

SETTING MILESTONES IN INNOVATIVE LEARNING



WHY CHOOSE US?



At NIIT Nguru, we believe that learning without fun has little impact and is not a learning for life. With a holistic range of K-12 learning solutions, NIIT Nguru aims to make the process of teaching and learning simpler. Nguru is an amalgamation of technology and education where learning is co-incidental rather than conventional. NIIT Nguru transforms the regular content into a new learning everyday by incorporating technology in curriculum with real-life examples. With our modern and advanced fun learning approach, we try to bring back the joy of learning for students.

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STATES

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SCHOOLS

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CITIES

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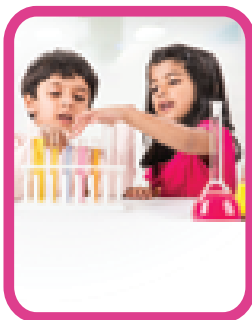
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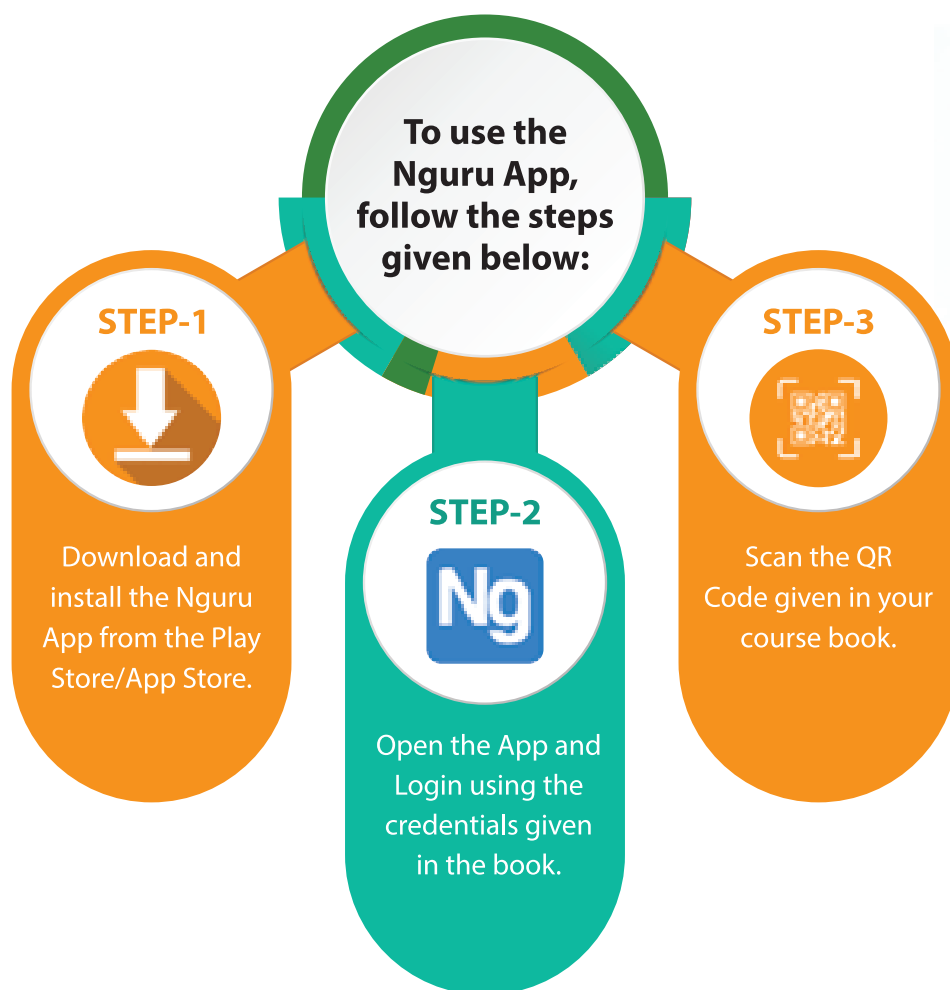
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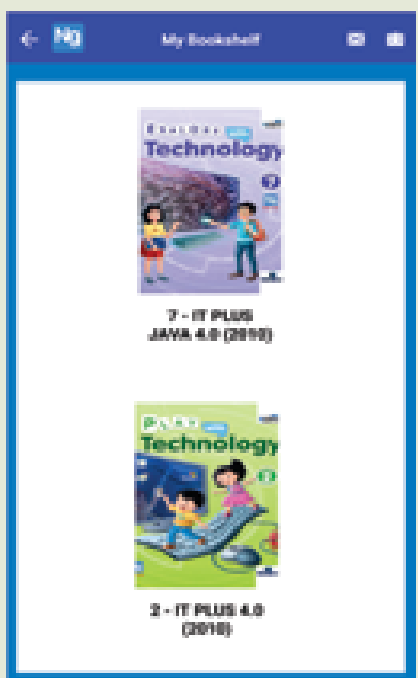
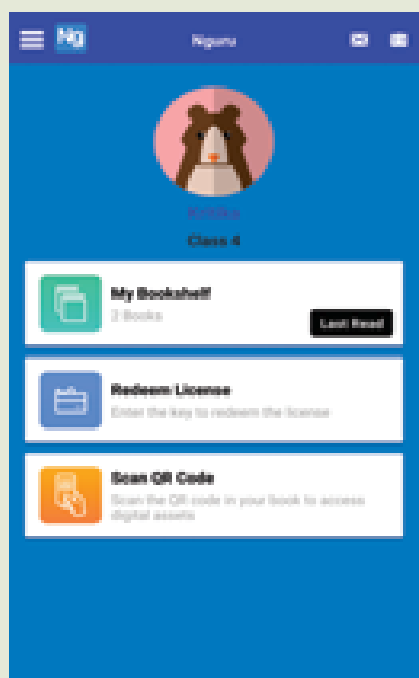
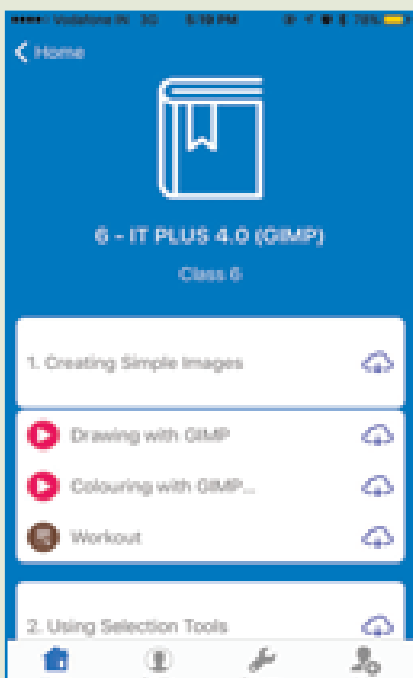
Nguru App

Nguru App is the talisman that takes you to the fun-filled world of learning. Using this app, scan the QR Codes and access exciting videos, games, animations and exercises to reinforce and practice the concepts learnt in the classroom.



