

CBSE | DEPARTMENT OF SKILL EDUCATION

CURRICULUM FOR SESSION 2026-2027

WEB APPLICATIONS (SUB. CODE – 803)

JOB ROLE: WEB DEVELOPER & GRAPHIC DESIGNER

CLASS – XII

COURSE TITLE: WEB DEVELOPER & GRAPHIC DESIGNER

Web development enables businesses to transcend geographical boundaries and reach a global audience. A well-designed website serves as a 24/7 storefront, allowing potential customers from around the world to learn about products and services at their convenience. Graphic design plays a major role in your website development. In addition to your branding, it supports your marketing objectives by improving the user experience and meeting the needs of those individuals who are most likely to need your services.

COURSE OUTCOME:

On completion of the course, students should be able to:

- Analyze and discuss the impact of emerging technologies on various industries and society.
- Demonstrate knowledge of IoT concepts and their applications in real-world scenarios.
- Differentiate between different types of operating systems and understand their respective advantages and limitations.
- Grasp the concepts of cloud computing and edge computing and discern their differences.
- Explain the principles of AI and ML and identify their applications in different domains.
- Explore potential career paths and opportunities in digital marketing.
- Exhibit proper etiquette and behavior while using social media platforms.
- Demonstrate proficiency in writing JavaScript functions and manipulating data structures like objects, strings, and arrays.
- Apply JavaScript concepts to solve programming problems effectively.
- Develop the ability to handle events and user interactions in web applications using JavaScript.
- Understand the principles of graphic design and apply them to create visually appealing designs.
- Navigate Canva and Adobe Express interfaces confidently and utilize their features effectively.
- Create various design assets such as posters, videos, presentations, and multimedia content.
- Demonstrate proficiency in incorporating design elements such as layout, color, typography, and multimedia into their projects.
- Recognize the role of AI in assisting and enhancing graphic design processes.
- Recognize the importance of managing digital footprints and safeguarding personal data online.
- Understand the significance of data security measures in protecting sensitive information.
- Identify various forms of intellectual property and understand the legal implications of plagiarism, copyrights, trademarks, and patents.
- Identify common cybercrimes and understand their impact on individuals and organizations.
- Demonstrate awareness of relevant cyber laws and regulations, particularly those applicable in India.

COURSE OBJECTIVES:

The course aim to provide a comprehensive understanding of the course topics and equip learners with practical skills and knowledge relevant to emerging technologies, programming, graphic design, and cybersecurity.

The following are the main objectives of this course:

- Understand the concepts and implications of emerging technologies.
- Identify the role and impact of Internet of Things (IoT) in various industries.
- Differentiate between various types of operating systems.
- Explain the concepts of cloud computing and edge computing.
- Describe the applications and significance of Artificial Intelligence (AI) and Machine Learning (ML).
- Explore career opportunities in digital marketing.
- Understand and apply social media etiquettes.
- Review and strengthen understanding of JavaScript fundamentals.
- Master the concepts of functions, objects, strings, arrays, and math methods in JavaScript.
- Develop proficiency in event handling and manipulation in JavaScript.
- Comprehend the importance and principles of graphic designing.
- Navigate and utilize Canva and Adobe Express tools effectively.
- Create and edit various types of designs, including posters, videos, and presentations.
- Apply design principles such as layout, color, and typography.
- Incorporate multimedia elements like audio and transitions into designs.
- Understand the role of Artificial Intelligence (AI) in graphic design.
- Recognize the importance of digital footprints and data privacy.
- Understand the concepts of data security and intellectual property rights.
- Identify different types of cybercrimes and their implications.
- Gain awareness of cyber laws and regulations, particularly in the context of India.

SALIENT FEATURES:

This course covers a wide range of topics spanning emerging technologies, programming, graphic design, and cybersecurity, providing learners with a holistic understanding of the digital landscape. Each chapter includes practical components where students engage in activities such as coding in JavaScript, creating designs using Canva and Adobe Express, and learning about cyber safety through case studies and real-world examples.

The course emphasizes emerging trends and technologies such as IoT, AI, cloud computing, digital marketing, and cyber safety, preparing students for careers in high-demand fields.

