NIIT NGURU

NIIT Nguru is a holistic range of School Learning Solutions that aims to make the vital process of teaching and learning simpler, thus bringing back the joy of learning for students. NIIT Nguru was launched in 1999 with the prestigious BOOT project awarded by the Tamil Nadu Government, targeting 371 government schools in the state. Now NIIT has extended its Nguru range of solutions to 19 states, touching 88 cities and covering more than 17,000 government and private schools in the country.

Designed as per the recommendations of the National Curriculum Framework-2005, NIIT Nguru integrates the teaching, learning, assessment and analysis processes through optimization of technology. It is an integrated and comprehensive teaching, learning and education resource planning solution for the schools, which has been designed to address the needs of all key stakeholders within the education realm - students, teachers, school management and parents.

NIIT nguru
Solutions for Schools

MindChampion Learning Systems Limited
(Fully owned subsidiary of NIIT Limited)

NIIT Nguru   nguru@niit.com   www.niitnguru.com   1800 102 3233   NIIT Nguru

2030
SEEDS OF CHANGE

IT Wizard PLUS

SET FORTH

TOWARDS THE 21ST CENTURY
FOSTERING SKILLS THROUGH IT LEARNING

A future ready IT curriculum enables teachers to develop collaboration, communication and creative skills among their students. In the ever dynamic economy & development in the 21st century, these skills enable students to successfully find their places as the best workforce.

NIIT Nguru IT Wizard Plus adopts a unique teaching methodology wherein 'IT' becomes a part of life. Going beyond the rote teaching-learning methods, it enables students in their overall scholastic, social and managerial skills development.

"The principle goal of education in the schools should be creating men and women who are capable of doing new things, not simply repeating what other generations have done; men and women who are creative, inventive and discoverers, who can be critical and verify, and not accept, everything they are offered."

- JEAN PIAGET

HOOPS AND THE HURDLES IN IT EDUCATION TODAY

The academics of yesterday are not sufficient for today, teachers need to prepare their students for a different paradigm. To lead the way into the '21st century skills' movement, requires teachers to embrace technology as a builder and set to accomplish :

- Integration of the Subject with different practical aspects of life

- Regarding IT as an enabler for imparting future work skills

- Structuring the technology taught towards Future Work Drivers
  E.g. Smart machines, Media, Ecology, Global Connectivity etc.

- Understanding implementation and measuring outcomes

FUTURE WORK SKILLS

HOW STUDENTS WILL ACCOMPLISH EVERYDAY TASKS & APPROACH THEIR CHANGING ENVIRONMENT?

Computational Thinking
Cross Cultural Competency
Design Mindset
New Media literacy
Virtual Collaboration

Novel Adaptive Thinking
Cognitive Load Management
Trans-disciplinarily
Social Intelligence
Social Sensitivity

4 C'S
TO BRING BEYOND BETTER

21ST CENTURY SKILLS

CRITICAL THINKING

Logical thinking, reasoning and ability to solve problems.

COLLABORATION

Ability to work within groups & virtual spaces through learning, adapting and producing exciting solutions.

4

COMMUNICATION

Understand & communicate ideas that produce high quality output.

CREATIVITY

Creative thinking to explore, ideate, imagine & innovate.

FUTURE READY
DETAILED CURRICULUM

NIIT Nguru has based the **IT Wizard Plus** curriculum design on Jean Piaget's theory of cognitive learning. The students, through the various stages of their intellectual development are taken through IT modules that help in adapting to the following future working skills of 2030.

- ● COMMUNICATION
- ● COLLABORATION
- ● CREATIVITY
- ● CRITICAL THINKING

	CHILD PRODIGY	POWER USER
	5 - 7 years **CLASSES I & II** Children's logic ruled by perceptions; understanding on what they see rather than on logic	**7 - 10 years** **CLASSES III, IV & V** Start conceptualization and create sequences of logical reasoning; reasoning depends upon direct relationships to concrete things
TOPICS COVERED	• Basics of Computers	• Basics of Operating Systems • Basics of Multimedia
TECH SKILLS LEARNT	• Tux Paint and MS Paint • WordPad • Animating Stick Figures	• Programming with Logo • Using Google Photos Software • MS Word, Excel & PowerPoint
LIFE & CAREER SKILLS DEVELOPED	• Knows about the computer • Create animations • Express using WordPad	• Game designing, learn about Multimedia, search information • Soft Skills. Eh. Presentations
SAMPLE LIFE - PROJECTS UNDERTAKEN	• Create animation portraying love for animals For the school assembly	• Communicate the direction of your house to your friend for your birthday party