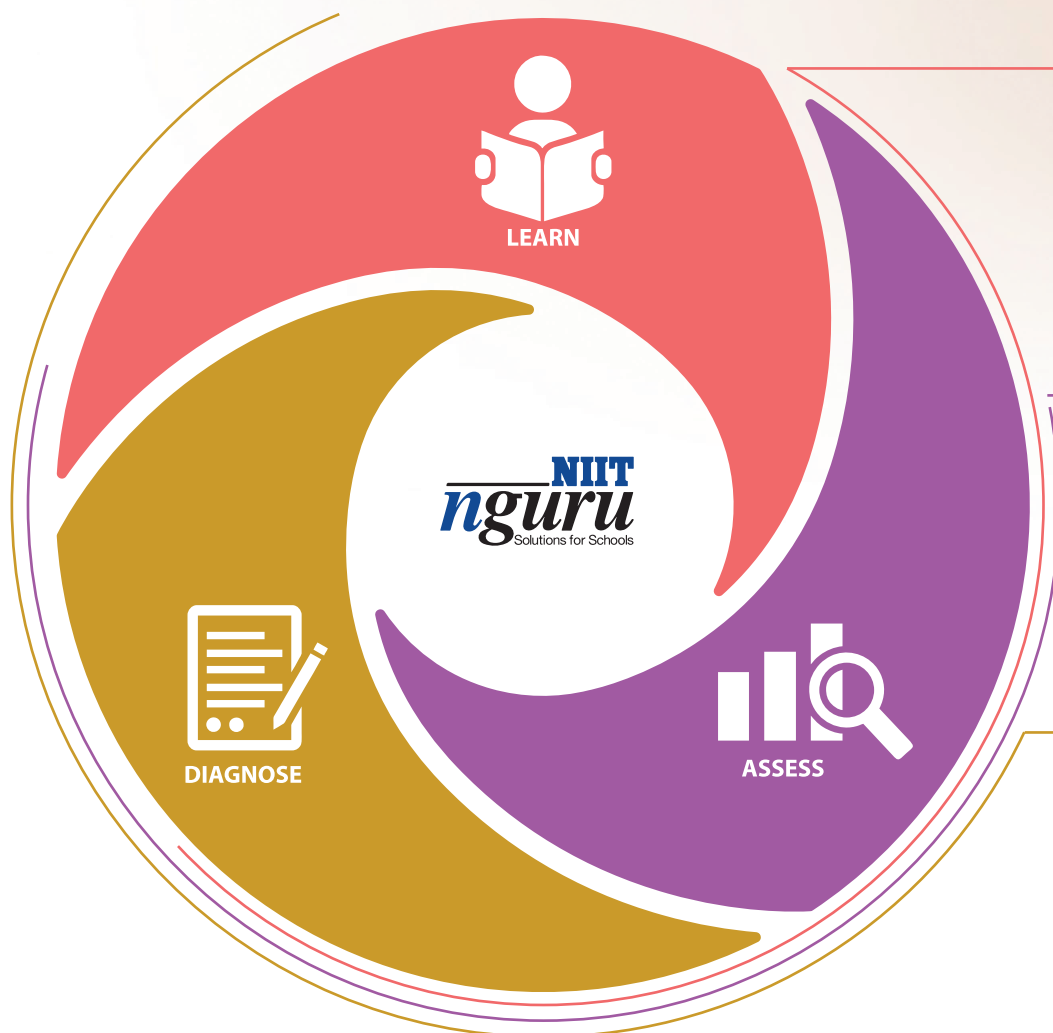
ENJOY LEARNING LIKE NEVER BEFORE.

So, why wait? Just download the App and start learning the easy and fun way by entering into the world of learning.



nguru

APPROACH





LEARN

- ▲ Comprehensive learning through courseware
- ▲ Fun-filled learning with pool of digital resources
- ▲ Interactive lab solutions to explore and investigate with practical hands on learning
- ▲ Immersive learning through gamified content

ASSESS

- ▲ Smart and easy to create assessments
- ▲ Library of practice tests at different levels for students
- ▲ Question Bank enriched with variety of question types
- ▲ Actionable insights to make informed decisions
- ▲ Adaptive and personalized solution that keeps pace with students

DIAGNOSE

- ▲ Identify individual learning styles to ensure enhanced learning outcomes
- ▲ Diagnose skill gaps and identify those who need interventions
- ▲ Detailed learning analytics
- ▲ Ensure personalized learning path for better results

IT WIZARD

A complete teaching learning solution imparting the generation next with IT knowledge & skills to succeed and get ahead in modern times. IT Wizard has a very well-researched and thought through curriculum which familiarizes students with the various facets of technology and also nurtures their creativity through continuous exposure to various learning modules. The students, through the various stages of their intellectual development are taken through modules that help in adapting to the future working skills of 21st Century.

- ✦ Instructional Design and Pedagogy aligned to age groups
- ✦ A well-researched and thought through curriculum

DELIVERABLES

- ✦ State-Of-The-Art Courseware for Students
- ✦ Library of Basal Projects for all Classes with Guidelines and Worksheets Integrated
- ✦ IT Wizard Application:

- Web Based Teaching-Learning Material
- Lesson Plan for all Classes
- Question Bank for Each Concept
- Web links* & Quizzes for all Chapters
- Simulations* & Projects

- ✦ NIIT Nguru Course Completion Certificate for Students
- ✦ In-Service Training & Support for Teachers
- ✦ Customer Engagement Activities
- ✦ Complete Assessment Platform & Periodic Impact Assessment
- ✦ Special QR codes in the C/W Connect the Courseware with the Multimedia Content of the Nguru App*

**AVAILABLE IN
TWO VARIANTS
IT WIZARD CLASSIC
and
IT WIZARD PLUS**

QR Codes

in the chapter provides you exciting digital related to the topic

Are You Aware?

provides you interesting information on the topic being covered.

IT Nugget provides you useful tips or important information related to the concept to help you implement the concept effectively.

Tech Terms

define, the important terms that you come across in the chapter.

Notepad

provides a quick recap of all the concepts and skills learnt in the chapter.



*Available with IT Wizard Plus



WALKING WITH THE LOGO TURTLE



Hi Abhishek, I want to call Tina to my house for practising dance for this weekend day. We both are standing as a pair. How do I tell her way to my house?

IN THIS CHAPTER

- Creating and Moving a Logo Turtle
- Creating Route Map and Saving the Logo File

CREATING AND MOVING A LOGO TURTLE

Introduction to MSW Logo

To draw a route map for Tina, first open the MSW Logo software and create a turtle file.

MSW Logo is software that uses a simple programming language named 'Logo' to draw shapes on the computer. Since the computer performs actions according to the instructions given, this language is known as a command language. The full form of Logo is Logo: Oriented Graphics Interpreter.


Are You Aware?

The Logo language was designed in 1967 by four scientists: Seymour Papert, Daniel G. Bobrow, Wally Feurtag and Cynthia Solomon.



