

## **Skill Education**

Skill development in the ambit of educational framework enhances students' physical, social and emotional well-being, helps them become well-rounded individuals and prepares them for the demands of the workforce in the future.

In the 21st century, students need a variety of skill-based learning experiences to become successful, innovative, adaptable, and productive human beings in the rapidly changing world. In addition to proficiency in languages, they should be able to identify, develop and apply higher-order thinking skills such as analysis, evaluation, application, synthesis and creation in diverse careers.

Skill education is an effective way for students to acquire knowledge and develop skills related to a specific field like Artificial Intelligence, Design Thinking, Financial Literacy, Information Technology, Travel & Tourism, Marketing, Mass Media, Handicrafts etc.

Skill subjects have been introduced at the Secondary and Senior Secondary level to empower the students through different course choices.

Skill Education has been integrated in school curriculum, following the CBSE guidelines as per the recommendations of New Education Policy 2020, in order to equip the students with the contemporary employability and entrepreneurial skills.

### **MASS MEDIA**

Mass communication is the process of imparting and exchanging information through Mass Media to a large population segment on time. Popular media like films, music, you tube are a familiar medium to the students that help gain attention and maintain students' interest in the theories, concepts, ideas and events under discussion. Students can hone their analytical skills by analysing media and experience the worlds beyond their own as media is sharply different from their local environment.

The study of Mass Media will equip the students with the understanding of the difference between fake and original news. The students will experience their role by reporting the school events.

Taking an insight into the history, content and impact of various collective communication methods and tools, the students will learn about the analysis of images, sound, text and the technical side of effectively delivering media to audiences.

## **FINANCIAL LITERACY**

Financial Literacy is a major challenge faced by all countries globally. Financial Literacy is a mix of one's knowledge, skills and attitude towards financial matters. It helps to make informed decisions and ensures wellbeing of an individual.

In today's world the need for financial literacy has become inevitable. Financial literacy goes beyond the provision of financial knowledge, information and advice. It is the ability to know, monitor effectively and use financial resources to enhance the wellbeing and economic security of an individual, his family and business.

## **POTTERY**

Pottery is the first synthetic material ever created by humans. Pottery is the process and the product of forming vessels and other objects with clay and other raw materials, which are heated at high temperatures to give them a hard and durable form.

Pottery is not just putting clay on the wheel, it involves different techniques like pinching pottery, coil pottery and slab pottery.

Pottery is an important skill which has multiple benefits for students to improve their creativity, develop their problem solving skills and enhance their motor as well as sensory skills. It also strengthens their self-esteem, self-identification, self-expression and self-confidence. Students learn to design, make and decorate pots using a variety of techniques. Working with clay calms and relaxes the mind. It will help students reap measurable benefits without losing their quotient of fun.

## **HANDICRAFT**

Handicraft is a type of craft where things are made using only one's hands or basic tools. The items made are usually decorative and have a particular use. 'Handicraft' term refers to traditional method of making things. Handicrafts are different from "arts and crafts" because they are meant to be used for specific purpose. The skill of handicraft stimulates a person's creativity through art. Not only that, it enhances a person's thinking power. It has been protecting our culture in many ways and students will further utilize it to preserve our culture in the future through practice.

## **FOOD PRESERVATION**

Food Preservation is an essential skill to learn as it provides an access to high quality, nutritious and delectable food that lasts longer than fresh food. From ancient civilizations, our history and culture has always involved food preservation through drying or salting. Food preservation as a skill will help students learn methods and techniques of preserving food, explore new tastes and discover new foods which can be stored over long periods of time. This is a step towards sustainability as it saves food and money.

Food preservation is a practical based learning that will open up doors for new enterprises in the future. The students will learn about history and tales on food preservation. They will be introduced to techniques of preservation of products like Indian Rose Petals, Methi leaves, Curry leaves, Mint leaves, Amla, Red Chilli etc.

Food preservation skills and techniques can help students initiate their own enterprises in the growing world of competition and challenges.

## **DESIGN THINKING & INNOVATION**

Design Thinking and Innovation will assume an ever more important role to play in the future of our world. This will help address, identify and solve problems creatively whatever the field or specialization. It should be useful to find solutions to issues both within one's own neighborhoods and to issues at a national or global level. It will also be a useful tool for us to move towards a creative economy in the coming years. So if you would like to be part of this creative innovative practice, do opt for this subject.

The overall vision of Design Thinking & Innovation curriculum is to be able to instill the following in the students:

- Students should be able to explore their sensory abilities, cognitive abilities, and social abilities
- It should create awareness in the students through observation, discovery, analysis, experience, collaboration, and reflection
- It should nurture their curiosity and enhance their explorative abilities
- It should foster creativity and innovation in students
- The students should be able to identify problems and be able to find solutions
- They should be able to apply design thinking process and methods to solve various problems
- They should be able to learn the fundamentals/essentials of creative design discipline
- The focus is more on hands-on knowledge learnt by doing, exploring and acting upon challenges discovered within their surroundings
- In addition, Design Thinking & Innovation will promote socially responsible practice through enlightening the students with ways to solve problems within the Sustainable Development Goals as mentioned by the United Nations.
- The course will also help students derive culturally-rooted understanding of design from information documented under the Indian Knowledge Systems.

Design Thinking & Innovation learning involves playful joyful immersive experiences. The students learn through experiential, exploratory, do-it-and-learn methods. They learn by solving contextual problems. They will explore and experiment creative options. The students will work together, collaborate and cooperate while finding solutions.

### **GRAPHIC NOVEL DESIGNING**

Graphic novels are a single narrative told through pictures and words and can be about any topic. Through graphic novels, students can develop inference and literacy skills while they interacting with photos, paintings, and visuals.

These visually stimulating stories create a gateway to a deeper understanding of a text for reluctant readers. These readers can quickly begin to develop literacy skills such as general reading comprehension, inference, and building new vocabulary, as they leap into the narrative without struggling with the format of a traditional novel. The fact that a graphic novel is multimodal, it facilitates and supports students' ability to visualize and understand complicated ideas, which is also a 21st century literacy skill.

The use of thought balloons, thinking bubbles gutters and other comic designs will allow the learners to use their imagination and practice visual literacy which is a critical skill to learn for the 21st century learner. As graphic novels often involve unconventional storytelling methods, this fun and unique approach will capture the learners' imagination, inspiring them to think of their own plots and characters or even create a story of their own.

Learners will be benefitted from this skill subject as they will learn inference-making skills, improved memory, sequential order, and concise language. They will also be able to provide immersive perspectives on different situations which will help them develop empathy not only for themselves but for others too.