

Objective:

The course is designed to aim at imparting a basic level appreciation programme for the common man. After completing the course

- the incumbent will be able to the use the computer for basic purposes of preparing his personnel / business letters
- Will be able to create data and basic operation with data using spreadsheet.
- Will be able to create and use basic presentation
- Will be able to view information on Internet (the web)
- Will be able to create email account and send / receive emails
- Will be able to use Digital Financial Services
- Will be able to use Social Media, e-Governance and their usage etc.

The course will allow common man or housewife to be part of computer users list by making them Digitally Literate. This helps the small business communities, housewives to maintain their small account using the computers and enjoy in the world of Information Technology.

The module on financial literacy will enable the individuals to understand the various financial services and be aware of the various schemes of Government.

Duration:

36 Hours - (Theory: 14 hrs + Practical: 22 hrs)

This course can also be offered as 6 days full time intensive course.

Eligibility:

No minimum qualification is required for applying and appearing for the examination in Basic Computer Course (BCC).

Detailed Syllabus and Learning Outcome:

S.	Chapter Name	Course Outline	Duration		Learning Outcome
No.			(Hours))	
			Theory	Lab	
1	Chapter-1	1.0 Introduction	2	1	After completion of this
	Introduction to	1.1 Objectives			chapter, the candidate will
	Computer	1.2 Computer and Latest IT gadgets			be able to:
		1.2.1 Computers & its applications			• Aware about
		1.2.2 IT gadgets and their applications			computers, IT gadgets
		1.3 Basics of Hardware and			and their applications.
		Software			• Get familiar with
		1.3.1 Hardware			various input, output
		1.3.1.1 Central Processing Unit			and hardware
		1.3.1.2 Input devices			components of a
		1.3.1.3 Output devices			computer along with



		1.3.1.4 Computer Memory & storage			storage devices.
		1.3.1.5 Connecting Keyboard, Mouse,			• Get familiar with how
		Monitor and Printer to CPU			the keyboard, mouse,
		1.3.2 Software			monitor and printer are
		1.3.2.1 Application Software			connected to CPU
		1.3.2.2 Systems Software			• Get familiar with
		1.3.2.3 Mobile Apps			
		1.4 Summary			various types of
		1.5 Model Questions and Answers			softwares used for
		1.5 Wodel Questions and Answers			computer and mobile
2	Chapter-2	2.0 Introduction			apps. After learning this chapter,
2	Introduction to	2.1 Objectives	2	2	candidate will:
	Operating	2.2 Operating System			Well acquainted with
		2.2.1 Operating Systems for			Operating System and
		Desktop and Laptop			its applications for both
		2.2.2 Operating Systems for Mobile			desktop and mobile
		Phone and Tablets			devices.
		2.3 User Interface for Desktop and			• able to identify various
		Laptop			desktop screen
		2.3.1 Task Bar			components and
		2.3.2 Icons & Shortcuts			modify display
		2.3.3 Running an Application			properties, date, time
		2.4 Operating System Simple Setting			etc.
		2.4.1 Using Mouse			 able to add and remove
		2.4.2 Changing System Date and Time			new program and
		2.4.3 Changing Display Properties			features, manage files
		2.4.4 To Add or Remove Program and			and folders.
		Features			• Get aware of various
		2.5 File and Folder Management			types of file extensions.
		2.6 Types of File Extensions			. J F
		2.7 Summary			
		2.8 Model Questions and Answers			
3.	Chapter-3	3.0 Introduction			After completion of this
		3.1 Objective	2	4	chapter, candidate will
	Word	3.2 Word Processing Basics			have
	Processing	3.2.1 Opening Word Processing			• Basic Knowledge of
		Package			Word Processing, their
		3.2.2 Title Bar, Menu Bar,			usage, details of word
		Toolbars & Sidebar			processing screen.
		3.2.3 Creating a New Document			• Opening, saving and
		3.3 Opening and Closing Documents			printing a document
		3.3.1 Opening Documents			including pdf files.
		3.3.2 Save and Save As			 Document creation,
		3.3.3 Closing Document			formatting of text,
		3.3.4 Using The Help			paragraph and whole
		3.3.5 Page Setup			document.
		3.3.6 Print Preview			Inserting Header and
		3.3.7 Printing of Documents			Footer on the
		3.3.8 PDF file and Saving a Document			
		The Table and Saving a Bootimont			document