IT Whiz

You can use the Eraser tool to erase any unwanted elements.

1. Select the Eraser tool  from the Standard toolbar.
2. Move the cursor to the element that you want to remove and click the mouse.

You can also right-click the element to choose the Erase option.



Now, you have added pillars, stage flooring and stairs to your stage layout. Using the tools you have learnt so far, add more details, such as the podium, flower arrangements and their placeholders. Have loads of fun!
The final outcome could be something like this:

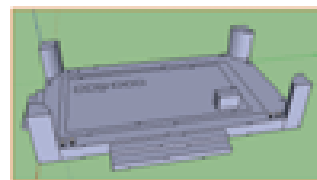


Figure 6a Sample output

TECH TERMS

- **Three Dimensional Object:** A three-dimensional object is an object with three dimensions = length, breadth, and height or depth.
- **Offset:** Drawing a copy of the figure that is bigger or smaller than the original is called offset.
- **Edge:** Each line joining two corners of a 3D image is called an edge.
- **Face:** Each two-dimensional surface of a three-dimensional object is called a face.

NOTEPAD

Skill Acquired	Concept Learned
✓ Adding height to an existing 3D model by using the Push/Pull tool	✓ Any object which has three dimensions is a 3D object.
✓ Using the Offset tool to draw a smaller or a bigger copy of a figure	✓ The Push/Pull tool can be used to create a third dimension, such as walls and pillars.
✓ Creating figures using the List tool	✓ Offset means drawing a copy of the figure that is bigger or smaller than the original.
✓ Using the Rotate tool to rotate objects	✓ The List tool can be used to draw a figure of any shape.
✓ Using the Orbit tool to view the model from any side	

My Pals are Here

NIIT Nguru in collaboration with Marshall Cavendish Education brings fun-filled engaging series based on Singapore teaching methodology for our progressive schools. Drawn from extensive research and feedback, this world-class programme is widely adopted and highly popular among all stakeholders. With a focus on enhancing child's problem-solving and critical thinking skills, concepts here are arranged and unfolded systematically using a spiral approach that progresses with child's cognitive levels.

WHY SINGAPORE MATH?

- Emphasis on problem solving, which is central to learning mathematics.
- Pedagogy is based on Concrete-Pictorial-Abstract approach that follows humans' natural learning progression.
- Enhance critical thinking and mathematical mastery in the coursework.
- Enables teachers to teach concepts progressively from introduction to understanding to fluency. It is where content meets pedagogy.

KEY FEATURES

- ▲ Exploratory Activities to Discuss Alternative Solutions to Open-ended Questions
- ▲ Maths Journal Offers Opportunities for Self-reflection
- ▲ Hands-on Activities and Games to Reinforce Skills Acquired
- ▲ Activities Outside the Classroom Available via Home Math

DELIVERABLES

- ▲ Courseware for Grades 1 to 5
- ▲ Faculty Guides
- ▲ Initial Hand Holding for Teachers
- ▲ Teachers Training on Singapore Methodology

Maths Journal

Share with your teachers what you have learnt, create your own Maths questions, and become aware of your own mathematical thinking.

Put On Your Thinking Caps!

Challenges children to solve non-routine questions by applying relevant heuristics and thinking skills.

Play this game!

Leads you to discover games and activities that involve the use of Maths.

Let's Learn!

Introduces concepts. Parallel questions allow for immediate assessment and consolidation of concepts learnt.

Carry out investigative activities in **Let's Explore!** These allow children to apply concepts learnt.



MathLab

Mathematics has always been an important subject to understand the phenomena in everything around us. Current education system has made a 360° shift from learning mathematics by obedience to learning by applied reasoning. Based on this scenario, MathLab has been designed with an interactive lab environment for students to explore and investigate with practical hands on learning.

KEY FEATURES

- ▲ Foster mathematical awareness, skill building, positive attitudes and learning by doing
- ▲ Learn concepts using concrete objects
- ▲ Verify math facts and properties using models, manipulatives and activities
- ▲ Individualized and peer learning for better discovery, enrichment, remedial and reinforcement
- ▲ Explanation and demonstration of many concepts using charts, models and aids.

MathLab impact study conducted by Deloitte and ACER across 150 schools in 11 states, revealed a remarkable improvement in proficiency scores of students

DELIVERABLES

- ▲ MathLab Application
 - Activities Mapped to all Concepts
 - Multimedia Content
 - User Friendly Interface
 - Worksheets
 - Content Collaboration
 - Assessment Engine
 - Digital Notes
 - Dynamic Search
 - Reports
 - Teacher Lesson Plan
 - Quizzes
 - Updated Question Bank
 - Web Links
- ▲ Geometer Sketch Pad
- ▲ Manipulative
- ▲ Posters
- ▲ Activity Books
- ▲ Faculty Guides
- ▲ MathLab Ambience-including Tables, Chairs, Equipment & Room Design
- ▲ Math-E-Magician Events
- ▲ Support Services

**AVAILABLE IN
TWO VARIANTS**
MathLab Classic
and
MathLab Plus

Plethora of
e-content
corresponding to
each topic

Exciting physical
activities done
through
manipulatives

Engaging
digital
activities

MathLab





NIIT nguru MathLab PLUS

SELECT CLASS

Class VI MathLab Plus ▾

	Activity	Content	Web Link	Notes	Quit
1. Knowing Our Numbers					
2. Whole Numbers					
3. Playing with Numbers					
4. Basic Geometrical Ideas					
5. Understanding Elementary Shapes					

Addition of Integers

Introduction **Activity** Conclusion Extended Activities Brain Teaser

- Let us use green cubes to represent positive integers and yellow cubes to represent negative integers.
- For example:
 - +5 can be represented by five green cubes.
 - 5 can be represented by five yellow cubes.

+5

BODMAS

$20 - 12 + 3 =$

Time: 1:22 Level 1

NIIT nguru MATH LAB

Click the plane carrying the correct answer to help it zoom past the other planes. Any click on incorrect answer will explode the plane.

MathClassic

An experiential learning solution

MathClassic is a way of teaching and learning that replays math in the original form, encouraging and motivating students towards hands-on learning through its various components like interactive videos, manipulative & colorful courseware. MathClassic endeavors to make math a part of the students' lives. Special emphasis is laid on linking the mathematical concepts with the students' day-to-day activities, future professional career options and application of the concepts in other related topics. Contemporary examples and projects in the solution keep the students connected with the subject and keep them excited about the information to flow-in next.