SCHEME OF UNITS

Total Marks: 100 (Theory-60+Practical-40)

This course is a planned sequence of instructions consisting of units meant for developing employability and vocational competencies of students of Class XII opting for skill subject along with other subjects.

The unit-wise distribution of hours and marks for class XII is as follows:

WEB APPLICATIONS (SUBJECT CODE - 803)
CLASS – XII (Session 2026-2027)

	UNITS	NO. OF HOURS for Theory and Practical		MAX. MARKS for Theory and Practical	
Part A	EMPLOYABILITY SKILLS				
	Unit 1: Communication Skills-IV	10		2	
	Unit 2: Self-Management Skills-IV	10		2	
	Unit 3: ICT Skills-IV	10		2	
	Unit 4: Entrepreneurial Skills-IV	15		2	
	Unit 5: Green Skills-IV	05		2	
	Total	50		10	
Part B	SUBJECT SPECIFIC SKILLS		Theory	Practical	Marks
	Chapter1: Emerging Trends		15	15	8
	Chapter 2: JavaScript Part 2		35	60	20
	Chapter 3: Graphic Designing using Canva and Adobe Express		20	30	10
	Chapter 4: Cyber Safety and Security		15	20	12
	Total	85	125	50	
Part C	PRACTICAL WORK				
	Practical Examination				
	<ul style="list-style-type: none"> • Two JavaScript programs 		10 Marks		15
	<ul style="list-style-type: none"> • Create a video using Canva/Adobe Express 		5 Marks		5
	<ul style="list-style-type: none"> • Viva Voce 		5 Marks		5
	Total			20	
Part D	PROJECT WORK				10
	<ol style="list-style-type: none"> 1. Create a video using either Canva or Adobe Express 2. Do any one of the following on the topic "Cyber Security." <ul style="list-style-type: none"> • Create a Presentation • Create an E-poster • Create a hand-made poster 				
	PORTFOLIO/ PRACTICAL FILE:				10
	<ol style="list-style-type: none"> 1. Write 4 programs using Functions 2. Write 4 programs using String methods 3. Write 4 programs using Array methods 4. Write 4 programs using Math methods 5. Write 2 programs using Event Handling 				
	Total			20	
	GRAND TOTAL		210	100	

DETAILED CURRICULUM/ TOPICS:

Part-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration in Hours
1.	Unit 1: Communication Skills-II	10
2.	Unit 2: Self-management Skills-II	10
3.	Unit 3: Information and Communication Technology Skills-II	10
4.	Unit 4: Entrepreneurial Skills-II	15
5.	Unit 5: Green Skills-II	05
	TOTAL	50

Note: The detailed curriculum/ topics to be covered under Part A: Employability Skills can be downloaded from CBSE website.

Part-B – SUBJECT SPECIFIC SKILLS

- Chapter 1: Emerging Trends
- Chapter 2: JavaScript Part 2
- Chapter 3: Graphic Designing using Canva and Adobe Express
- Chapter 4: Cyber Safety and Security

CHAPTER 1: EMERGING TRENDS

S. No.	LEARNING OUTCOMES	THEORY	PRACTICAL
1.	<ul style="list-style-type: none">• Explain the concept of IoT and its significance in modern technology.• Identify potential applications of IoT in various industries.	<ul style="list-style-type: none">• Internet of Things (IoT)• Growth of Internet of Things (IoT)• History of IoT devices• Advantages of IoT• Disadvantages of IoT• Industrial Internet of Things (IIoT)	Field Trips to explore IIOT in various Industries.
2.	<ul style="list-style-type: none">• Classify different types of operating systems based on their characteristics.• Evaluate the suitability of operating systems for specific computing environments.	<ul style="list-style-type: none">• Types of Operating Systems• Important functions of an Operating System• Advantages of Operating System• Types of Operating Systems	Compare Windows and MacOs Compare Android and iOS
3.	<ul style="list-style-type: none">• Describe the architectures, advantages, and challenges of cloud computing and edge computing.	<ul style="list-style-type: none">• Cloud Computing and Edge Computing• Cloud Smart Storage	Use a Google Doc/Sheet where each student writes their hobbies