		as DDE CIL			F' 1'
		as PDF file			• Finding text on a word
		3.4 Text Creation and manipulation			document and
		3.4.1 Document Creation			correcting spellings.
		3.4.2 Editing Text			• Able to insert and
		3.4.3 Text Selection			manipulate tables,
		3.4.4 Cut, Copy and Paste			enhance table using
		3.4.5 Font, Color, Style and Size			borders and shading
		selection			features.
		3.4.6 Alignment of Text			
		3.4.7 Undo & Redo			
		3.4.8 AutoCorrect, Spelling & Grammar			
		3.4.9 Find and Replace			
		3.5 Formatting the Text			
		3.5.1 Paragraph Indentation			
		3.5.2 Bullets and Numbering			
		3.5.3 Change case			
		3.5.4 Header & Footer			
		3.6 Table Manipulation			
		3.6.1 Insert & Draw Table			
		3.6.2 Changing cell width and height			
		3.6.3 Alignment of Text in cell			
		3.6.4 Delete / Insertion of Row, Column			
		and Merging & Splitting of			
		Cells			
		3.6.5 Border and Shading			
		3.7 Shortcut Keys			
		3.8 Summary			
		3.9 Model Questions and Answers			
4.	Chapter-4	4.0 Introduction			After completion of this
	- ·· T · ·	4.1 Objectives	2	4	chapter, candidate will
	Working with	4.2 Elements of Spread Sheet			have good hands-on
	Spreadsheet	4.2.1 Creating of Spread Sheet			practice on
	Spr causile c	4.2.2 Concept of Cell Address [Row			Basic Knowledge of
		and Column] and selecting a			Spreadsheet Spreadsheet
		Cell			Processing, their usage,
		4.2.3 Entering Data [text, number,			details of Spreadsheet
		date] in Cells			screen.
		4.2.4 Page Setup			 Opening, saving and
		4.2.5 Printing of sheet			printing a sheet.
		4.2.6 Saving Spread sheet			Worksheet creation,
		4.2.7 Opening and Closing			
		4.3 Manipulation of Cells & Worksheet			inserting and editing
		4.3.1 Modifying / Editing Cell			data in cells.
		Content			Managing Cell heights
		4.3.2 Formatting Cell (Font,			and automatically
		Alignment, Style)			filling the values using
		4.3.3 Cut, Copy, Paste & Paste			AutoFill
		Special Special			Inserting and deleting
		Special			rows /columns.
		4.3.4 Changing Cell Height and			• Applying basic

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5.	Chapter-5	Width 4.3.5 Inserting and Deleting Rows, Column 4.3.6 AutoFill 4.4 Formulas, Functions and Charts 4.4.1 Using Formulas for Numbers (Addition, Subtraction, Multiplication & Division) 4.4.2 AutoSum 4.4.3 Functions (Sum, Count, MAX, MIN, AVERAGE) 4.5 Summary 4.6 Model Questions and Answers 5.0 Introduction			formulas and functions. After completion of this
5.	Спарил-3	5.1 Objectives	2	3	chapter, candidate will
		5.2 Creation of Presentation			have good hands-on
	Creating Presentations	5.2.1 Creating a Presentation Using a			practice on
	Presentations	Template 5.2.2 Creating a Blank Presentation			• Basic Knowledge of presentations.
		5.2.3 Inserting & Editing Text on Slides			Opening/saving a
		5.2.4 Inserting and Deleting Slides in a			presentation and
		Presentation			printing of slides and
		5.2.5 Saving a Presentation			handouts.
		5.3 Manipulating Slides 5.3.1 Inserting Table			Manipulate slides to
		5.3.2 Adding ClipArt Pictures			enhance the look of the slides as well as whole
		5.3.3 Inserting Other Objects			presentation by
		5.3.4 Resizing and Scaling an Object			inserting a picture,
		5.4 Presentation of Slides			objects, formatting etc.
		5.4.1 Choosing a Set Up for Presentation			• Running a slide show
		5.4.2 Running a Slide Show 5.4.3 Transition and Slide Timings			with various
		5.4.4 Automating a Slide Show			transitions.
		5.4.5 Printing Slides and Handouts			
		5.6 Summary			
	-	5.7 Model Questions and Answers			
6.	Chapter-6	6.0 Introduction			After completion of this
	Introduction to	6.1 Objectives6.2 Basic of Computer Networks	1.5	1.5	chapter, candidate will be able to:
	Network & Internet	6.2.1 Local Area Network (LAN)			Gather knowledge of
	THE THE THE	6.2.2 Wide Area Network (WAN)			various types of
		6.3 Internet			networks.
		6.3.1 Concept of Internet & WWW			• Get an overview of
		6.3.2 Applications of Internet 6.3.3 Website Address and URL			Internet, its
		6.3.4 ISP and Role of ISP			applications and various browsers
		6.3.5 Modes of Connecting Internet			available to access
		(Hotspot, Wi-Fi, LAN Cable,			the internet.
		Broadband, USB Tethering)			• Connect to Internet