KEY FEATURES

- ▲ Unconventional Method of Introduction of a Topic/Concept - Through an Activity/a Comic Strip In The Beginning of a Chapter
- ▲ Future Applications of Concept
- ▲ Defined Learning Outcomes
- ▲ Interesting Physical and Interactive Activities
- ▲ Inter-Disciplinary Approach
- ▲ Integrated & Inter-Connected Solution - Components in the Book Linked to Math Lab Application & Worksheets
- ▲ Pedagogical Approach - Concepts are Connected to Real Life Scenarios, and Taught in a 'Hands-on' Fashion
- ▲ Manipulative & Concrete Objects - GSP (Geometer's Sketchpad), Charts, Models, Aids and Activities help in Learning

DELIVERABLES

- ▲ State-of-Art Courseware for Grades 1 to 8
- ▲ Mathclassic Application
- ▲ Library of Projects for all Classes with Guidelines and Worksheets Integrated in Course Material
- ▲ Nguru App License for Accessing Digital Content from Home
- ▲ Engaging Manipulative (Purchase Separately)
- ▲ Teacher Manuals
- ▲ Question Bank
- ▲ Web Links for all Chapters
- ▲ In-Service Training Support
- ▲ Assessment Platform
- ▲ Engagement Activities

Who All Use it?

It shows the importance of the topic in real life.

Comic Strip

It adds humour to the concept being taught

Think About it

Ask the 'Big Question' related to the topic

What am i going to learn

States the learning outcomes of a chapter

Let's Dive Deep

HOTS question to check the cognitive skill of the learner





4 Clocks and Timelines

Who All Use It?

We all use watches and clocks to see the time every day. A teacher needs to check the time to make sure she completes her lesson in her period, an athlete needs to track seconds to check how long he or she took to cover a certain distance. Everyone needs to have knowledge of time to complete their jobs on time.

Think About It...

There are three hands in a clock: second hand, minute hand and hour hand. How many times do you think the minute hand crosses 12 in a day?

What Am I Going to Learn?

After studying this chapter, you will be able to:

- read time from a clock.
- identify 12-hour and 24-hour format of time.
- arrange dates on a timeline.

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Let's Dive Deep

Govind had five ₹ 100 notes and six ₹ 50 notes. He says that the total amount he has is ₹ 550. Is he correct? Why or why not?

Fun Time 6.1

- Calculate the product of the following.
 - (a) 5×124
 - (b) 36×12
 - (c) 35×24
 - (d) 7×527
 - (e) 71×27
- Convert the following amounts given in rupees into paise (Given ₹ 1 = 100 paise).
 - (a) ₹ 17 = _____ p
 - (b) ₹ 18.50 = _____ p
 - (c) ₹ 29.75 = _____ p
 - (d) ₹ 12.60 = _____ p
 - (e) ₹ 600 = _____ p
- Convert the following amounts given in paise into rupees (Given, 100 paise = ₹ 1).
 - (a) 275 paise = ₹ _____
 - (b) 800 paise = ₹ _____
 - (c) 4500 paise = ₹ _____
 - (d) 317 paise = ₹ _____
 - (e) 3425 paise = ₹ _____
- Fill in the blanks.
 - (a) ₹ 50 = _____ ₹ 5 coins.
 - (b) ₹ 8 = _____ ₹ 2 coins.
 - (c) ₹ 100 = _____ ₹ 10 notes.
 - (d) ₹ 1000 = _____ ₹ 50 notes.
- Ram had two ₹ 50 notes. He bought three pens costing ₹ 25 each. How much money will he get back?
- The cost of a notebook is ₹ 15. What will be the cost of 12 such notebooks?

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English Classic

Language is central to one's intellectual, social and emotional development and plays an essential role in all key learning areas. English Classic Series 'Amazing English' reflects a new paradigm in teaching of English. The series promotes 21st century learning through a Multiple Intelligence based learner-centric approach. English Classic not only enhances learner's competency all the LSRW skills through the LAD (Learn-Apply-Diagnose) pedagogy, but also promotes creative, critical and analytical thinking skills among learners.

KEY FEATURES

- ▲ Contextual and Cross-Curricular Content
- ▲ Inter-Disciplinary Approach
- ▲ Spiral Progression
- ▲ Contemporary, Thought Provoking Topics and Projects
- ▲ Innovative Classroom Activities Promoting Multiple Intelligence
- ▲ Life Skill Tasks based on Real Life Situations to Develop 21st Century Skills
- ▲ Literary Devices are Identified and Explained
- ▲ Bee-Spell – Activities on Phonics and Pronunciation
- ▲ Computer based Interactivities, Animations, Games and Other Resources to Engage all Learners

DELIVERABLES

- ▲ Main Course Book and Work Book for Grades 1 to 8
- ▲ Teacher's Manuals for Grades 1 to 8
- ▲ Multimedia Content
- ▲ Nguru App license for Accessing Digital Content and Activities from Home
- ▲ Digitized Assessments
- ▲ Diagnostic Reports
- ▲ Training & Support

Read & Enjoy

Contains carefully curated, grade-appropriate prose or poetry selection for the chapter

Reason Aloud

Probing questions in short interval of the text to promote critical thinking and reasoning skills

Tickling Vocab

Provides meanings as well as explanations of the new and challenging words or phrases from the text

Know your author

A short bio of the author or poet is given in this section with a mention of their work and achievements

Curio Owl

Interesting facts related to the theme or specific context of the chapter with cross curricular element.

Literary Device

This feature is provided from class 4 onwards. Text-specific poetic devices or figures of speech are identified and explained in this section.

ENGLISH CLASSIC

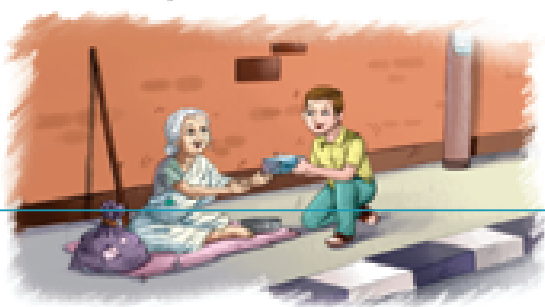




ENGLISH

Thus the words and actions of the wise regard
 Every little service unglad they reward
 But truly noble those all men do see
 And return with gladness good for evil done.

— *Translation by Mahatma Gandhi*



KNOW YOUR AUTHOR

Mahatma Karamchand Gandhi, also called Mahatma Gandhi (2 October 1869 – 30 January 1948) was a prominent Indian political leader who struggled for Indian freedom from the British colonial power using non-violent means and peaceful civil disobedience movement. This poem is an example of his utmost faith in 'ahimsa' (non-violence and moral firmness). Gandhi inspired millions of Indians as a living example with his simple life in simplicity, kindness and love.



Comic Book

Mahatma Gandhi, also known as the 'Father of the Nation' helped India get freedom from the British through the means of 'non-violence' also known as 'Ahimsa'. The great Indian poet Rabindranath Tagore used to refer to him as 'Mahatma', meaning 'Great Soul'.



Language Checklist

'Beet of water', 'grudly meat', 'single penny', 'gold-imagines'

An imagery is a literary device where the author uses images of nature, concrete objects to make the reader understand a deep idea or concept. In this poem, the images are used to explain the deep concept of returning good for evil.

Thinking Time

How great an old-fashioned poem, or religious word for you
 My great your regard is a value



ENGLISH

Read and Enjoy



This is the story of a little squirrel, Wanderfoot. He lived with his mother in the hollow of an oak tree.