	<ul style="list-style-type: none"> Analyze scenarios to determine appropriate computing paradigms. 	<p>Providers</p> <ul style="list-style-type: none"> Benefits of Cloud Computing Limitations of cloud computing 	
4.	<ul style="list-style-type: none"> Understand the basic principles behind AI and ML algorithms. Identify real-world applications of AI and ML technologies. 	<ul style="list-style-type: none"> Artificial Intelligence (AI) and Machine Learning (ML) 	Take screenshots of AI and ML in real world applications.
5.	<ul style="list-style-type: none"> Recognize various digital marketing channels and strategies. Evaluate potential career paths and skill requirements in digital marketing. 	<ul style="list-style-type: none"> Digital Marketing and its Career Opportunities Benefits of digital marketing 	Create a Digital Marketing Campaign for a school fete.
6.	<ul style="list-style-type: none"> Demonstrate appropriate behavior and communication on social media platforms. Apply social media etiquette principles to maintain a positive online presence. 	<ul style="list-style-type: none"> Social Media Etiquettes Spread of Rumors on social media 	Find and discuss inappropriate behaviour on Social Media

CHAPTER 2: JAVASCRIPT PART 2

S. No.	LEARNING OUTCOMES	THEORY	PRACTICAL
1.	<ul style="list-style-type: none"> Create and use functions to organize and reuse code effectively. Solve programming problems using functions. 	<ul style="list-style-type: none"> Functions in JavaScript Naming a Function Types of Functions Invoking the Function/ Calling the Function Function Return 	<p>1. Write a program with 2 functions to find simple or compound interest depending on user input also take user input for principal, rate and time.</p> <p>2. Write a program where a function MyFunc() it takes the user name and displays a message” Hello username welcome to this page!</p> <p>3. Write a program with a function to find the smallest out of 3 numbers.</p>
2.	<ul style="list-style-type: none"> Understand the concept of objects and their role in JavaScript. Define and create objects using object literals and constructor functions. Access and manipulate object 	<ul style="list-style-type: none"> Objects in JavaScript Properties and Methods Properties of Objects 	<p>4. Write a program with a function to take user input in kilograms and convert it to grams. [1Kilogram=1000grams]</p> <p>5. Write a program with a function sortnum() to sort 3 numbers in ascending order.</p> <p>6. Using a button call a function Pytha() and take the input for the sides then check whether a number is a Pythagorean Triplet or not.</p> <p>7. Write a program with a function called</p>

	<p>properties and methods.</p> <ul style="list-style-type: none"> Understand object-oriented programming principles in JavaScript. 		<p>through a button to ask user age and if the age is greater than 18, display the message “You are eligible” in a paragraph.</p>
3.	<ul style="list-style-type: none"> Understand the string data type in JavaScript. 	<ul style="list-style-type: none"> Strings in JavaScript String Property: Length 	<p>Declare a function ‘stringsjava’ in JavaScript to accept two strings arguments. The function should</p> <p>a. Convert both the strings to lowercase</p>
4.	<ul style="list-style-type: none"> Create and manipulate strings using various methods. Explore built-in methods for manipulating strings in JavaScript. 	<p>String Methods in JavaScript:</p> <ul style="list-style-type: none"> slice() substring() replace() replaceAll() match() toUpperCase() toLowerCase() concat() trim() charAt() 	<p>b. Search for string1 in string2 and display the string if found.</p> <p>c. Replace all occurrences of letter ‘I’ with ‘!’ in string2.</p> <p>d. Display first character of string1.</p> <p>Consider the following code:</p> <pre>var cars = ["Honda", "BMW", "Audi", "Porsche"];</pre>
5.	<ul style="list-style-type: none"> Understand the array data structure in JavaScript. Create, initialize, and manipulate arrays. Access array elements using indices. 	<ul style="list-style-type: none"> Arrays in JavaScript Creating an Array using Array Literal Accessing Elements of an Array Array Length 	<p>Write command in JavaScript to :</p> <p>add an item “Volvo “ to the array cars in the last.</p> <p>remove first element from the array.</p> <p>display number of elements in the array.</p> <p>add following array to an array “cars”.</p> <pre>var person=["Rajan", "Yagya", "Munish"];</pre>
6.	<ul style="list-style-type: none"> Explore built-in methods for manipulating arrays in JavaScript. 	<p>Array Methods in JavaScript:</p> <ul style="list-style-type: none"> toString() pop() push() shift() unshift() join() delete() concat() slice() reverse() sort() 	<p>Consider the string “Life is Beautiful”.</p> <p>Write a function ‘mystring’ that performs the following tasks:</p> <p>a. Displays the length of the string</p> <p>b. Displays the string after replacing space “ ” in the string with “ * ”</p> <p>c. Find the position of the first occurrence of “if” and display it.</p>
7.	<ul style="list-style-type: none"> Explore built-in mathematical methods in JavaScript. 	<p>Math Methods in JavaScript:</p> <ul style="list-style-type: none"> Math.round(x) Math.ceil(x) Math.floor(x) 	<p>Write a function:</p> <p>a. To find the value of a number raised power another number using Math object method.</p>

