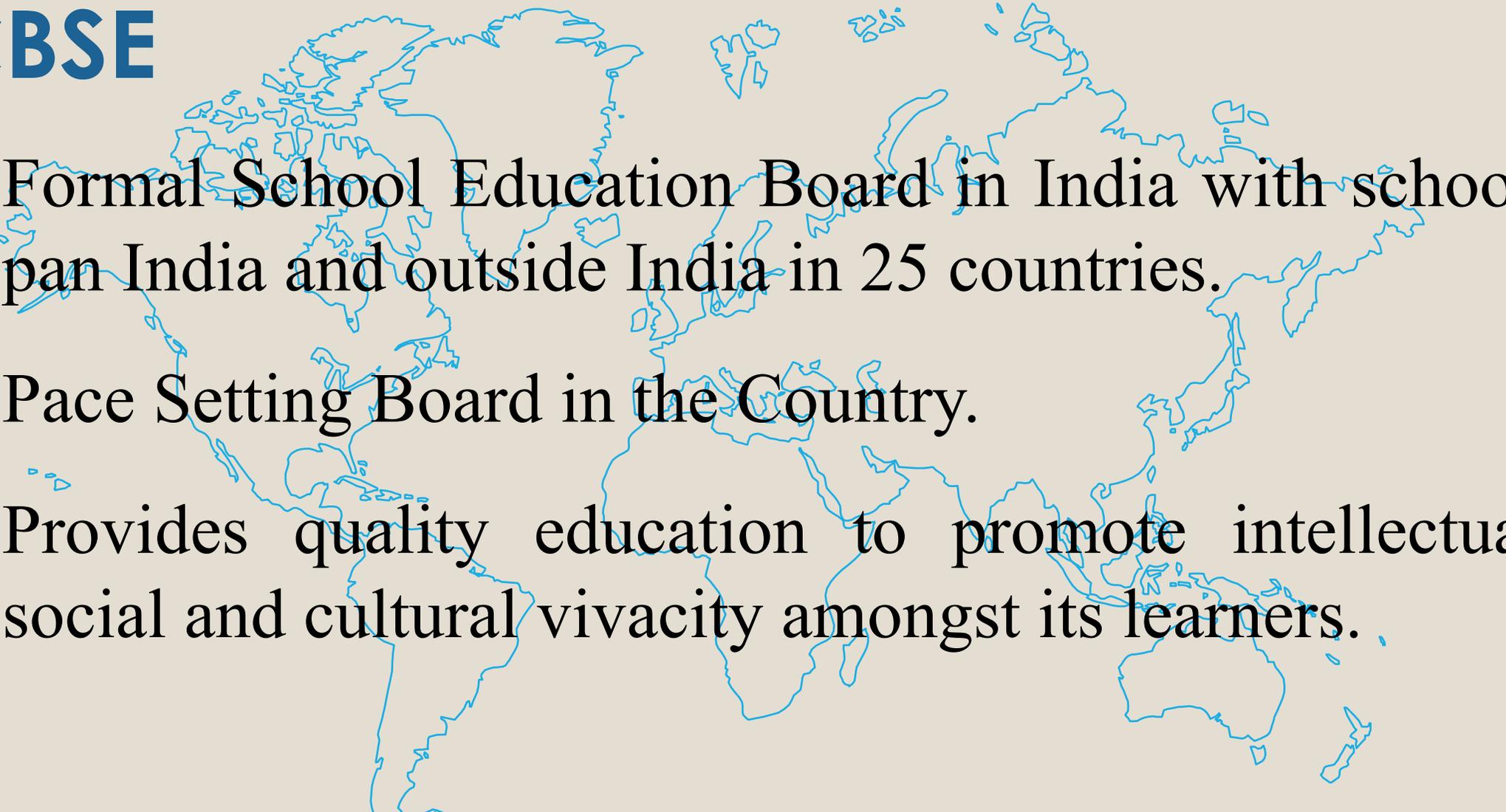




DIGITAL INITIATIVES IN EDUCATION

CBSE

CBSE



- Formal School Education Board in India with schools pan India and outside India in 25 countries.
- Pace Setting Board in the Country.
- Provides quality education to promote intellectual, social and cultural vivacity amongst its learners.

MANDATE

01

To grant affiliation to schools in India and abroad for the purpose of conduct of examinations

02

To develop Curriculum and syllabi for the purpose of conduct of Board Examinations

03

To conduct Board Examination for Sec Schools and Sr. Sec. Schools and such other examinations as it may consider fit subject to the approval of the Controlling Authority .