Little Wanderfoot wanted to travel and see the whole world. However, his mother did not approve of travel for little squirrels.



From his mother, Wanderfoot learnt how to **hunch** himself and bite off the top of a nut. He also learnt how to balance himself and to **glide** in the air.

Review Me!

1. Does your mother allow you to travel alone? Why or why not?
2. Why are our parents considered to be our first teachers?

Thinking Time

hollow - a hole or an empty space
hunch - to bend one's body forward
glide - to move smoothly in air
sway - causing fear
sheep - the soft part of the stem
smoothing - making something smooth

English Plus

NIIT Nguru English Plus Language Lab is a platform where comprehensive and interactive digital content catering to listening and speaking skills is put to use in a stimulating lab environment. English plus Language Lab is a blended learning program designed for schools that runs parallel to, and complements the school curriculum each year. It progresses through 8 levels of advancement. Each module comprises 40 hours of intense language training, alternating between ILT and CBT sessions.

KEY FEATURES

- ▲ Structured Course with Blended Learning Approach including ILT and CBT
- ▲ English Language Acquisition using Everyday Scenarios
- ▲ Language Skills Gradually Upgraded from A1 to C2 Level of CEFR over 8 Module Course
- ▲ Vocabulary Enhancement Through Integrated Learning
- ▲ Pronunciation Practice using Phonetics
- ▲ Unique Listen, Record, Play-Back and Compare Tool to Practice Pronunciation
- ▲ MTI Removal Tool
- ▲ Integrated Functional Grammar
- ▲ Extensive Listening and Speaking Practice
- ▲ Fun-Filled Method of Lesson Delivery
- ▲ Caters to the Needs of all Types of Schools Following any Board or Curriculum

DELIVERABLES

1. Software

- ▲ Trainer Content for ILT delivery
- ▲ Learner Content for Computer laboratory Sessions (CBT)
- ▲ Assessments
- ▲ Teacher Dashboard

2. Startup kit

- ▲ The Digital Content, Containing Client Access Licenses (CALs)
- ▲ A One-Time Start-Up Kit Comprising one Set of Trainer Manuals
- ▲ Flash Cards (Approximately 250 in Numbers)
- ▲ Three Sets of Courseware for Each of the Modules/Levels

3. Teacher Training Support

4. Installation and Support

5. Regular Content Upgrades

Assessment creation at
click of a button

Engaging digital content

Comprehensive and easy to
manage teacher dashboard

ENGLISH
PLUS





niit nguru ENGLISH

Teacher's Dashboard

FLU Grammar Grammar Exercises ASL Learning Exercise Maker **Assessment Maker**

Select Module Number:

Select Section Name: FLU Grammar

Assessment Type: Instant Test

Difficulty Level: Estimated Time (in mins):

Header:

Insert Audio Insert Image

01 Meeting People

Look at the picture. How would you reply to the words spoken by these people?

How are you?

niit nguru ENGLISH

Teacher's Dashboard

28 number tests, 3rd Floor, East Purple Bldg, National Inst, 10000.

Students

Tasks

Reports

Course

ASL Test

Collaboration

Select ID:

Description:

Science Classic

Science is a way of thinking much more than it is a body of knowledge. The Science Explorer series adopts the 'Enquiry-based Learning' approach. This would make studying science fun and easy by exploring the concepts through activities, discussions and linking them all to the real world. The 'Learning by Doing' approach of the series would help to spark interest and build excitement among children. Science Classic completely addresses the need of the hour by:

- Encouraging inventiveness and creativity
- Moving from teacher-centric to learner-centric teaching
- Connecting theoretical concepts to real-life applications
- Nurturing curiosity and scientific temperament among learners

KEY FEATURES

- ▲ **Learning Outcomes:** Lists the Probable Learnings to be Achieved from a Chapter
- ▲ **Activities:** Provides an Opportunity to Verify Theoretical Concepts Through Simple Experiments
- ▲ Mini Exercises Interspersed in the Text for Quick Recall of Concepts
- ▲ Amazing Facts Mapped to Various Topics or Sub-Topics in a Chapter
- ▲ Easy Revision of the Chapter Through Mind Maps
- ▲ Chapter-End Exercises for the Assessment of Understanding and Clarity of Concepts
- ▲ High Order Thinking Skill Questions
- ▲ Hands-on Activity that is an extension of Concepts Covered in a Chapter

DELIVERABLES

- ▲ Courseware for grades 1-8
- ▲ Teacher's Manuals for grades 1-8
- ▲ Assessments
- ▲ Nguru App for anytime, anywhere access to multimedia content
- ▲ Training & Support
- ▲ Diagnostic Reports
- ▲ Digital Content

Let's Look Back

Easy revision of the chapter through mind maps

Let's Revise

Chapter-end exercises for the assessment of understanding and clarity of concepts

Let's Check

Mini exercises interspersed in the text for quick recall of concepts

Glossary

Definitions of important terms mentioned in a chapter

SCIENCE CLASSIC





Let's Look Back

Macromolecules

Carbohydrates	Fats	Proteins	Vitamins	Minerals
Sources: wheat, rice, table sugar	Sources: butter, ghee, coconut oil	Sources: fish, eggs, meat	Sources: fruits, green leafy vegetables, milk	Sources: iron, calcium, iodine

Essential for

Carbohydrates	Fats	Proteins	Vitamins	Minerals
----------------------	-------------	-----------------	-----------------	-----------------

Let's Review

- Choose the correct answer.
 - What would you give a person who needs instant energy?
 - Chapati
 - Rice
 - Souris
 - Bread
 - Which of the following elements provides the maximum amount of energy to the body?
 - Protein
 - Fat
 - Vitamins
 - Carbohydrates
 - If a food sample turns violet on the addition of copper sulphate and sodium hydroxide solution, it indicates the presence of _____.
 - fat
 - sugar
 - starch
 - protein
 - Which vitamin is produced by the skin in the presence of sunlight?
 - Vitamin A
 - Vitamin C
 - Vitamin D
 - Vitamin E
 - Which of the following diseases is caused due to the deficiency of vitamin B₁?
 - Beriberi
 - Anaemia
 - Pellagra
 - Scurvy

Let's Check

1. Use the word answer.

- Sheep and cows are known by the name due to their food habits. _____
- These animals feed on the dead remains of other animals. _____
- All green plants are known by the name. _____
- These organisms help in keeping the earth clean. _____
- These organisms feed on other organisms but do not kill them. _____

Glossary

Consumers: animals that feed only on the flesh of other animals

Decomposers: organisms that directly or indirectly depend on producers for food

Food chain: the interrelationship between various organisms for food in a natural environment

Autotrophs: animals that feed only on plants

Herbivores: animals that feed on plants as well as other animals

Predators: organisms that live on or waste the bodies of other living organisms for food and shelter