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7.	Chapter-7 E-mail, Social Networking and e- Governance Services	6.4 Popular Web Browsers (Internet Explorer/Edge, Chrome, Mozilla Firefox, Opera etc.) 6.5 Exploring the Internet 6.5.1 Surfing the web 6.5.2 Popular Search Engines 6.5.3 Searching on Internet 6.5.4 Downloading Web Pages 6.5.5 Printing Web Pages 6.6 Summary 6.7 Model Questions and Answers 7.0 Introduction 7.1 Objectives 7.2 Structure of E-mail 7.3 Using E-mails 7.3.1 Opening Email account 7.3.2 Mailbox: Inbox and Outbox 7.3.3 Creating and Sending a new E-mail 7.3.4 Replying to an E-mail message 7.3.5 Forwarding an E-mail message 7.4 Social Networking & e-Commerce 7.4.1 Facebook, Twitter, LinkedIn, Instagram 7.4.2 Instant Messaging (WhatsApp, Facebook Messenger, Telegram) 7.4.3 Netiquettes	2	3	using various modes of connections/ devices available. • Can search Information on the Internet on various topics. • Download and print web pages. After completion of this chapter, candidate will be able to: • Create an email account, compose an email, reply an email and send the email along with attachments. • Get familiar with Social Networking, Instant Messaging and Blogs. • Get familiar with e-Governance Services, e-Commerce and
		 7.5 Overview of e-Governance Services like Railway Reservation, Passport, eHospital [ORS] 7.6 Accessing e-Governance Services on Mobile Using "UMANG APP" 7.7 Digital Locker 7.8 Summary 7.9 Model Overstions and Answers 			Mobile Apps.
8.	Chapter-8 Digital Financial Tools and Applications	7.9 Model Questions and Answers 8.0 Introduction 8.1 Objectives 8.2 Digital Financial Tools 8.2.1. Understanding OTP [One Time Password] and QR [Quick Response] Code 8.2.2 UPI [Unified Payment Interface] 8.2.3 AEPS [Aadhaar Enabled Payment System] 8.2.4 USSD[Unstructured Supplementary Service Data] 8.2.5 Card [Credit / Debit] 8.2.6 eWallet	1.5	2.5	After completion of this chapter, candidate will be able to: • Know the Digital Financial Tools. • Get Knowledge of Internet Banking Modes. • Get familiar with e-Governance Services, e-Commerce and Mobile Apps. • Use the Digital



	8.2.7 PoS [Point of Sale] 8.3 Internet Banking 8.3.1 National Electronic Fund Transfer (NEFT) 8.3.2 Real Time Gross Settlement (RTGS) 8.3.3 Immediate Payment Service (IMPS) 8.4 Online Bill Payment 8.5 Summary 8.6 Model Questions and Answers			Locker and will be able to store documents in Digital Locker.
Total Hours = 36		15	21	

For practical purpose latest version of Free Open Source Ubuntu & LibreOffice may be used.

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