04

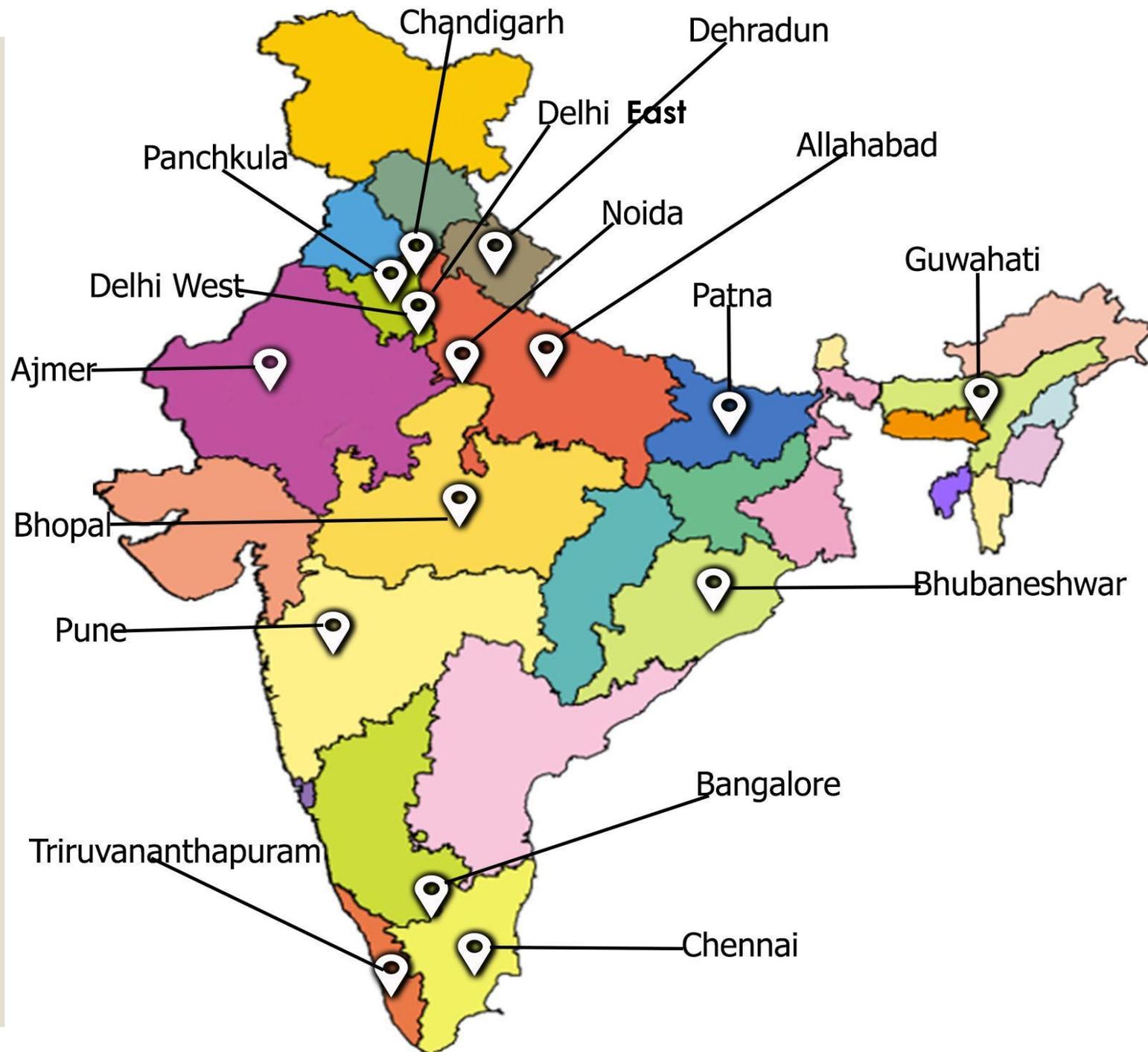
To develop standards for ensuring quality in the affiliated schools