Producers: organisms (green plants) that can prepare their own food

Scavengers: organisms that feed on the dead bodies of other animals

Scientivity

Hands-on physical activities help kinaesthetic learners to process information. Favouring constant dialogue, auditory learners are enthusiastic about the group discussions as well as question-and-answer sessions that accompany such activities. Visual learners visualise, conceptualise and absorb by seeing illustrations, video clips and demonstrations. Scientivity kits ensure a better learning experience for all types of learners

DELIVERABLES

Completely mapped to curriculum

- ▲ Hands-on Activity Kits
- ▲ Teacher Manual
- ▲ Training and Support
- ▲ Student Manual

KEY FEATURES

- ▲ Use of Sustainable Material
- ▲ Book Agnostic Activities
- ▲ Lays the Foundation for Abstract Concepts
- ▲ Activities can be Extended Beyond the Manual
- ▲ Facilitates Experiential Learning
- ▲ Enhances Student Engagement in the Learning Process





Interactive Classroom Plus

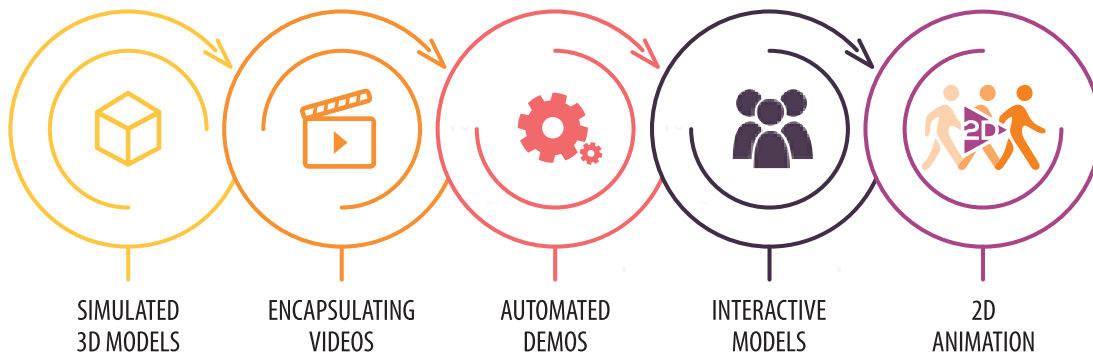
Turn classrooms interactive with the new age digital learning classroom solution

Interactive Classroom Plus is the new age digital classroom solution that provides comprehensive digital content and empowers teachers & students through its unique teaching learning approach. The multi-sensory learning approach and integrative & innovative content helps students learn better.

KEY FEATURES

- ▲ Provides multi-sensory approach for students' learning
- ▲ Helps connect knowledge to real life
- ▲ Integrates immersive technologies to bring abstract concepts to life
- ▲ Aids teachers to increase efficiency
- ▲ Enables teachers to become content collaborators
- ▲ Generates detailed usage reports for all stakeholders
- ▲ Gives access to rich question bank

COMPREHENSIVE DIGITAL CONTENT



DELIVERABLES

- ▲ Content from Grades K to 12
- ▲ Assessment Bank
- ▲ Training and Support
- ▲ Virtual and Telephonic Support

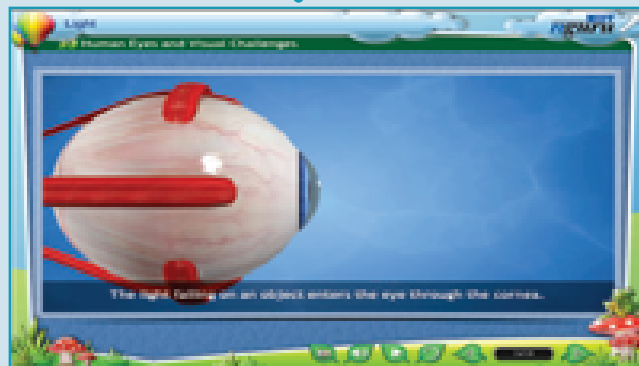
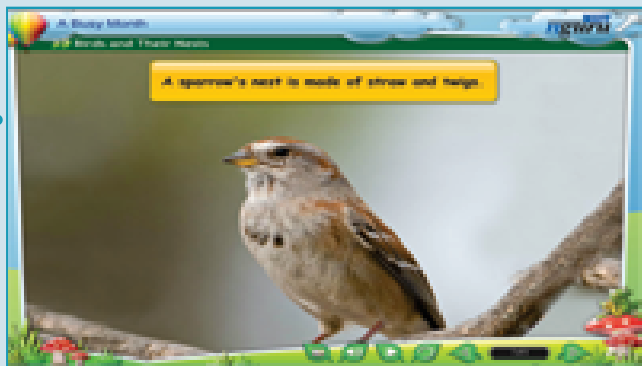
User-friendly interface

One-stop digital solution for all subjects

Detailed usage reports for all stakeholders

Interactive Classroom Plus





Quick School

Quick School ERP is an integrated and comprehensive Education Resource Planning software developed specifically for schools. The software is designed for ease of use and developed keeping in mind the requirements of the school management. It helps the management in maintaining proper control on the functioning of the school, take better informed decisions and enhance the image of the institution. QuickSchool ERP functionality spans across all departments of the school and allows the schools to manage information on Staff, Students, Examinations, Attendance, Fees, Payroll, Inventory, Transport, Timetable, Library, etc. on a real time basis.

KEY FEATURES

- ▲ Drill Down Management Dashboard
- ▲ Dynamic Academic Evaluation Policy for Report Card Generation and Result Analysis
- ▲ Online Registration and Fee Collection
- ▲ Feature Rich Mobile App for Parents & Management
- ▲ 3rd Party Integration for
 - Payment Gateway
 - Biometric Devices
 - SMS
 - Tally
- ▲ Hosted in Secured Environment of Microsoft Azure
- ▲ Academic and Non-Academic Modules to Take Care of Day to Day Activity
- ▲ Dedicated Support Desk Available on Toll-Free Number and Email

DELIVERABLES

INSTALLATION AND TRAINING

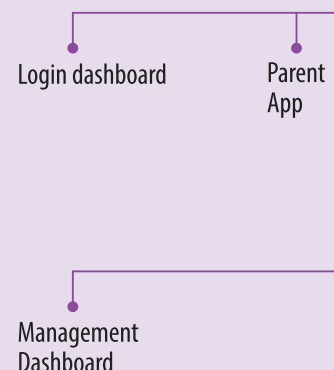
- ▲ A Standardized Implementation Plan to Enable Schools Achieve 100% Usage
- ▲ Regular Dashboards of Application Usage to Help Schools Analyze and Subsequently Increase Usage
- ▲ Comprehensive Training at the Time of Installation to Various Stakeholders

