Science Level 2 200hrs	Information Technology Level 2 200hrs
10	Artificial Intelligence Level 5 200hrs	Design Thinking & Innovation Level 5 200hrs	Introduction Financial Market Level 5 200hrs	Marketing & Sales Level 5 220hrs	Introduction To Tourism Level 5 220hrs	Mass Media Level 5 200hrs	Data Science Level 3 200hrs	Information Technology Level 3 200hrs
11	Artificial Intelligence Level 6 260hrs	Design Thinking & Innovation Level 6 260hrs	Financial Markets Management Level 6 260hrs	Marketing Level 6 260hrs	Tourism Level 6 260hrs	Mass Media Studies Level 6 260hrs	Data Science Level 4 260hrs	Information Technology Level 4 260hrs
12	Artificial Intelligence Level 7 260hrs	Design Thinking & Innovation Level 7 260hrs	Financial Markets Management Level 7 260hrs	Marketing Level 7 260hrs	Tourism Level 7 260hrs	Mass Media Studies Level 7 260hrs	Data Science Level 5 260hrs	Information Technology Level 5 260hrs

Grade 6 – 8 Skill Development Programmes

Grade	Coding Programmes	Digital Citizenship Programmes	Things you should know about keeping Medicines at home Programmes	Making of a Graphic Novel Programmes	Augmented Reality / Virtual Reality Programmes
6	Coding Level 1 12hrs	Digital Citizenship Level 1 12hrs	Things you should know about keeping Medicines at home Level 1 12hrs	Making of a Graphic Novel Programmes Level 1 12hrs	—
7	Coding Level 2 12hrs	Digital Citizenship Level 2 12hrs	Things you should know about keeping Medicines at home Level 2 12hrs	Making of a Graphic Novel Programmes Level 2 12hrs	Augmented Reality / Virtual Reality Level 1 12hrs
8	Coding Level 3 12hrs	Digital Citizenship Level 3 12hrs	Things you should know about keeping Medicines at home Level 3 12hrs	Making of a Graphic Novel Programmes Level 3 12hrs	Augmented Reality / Virtual Reality Level 2 12hrs

Grade 9 – 12 Skill Development Programmes

Grade	Front Office	Retail	Banking	Insurance	Multi Media	Employability Skill
9	Front Office Operation Level 1 220hrs	Retail Level 1 220hrs	Banking & Insurance Level 1 220hrs	Banking & Insurance Level 1 220hrs	Multi Media Level 1 260hrs	Common Employability Skill Level 1 50hrs
10	Front Office Operation Level 2 220hrs	Retail Level 2 220hrs	Banking & Insurance Level 2 220hrs	Banking & Insurance Level 2 220hrs	Multi Media Level 2 260hrs	Common Employability Skill Level 2 50hrs
11	Front Office Operation Level 3 260hrs	Retail Level 3 260hrs	Banking Level 3 260hrs	Insurance Level 3 260hrs	Multi Media Level 3 260hrs	Common Employability Skill Level 3 50hrs
12	Front Office Operation Level 4 260hrs	Retail Level 4 260hrs	Banking Level 4 260hrs	Insurance Level 4 260hrs	Multi Media Level 4 260hrs	Common Employability Skill Level 4 50hrs

Grade 11 – 12 Skill Development Programmes

Grade	Web Application	Taxation	Cost Accounting	Office Procedures & Practices	Salesmanship	Business Administration	Library & Information Science	Early Childhood Care & Education
11	Web Application Level 1 260hrs	Taxation Level 1 260hrs	Cost Accounting Level 1 260hrs	Office Procedures & Practices Level 1 260hrs	Salesmanship Level 1 260hrs	Business Administration Level 1 260hrs	Library & Information Science Level 1 260hrs	Early Childhood Care & Education Level 1 260hrs
12	Web Application Level 2 260hrs	Taxation Level 2 260hrs	Cost Accounting Level 2 260hrs	Office Procedures & Practices Level 2 260hrs	Salesmanship Level 2 260hrs	Business Administration Level 2 260hrs	Library & Information Science Level 2 260hrs	Early Childhood Care & Education Level 2 260hrs

Schedule of Programmes will be such that any grade student from 6 to 12 can take previous level Programmes.

Contact Us For Higher Education and Youth Skill Programmes

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 www.tggurukul.com

 1800 267 2677

 connect@tggurukul.com

 T241, Tower 10, International Technology Center, C.B.D. Belapur Station Complex, Navi Mumbai, Maharashtra – 400614.

Information Technology Programmes Details

Sr. no	Units	No. of Hours for Theory and Practical	Max. Marks for Theory (15)	Max. Marks for Practical (35)
1	Unit 1 - Fundamentals of Computer	2hrs 3hrs	4	5
2	Unit 2 - Algorithm & Flowcharts	2hrs 4hrs	3	12
3	Unit 3 - Scratch	6hrs 8hrs	3	15
4	Unit 4 - Cyber Security	2hrs 3hrs	5	3
		12hrs 18hrs	15	35
Total Marks 50				

Sr. no	Units	Learning Outcome
1	Unit 1 - Fundamentals of Computer	<ol style="list-style-type: none"> Understand and appreciate the fundamentals of computers and its characteristics Understand the components of computer Understand the importance of utilities
2	Unit 2 - Algorithm & Flowcharts	<ol style="list-style-type: none"> Define purpose and scope of the problem statement Identify the tasks in chronological order Organize them by type and corresponding shape, such as process, decision, data, inputs or outputs Able to solve a problem using flowchart
3	Unit 3 - Scratch	<ol style="list-style-type: none"> Understand and implement the interface of scratch Using various blocks Implementing event handlers Using variables Implement animation in scratch
4	Unit 4 - Cyber Security	<ol style="list-style-type: none"> Understand internet and its terminology Understand cybercrime and the need of cyber security