		<ul style="list-style-type: none"> • Math.pow(x, y) • Math.sqrt(x) • Math.min() • Math.max() • Math.random() 	b. To find the sqrt of a number using Math object method.
8.	<ul style="list-style-type: none"> • Understand the concept of events in JavaScript. • Handle events using event listeners and inline event attributes. 	<p>Event Handling in JavaScript</p> <ul style="list-style-type: none"> • onchange • onclick • onmouseover • onmouseout • onkeydown • onload 	<p>Write a program to display an alert box with the message “Welcome to the website” when the webpage is first loaded.</p> <p>Write a program to display an alert box with the message “You pressed a key” when a key is pressed.</p>

CHAPTER 3: GRAPHIC DESIGNING USING CANVA AND ADOBE EXPRESS

S. No.	LEARNING OUTCOMES	THEORY	PRACTICAL
1.	<ul style="list-style-type: none"> • Understand the significance of graphic designing in various fields. • Identify the elements and principles of design. 	<ul style="list-style-type: none"> • Graphic Designing and its Importance 	<p>Using Canva do the following</p> <ol style="list-style-type: none"> 1. Create a poster for “Animal Protection Against Cruelty” using a template 2. Create a presentation about “The National Education Policy” using a blank presentation 3. Create video about “Indian Startups” using a template and also generate an audio track using AI.
2.	<ul style="list-style-type: none"> • Explore the Canva platform and its features. • Understand the different tools available for graphic designing. 	<ul style="list-style-type: none"> • Introduction to Canva 	
3.	<ul style="list-style-type: none"> • Learn how to create an account and start designing in Canva. 	<ul style="list-style-type: none"> • How to Start Working in Canva 	
4.	<ul style="list-style-type: none"> • Navigate the Canva editor interface. • Utilize various editing tools and options. 	<ul style="list-style-type: none"> • The Canva Editor 	
5.	<ul style="list-style-type: none"> • Learn to create a poster using pre-designed templates in Canva. 	<ul style="list-style-type: none"> • Creating a Poster using a Template 	
6.	<ul style="list-style-type: none"> • Understand the video editing capabilities of Canva. • Learn to import, edit, and export videos using Canva. 	<ul style="list-style-type: none"> • Creating and Editing a Video in Canva 	
7.	<ul style="list-style-type: none"> • Master video editing techniques such as splitting, cutting, trimming, and adding transitions in Canva. 	<ul style="list-style-type: none"> • Splitting, Cutting, Trimming and Adding Transitions in a Video 	
8.	<ul style="list-style-type: none"> • Learn to create a presentation from scratch using Canva. 	<ul style="list-style-type: none"> • Creating a Presentation from a Blank Version 	
9.	<ul style="list-style-type: none"> • Explore how to add transitions and animations to slides in Canva presentations. 	<ul style="list-style-type: none"> • Adding Transitions and Applying Animations in a Presentation 	
10.	<ul style="list-style-type: none"> • Understand different methods 	<ul style="list-style-type: none"> • Ways to Present, Share and 	