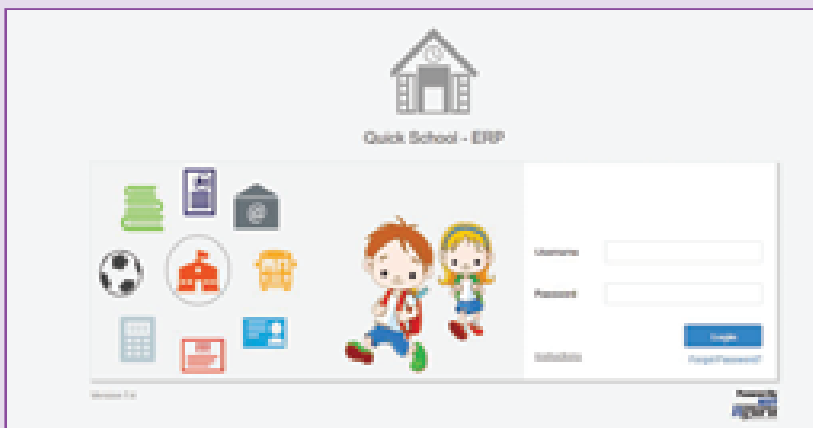
SUPPORT

- ▲ Multi-Level Support is Provided to Clarify any Queries and Ensure Speedy Service
- ▲ Toll Free Number Provided

HARDWARE AND SOFTWARE

- ▲ System Hardware and Related Software to Operate
- ▲ QuickSchool can be Purchased from Nguru, if Required





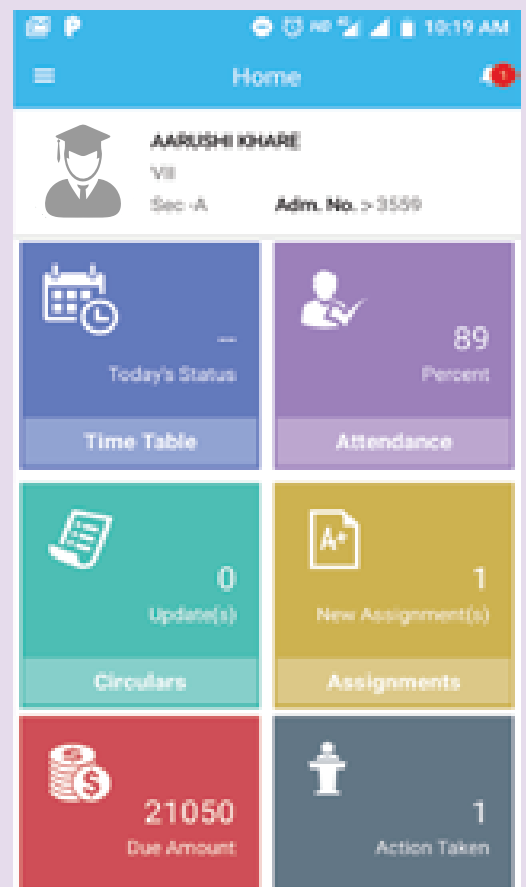
System Administrator

Department: Acadm Status: Active Joining Rd Date: 22-Mar-2024

Employee Name: Employee Code: Search

Note: Employees from other schools are marked in grey color

Photo	Emp Name	Emp Code	Department	Status	Family	Academic	General	Financial	Reporting Authority	Foreign
	ABHINAV GADGIL	1040	Academi_3	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ABHINAV GADGIL	1168	Academi_4	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ABHINAV NEZGA	1000	Academi_3	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ABHINAV INO	1242	Part Time	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ABHINAV SHINDE	2000	Support Staff-1	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	ABHINAV SHINDE	1170	Academi_3	Active	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



Practice Plus

Practice Plus is a scientifically designed academic solution to help each student improve and progress through the methodology of 'Assessment for Learning'. Its pedagogy is a practical realization of mastery learning that has come from the ground-breaking research by Benjamin Bloom in 1971. Through continuous progress and monitoring, it allows teachers to plan targeted instructions and improve learning in a classroom.

KEY FEATURES

- 1. Learner-specific questions:** Practice Plus learns about students as they practice concepts and generates practice at the desired cognitive and difficulty level every single time.
- 2. Actionable insights & reports:** The smart analytics engine helps teachers stay on the top of the performance of their class with timely, data-driven and actionable insights.
- 3. Smart assessments:** It creates both dynamic and manual assessments at the click of a button.
- 4. Question bank:** It provides access to our question bank with over 3 lac questions across all grades and different subjects. Teachers also have the flexibility to add questions to the engine.
- 5. Built for the cloud:** It can be accessed anytime, anywhere with 99.9% uptime guarantee.

DELIVERABLES

- ▲ Cloud-Based Deployment
- ▲ Topic and Chapter Level Question Bank
- ▲ Regular email updates
- ▲ Training Support & Resources
- ▲ Telephonic & Online Support

Comprehensive
teacher
dashboards

Real-time
reports for
all stakeholders

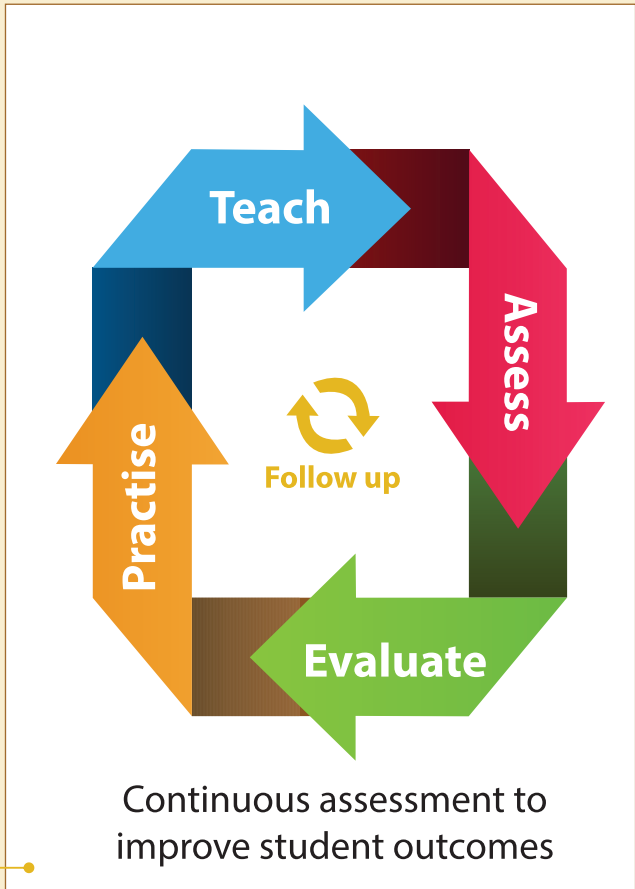
How practice
plus works

 **Practice
Plus**





Category	Item 1	Item 2	Item 3	Item 4	Item 5	Item 6	Item 7	Item 8	Item 9	Item 10	Item 11	Item 12	Item 13	Item 14	Item 15	Item 16	Item 17	Item 18	Item 19	Item 20	Report Card	
Category 1
Category 2
Category 3
Category 4





ADMIZZIONZ[®]
CAMPUZ
COLLEGE ADMISSIONS, CAREER COUNSELING...
FROM THE EXPERTS!