MEDIA CHAMP	MASTER OF APPLICATION	LIFE CHAMPION

11 years onwards

CLASSES VI, VII, VIII	CLASSES IX & X	CLASSES XI & XII

Abstract thought, logical deductive reasoning, systematic planning,
problem solving & metacognition

|		
• Fundamentals of Networking • New Trends: Web 2.0 & 3.0	• Information Technology • Societal Impacts of IT • Basics of App Development	• Programming methodology • Networking • Data structure
• Programming with PLT & Qbasic • Using Adobe Photoshop & Flash • Programming with C++ / Java	• MS Applications: Word, Excel, PowerPoint and Access • Using HTML, XML	• Netbeans • C++ / Java • iSQL / SQL
• Create 3D Graphics • Managing Data in Databases • Building Programming Logics	• Information Technology • Understand Societal Impacts of IT • Building websites	• GUI development • Managing database • Application designing

• Select players for the school
  basketball team
	• Help your dad manage the
	  inventory of his shop through
	  computer applications	
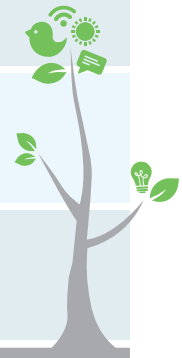
PEDAGOGY
CCE ENABLED TASK BASED APPROACH
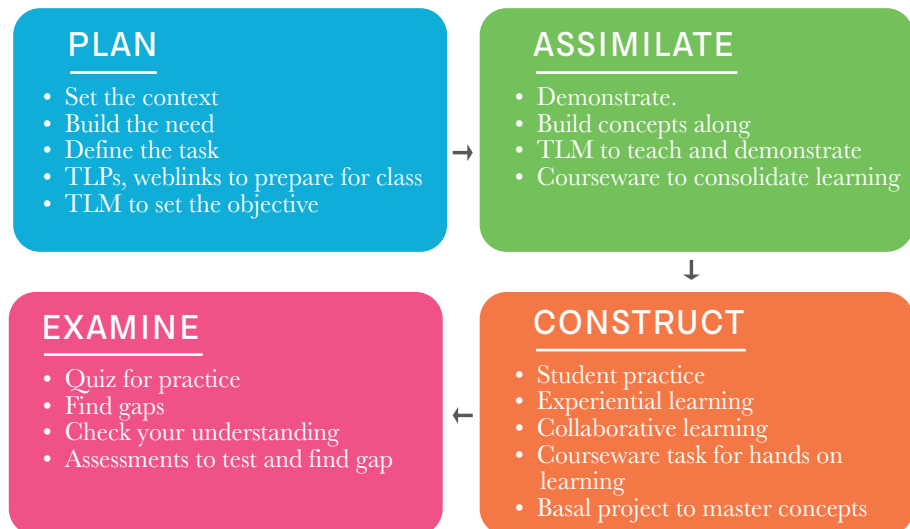
IT Wizard Plus is designed on a task based approach that takes a learner centric route where the teacher becomes a facilitator.

SHIFT

The role of Teachers shifts from being sources of learning to facilitators of learning.

OBTAIN

Teachers obtain students' motivation, interest & accountability.

DEVELOP

Teachers help the students develop on their skills, knowledge and constant learning.

BENEFITS OF
TASK BASED APPROACH

EDIFY

Helps learners improve by hands-on-learning.

CREATE

Creativity of students gets a boost when they design Posters, Animations, Reports, Programs, Presentations as projects.

GAIN

The student gains confidence, learns autonomy & collaboration through role plays.

METHODOLOGY
P.A.C.E.

PACE methodology is built through implementation of David Kolb's experiential Learning model through a Task Based Approach.

PLAN
- Set the context
- Build the need
- Define the task
- TLPs, weblinks to prepare for class
- TLM to set the objective

ASSIMILATE
- Demonstrate.
- Build concepts along
- TLM to teach and demonstrate
- Courseware to consolidate learning

EXAMINE
- Quiz for practice
- Find gaps
- Check your understanding
- Assessments to test and find gap

CONSTRUCT
- Student practice
- Experiential learning
- Collaborative learning
- Courseware task for hands on learning
- Basal project to master concepts

IT WIZARD PLUS

NIIT Nguru's IT Wizard Plus is an end to end solution that brings to the school all the key elements required by the teachers and students for learning and managing IT.

The solution takes a futuristic approach to sow the seeds of 21st century skills through IT teaching methodology, enabling each child in a unique manner to become a robust task force towards 2030.

IT Wizard Plus is designed as per CCE pattern to help the young learners get friendly with computers and use them in their day-to-day life.

SOLUTION THAT WORKS

- State-of-the-art **courseware** for students for classes 1 to 12 With Special QR Codes*****

- Library of **Basal Projects** for all classes with guidelines and worksheets integrated in course material

- IT Wizard Plus **Application**:
    - Web based teaching-learning material for classes 1 - 12
    - Lesson Plan for all classes
    - Question Bank for each concept
    - Web links for all chapters
    - Simulations & Projects

- NIIT Nguru Course Completion **Certificate** for students

- Complete **Assessment** Platform

- Customer **Engagement** Activities – like IT Fest, Digital Art Festival

- In-service **training & support** during the contract period

- Teacher Professional Development Framework

- Solved Board Question Papers

- Trained Faculty (optional)

- Hardware & Software (optional)

*Special QR Codes in the C/W connect the Courseware content with the Multimedia content.