	to present, share, and download designs created in Canva.	Download a Design	<p>Do the following in Adobe Express and write the steps accordingly.</p> <p>1. Create a Poster for “Environment Day” using a template. Customize it using different theme colours, fonts and images.</p> <p>2. Create a 1–2-minute video(like an advertisement) without using a template to introduce a new brand of school uniforms.</p> <p>3. Create a logo, for your company and add theme colours, fonts images and audio for a short digital advertisement.</p>
11.	<ul style="list-style-type: none"> Learn to add audio tracks to videos and presentations in Canva. 	<ul style="list-style-type: none"> Adding Audio to Videos and Presentations 	
12.	<ul style="list-style-type: none"> Explore the integration of AI features in Canva for design enhancement. 	<ul style="list-style-type: none"> Canva and Artificial Intelligence (AI) 	
13.	<ul style="list-style-type: none"> Understand the Adobe Express platform and its features. 	<ul style="list-style-type: none"> Introduction to Adobe Express 	
14.	<ul style="list-style-type: none"> Learn to create an account and start designing in Adobe Express. 	<ul style="list-style-type: none"> Getting Started in Adobe Express 	
15.	<ul style="list-style-type: none"> Learn to create a design using pre-designed templates in Adobe Express. 	<ul style="list-style-type: none"> Creating a Design Using an Adobe Express Template 	
16.	<ul style="list-style-type: none"> Explore how to create original designs from scratch using Adobe Express. 	<ul style="list-style-type: none"> Creating an Original Design in Adobe Express 	
17.	<ul style="list-style-type: none"> Master video editing techniques such as splitting, cutting, and trimming in Adobe Express. 	<ul style="list-style-type: none"> Splitting, Cutting and Trimming in Adobe Express 	

CHAPTER 4: CYBER SAFETY AND SECURITY

S. No.	LEARNING OUTCOMES	THEORY	PRACTICAL
1.	<ul style="list-style-type: none"> Understand the concept of digital footprints and their implications. 	Digital Footprints <ul style="list-style-type: none"> Active Digital Footprints Passive Digital Footprints 	Divide the class into groups and perform a role play based on some real-life cyber-crime that took place around you. Use an online plagiarism software to check your work.
2.	<ul style="list-style-type: none"> Learn about the importance of data privacy and strategies to protect personal information online. 	<ul style="list-style-type: none"> Data Privacy Importance of Data Privacy Laws and regulations to protect your data 	
3.	<ul style="list-style-type: none"> Explore methods to secure data from unauthorized access or theft. 	<ul style="list-style-type: none"> Data Security Security Measures 	
4.	<ul style="list-style-type: none"> Understand the concepts of intellectual property rights. Differentiate between plagiarism, copyrights, trademarks, and patents. 	Intellectual Property <ul style="list-style-type: none"> Plagiarism Copyrights Trademarks Patents 	
5.	<ul style="list-style-type: none"> Identify different types of cybercrimes such as hacking, phishing, identity theft, etc. 	<ul style="list-style-type: none"> Types of Cyber Crimes 	
6.	<ul style="list-style-type: none"> Learn about cyber laws and regulations in India aimed at addressing cybercrimes and ensuring cybersecurity. 	<ul style="list-style-type: none"> Cyber Laws in India 	

LIST OF EQUIPMENT/ MATERIALS:

The list given below is suggestive and an exhaustive list should be compiled from the feedback given by various by the teachers teaching the subject. Only basic tools, equipment and accessories should be procured by the Institution so that the routine tasks can be performed by the students regularly for practice and acquiring adequate practical experience.