CAREER AND COLLEGE ADMISSIONS GUIDANCE & COUNSELING PROGRAM

NIIT Nguru brings best-in-class counseling products in partnership with Admizzionz Campuz[®]

Introducing Admizzionz Campuz[®]

- ▲ **Leading provider** of career and college admission guidance and support in India
- ▲ Recipient of numerous, prestigious **accolades** for being the best in career and college guidance
- ▲ Proven track record of **100% success** in college admissions of enrolled students year after year since 2011

AdmissionAlert[™]

An admissions alert service for the class XII students that takes away the extensive effort needed to track the admission related announcements of a wide spectrum of courses and colleges in India. This service has already impacted students from over 300 schools and there is no reason it won't make a big difference to your class XII students as well.

Highlights:

- ▲ Timely updates and Notifications on college admission for Indian Universities
- ▲ Information about scholarships and Olympiads
- ▲ Tracking of Key dates
- ▲ Information about entrance and admission process

StudentConnect[™]

Career interest assessment and guidance for selecting career options and education streams for Class X students.

Highlights:

- ▲ Assessment of students' career interests
- ▲ Guidance in choosing career options that are aligned with their interests
- ▲ Help in choosing the subject streams and combinations for classes XI and XII



“

There were new and more complex calculations and processing as per CBSE-CCE guidelines viz. ASL calculations, weightages for clearing different exams, etc. With the use of NIIT NGuru QuickSchool ERP, our school could streamline the process and bring standardization across 8000+ branches and generate all report cards and academic analysis reports properly.

Thomas T. Roy,
Secretary,
The Somerville School



”

“

The curriculum designed by NIIT Nguru is informative and up to date and our students have been benefitted by the knowledge imparted. The teacher in charge from NIIT Nguru for IT has been very co-operative both with the staff and students of our school. Their services are always on time. She is able to complete her syllabus with ease and tries to blend with the school disciplines very comfortably.

Archana Suresh,
Principal, Royal School, Bangalore



”

“

The MathLab has started showing results in my school. My students won the junior and senior levels to lift the Champions Trophy of Mathematics league competition at the Sarla Birla Academy, Bangalore.

Ms Manju Sharma,
Principal, Delhi
Public School



”

“

It is a real pleasure to have NIIT Nguru support with its excellent product both in quality and services for IT education in our school. We have been associated for the past 13 years and it's been a real pleasure.

Mrs Kalindi Gurjar,
Head Mistress,
St Mark's Public School



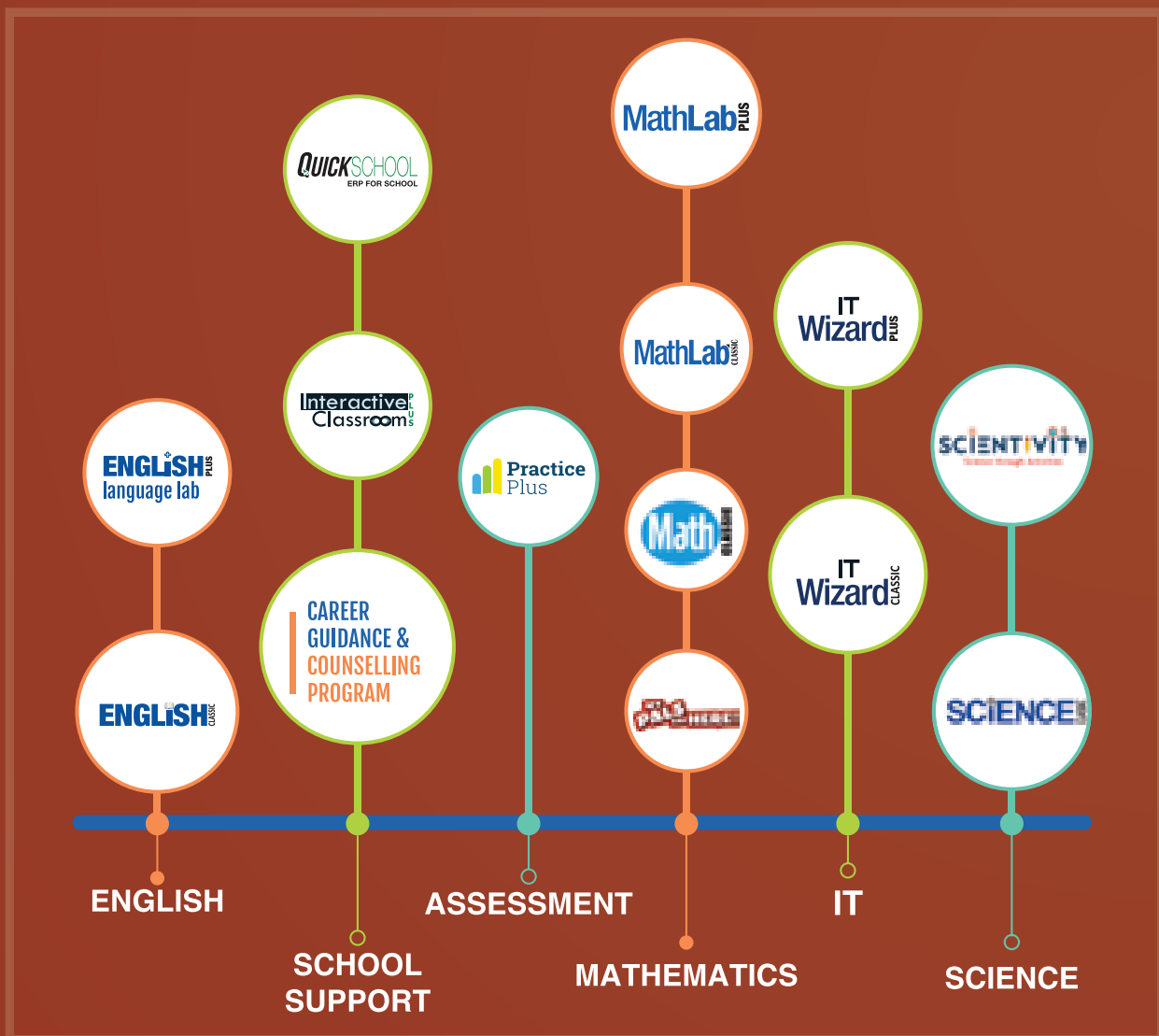
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TESTIMONIAL

Digital class education is a boon for students of the 21st century. Technology has dramatically changed the way of communication; the right use of internet and computer is a blessing for kids today. Blended learning through use of both traditional and digital media will increasingly see acceptance in our country.

We at MindChampion Learning Systems Limited (MLSL) are focused on building such solutions for school children. At MLSL, all our products seek to give an integrated academic access to each of our schools and their school children. This effectively means children will access their academic content at home and in the school in an interactive and holistic format.



MindChampion Learning Systems Limited

(Wholly owned subsidiary of NIIT Limited)

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