S. No.	ITEM NAME, DESCRIPTION & SPECIFICATION	QUANTITY
A	HARDWARE	
1.	Computer with latest configuration with minimum 64 GB RAM, 512 GB HDD or SSD, 17" LED Monitor, NIC Card, 3 button Mouse, 105 keys key board and built-in speakers and mic.	15
2.	Laser Printer - Black	01
3.	Inkjet Printers (Colour & Black)	01
4.	Scanner	01
5.	Online UPS 5 KVA	01
6.	16 Port Switches	01
7.	Air Conditioner 1.5 ton	02
8.	Broadband Connection for Internet	01
9.	Fire extinguisher	01
B	SOFTWARE	
1.	GUI Operating System	
2.	Text Editor (Notepad)	
3.	Web Browser.	
4.	GIMP, Canva and Adobe Express	
5.	Internet Connection	
C	FURNITURE	
1.	Class room chairs and desks	25
2.	Computer Tables	15
3.	Straight back revolving & adjustable chairs (Computer Chairs)	15
4.	Printer Tables	02
5.	Trainers Table	01
6.	Trainers Chair	01
7.	Steel cupboards drawer type	02
8.	Cabinet with drawer	01
9.	Steel Almirah - big size	01
10.	Steel Almirah- small size	01

TEACHER'S/ TRAINER'S QUALIFICATIONS:

Qualification and other requirements for appointment of teachers/trainers for teaching this subject, oncontractual basis should be decided by the State/ UT. The suggestive qualifications and minimum competencies for the teacher should be as follows:

Qualification	Minimum Competencies	Age Limit
<p>Bachelor of Engineering/ Technology in Computer Science/ Information Technology from AICTE approved Institute/ University</p> <p>or</p> <p>M.Sc. Computer Science / IT</p> <p>or</p> <p>MCA / DOEACC 'B' level</p> <p>The suggested qualification is the minimum criteria. However higher qualifications willalso be acceptable.</p>	<ul style="list-style-type: none">• The candidate should have a minimum of 1 year of work experience in the same job role.• S/He should be able to communicate in English and local language.• S/He should have knowledge of equipment, tools, material, Safety, Health & Hygiene.	<ul style="list-style-type: none">• 24-37 years (as on Jan. 01 (year))• Age relaxation to be provided as per Govt. rules

Teachers/Trainers form the backbone of Skill (Vocational) Education being imparted as an integral part of Rashtriya Madhyamik Shiksha *Abhiyan* (RMSA). They are directly involved in teaching of Skill(vocational) subjects and also serve as a link between the industry and the schools for arranging industry visits, On-the-Job Training (OJT) and placement.

These guidelines have been prepared with an aim to help and guide the States in engaging quality Teachers/Trainers in the schools. Various parameters that need to be looked into while engaging the Vocational Teachers/Trainers are mode and procedure of selection of Teachers/ Trainers, Educational Qualifications, Industry Experience and Certification/ Accreditation.

The State may engage Teachers/Trainers in schools approved under the component of scheme of Vocationalisation of Secondary and Higher Secondary Education under RMSA in following ways:

- (i) Directly as per the prescribed qualifications and industry experience suggested by the PSS Central Institute of Vocational Education (PSSCIVE), NCERT or the respective Sector Skill Council (SSC).

OR

- (ii) Through accredited Vocational Training Providers accredited under the National Quality Assurance Framework (NQAF*) approved by the National Skill Qualification Committee on 21.07.2016. If the State is engaging Vocational Teachers/Trainers through the Vocational Training Provider (VTP), it should ensure that VTP should have been accredited at NQAF Level2 or higher.

** The National Quality Assurance Framework (NQAF) provides the benchmarks or quality criteria which the different organizations involved in education and training must meet in order to be accredited by competent bodies to provide government- funded education and training/skills activities. This is applicable to all organizations offering NSQF-compliant qualifications.*

The educational qualifications required for being a Teacher/Trainer for a particular job role are clearly mentioned in the curriculum for the particular NSQF compliant job role. The State should ensure that teachers/ trainers deployed in the schools have relevant technical competencies for the NSQF qualification being delivered. Teachers/trainers preferably should be certified by the concerned Sector Skill Council for the particular Qualification Pack/Job role which S/he will be teaching. Copies of relevant certificates and/or record of experience of the teacher/trainer in the industry should be kept as record.

To ensure the quality of the Teachers/trainers, the State should ensure that a standardized procedure for selection of (Vocational) Teachers/trainers is followed. The selection procedure should consist of the following:

- (i) Written test for the technical/domain specific knowledge related to the sector;
- (ii) Interview for assessing the knowledge, interests and aptitude of trainer through a panel of experts from the field and state representatives; and
- (iii) Practical test/mock test in classroom/workshop/laboratory.

In case of appointment through VTPs, the selection may be done based on the above procedure by a committee having representatives of both the State Government and the VTP.

The State should ensure that the Teachers/ Trainers who are recruited should undergo induction training of 20 days for understanding the scheme, NSQF framework and Vocational Pedagogy before being deployed in the schools.

The State should ensure that the existing trainers undergo in-service training of 5 days every year to make them aware of the relevant and new techniques/approaches in their sector and understand the latest trends and policy reforms in vocational education.

The Head Master/Principal of the school where the scheme is being implemented should facilitate and ensure that the (Vocational) Teachers/trainers:

- Prepare session plans and deliver sessions which have a clear and relevant purpose and which engage the students;
- Deliver education and training activities to students, based on the curriculum to achieve the learning outcomes;
- Make effective use of learning aids and ICT tools during the classroom sessions;
- Engage students in learning activities, which include a mix of different methodologies, such as project based work, team work, practical and simulation based learning experiences;
- Work with the institution's management to organise skill demonstrations, site visits, on job trainings, and presentations for students in cooperation with industry, enterprises and other workplaces;
- Identify the weaknesses of students and assist them in up-gradation of competency;
- Cater to different learning styles and level of ability of students;
- Assess the learning needs and abilities, when working with students with different abilities
- Identify any additional support the student may need and help to make special arrangements for that support;
- Provide placement assistance

Assessment and evaluation of (Vocational) Teachers/Trainers is very critical for making them aware of their performance and for suggesting corrective actions. The States/UTs should ensure that the performance of the (Vocational) Teachers/Trainers is appraised annually. Performance based appraisal in relation to certain pre-established criteria and objectives should be done periodically to ensure the quality of the (Vocational) Teachers/Trainers.

Following parameters may be considered during the appraisal process:

- Participation in guidance and counseling activities conducted at Institutional, District and State level;
- Adoption of innovative teaching and training methods;
- Improvement in result of vocational students of Class X or Class XII;
- Continuous up-gradation of knowledge and skills related to the vocational pedagogy, communication skills and vocational subject;
- Membership of professional society at District, State, Regional, National and International level;
- Development of teaching-learning materials in the subject area;
- Efforts made in developing linkages with the Industry/Establishments;
- Efforts made towards involving the local community in Vocational Education
- Publication of papers in National and International Journals;
- Organization of activities for promotion of vocational subjects;
- Involvement in placement of students/student support services.

CAREER OPPORTUNITIES:

In today's rapidly evolving digital era, staying ahead of emerging trends is paramount for individuals seeking to thrive in the dynamic landscape of technology and innovation. This comprehensive course offers a holistic exploration of cutting-edge concepts and practical skills across various domains, ranging from foundational programming principles to advanced topics in graphic design, cybersecurity, and emerging technologies. Through a structured curriculum encompassing JavaScript programming, graphic design using industry-standard tools like Canva and Adobe Express, and crucial insights into cyber safety and security, participants will not only develop technical expertise but also gain invaluable insights into the latest trends shaping our digital world. Whether aspiring to become proficient web developers, creative graphic designers, cybersecurity specialists, or innovative entrepreneurs in emerging technologies, this course equips individuals with the multifaceted skill set needed to succeed in today's dynamic and competitive job market. Join us on this journey of exploration and skill-building, where the possibilities are as limitless as the ever-expanding horizons of technology.

List of potential career opportunities for students after completing the entire course are:

- IoT Specialist/Edge Computing Specialist
- Cloud Computing Engineer
- Artificial Intelligence/Machine Learning Engineer
- Digital Marketer/Social Media Manager
- Cybersecurity Specialist
- Graphic Designer/UI/UX Designer
- Full-Stack Web Developer
- E-Learning Developer
- Operating Systems Administrator
- Entrepreneur in Emerging Technologies
- Social Media Content Writing and Event Management

VERTICAL MOBILITY

Students can pursue :

- Engineering in Computer Science or IT
- Graduation in Multimedia and Graphic Website Designing
- PG Diploma in Internet & Web Designing.
- Graduation and Diploma courses in E-Commerce and web Design