05

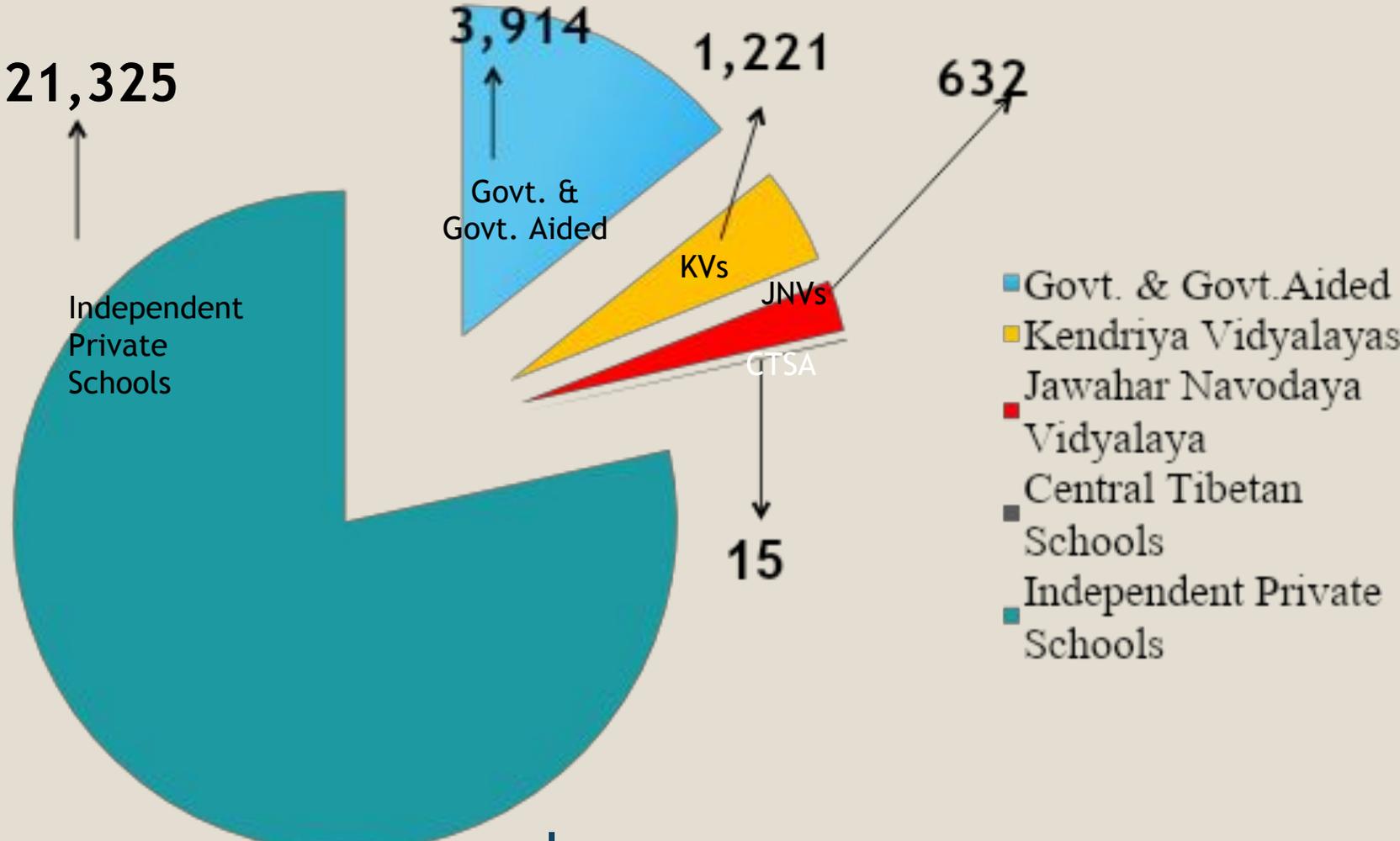
To undertake professional development of teachers and organize student enrichment

REGIONAL OFFICES & COEs

- 16 ROs across the country.
- Schools located outside India are looked after by Regional Office Delhi
- COEs are presently functioning in same cities where CBSE is having Regional Offices.



CATEGORY OF SCHOOLS



Total Number of Schools: 27,107 | India - 26,842 + Abroad - 265

Introduction of Skill Modules (Middle School)

- The Board has introduced 11 skill modules for the students of class VI-VIII in the year 2020.
- The modules have been prepared by the teachers of CBSE schools and the respective Sector Skills Councils/Industry partners. Technology based Modules:
 - ❑ Coding – in collaboration with Microsoft
 - ❑ Digital Citizenship – in collaboration with Meta
 - ❑ Augmented Reality/ Virtual Reality (AR/VR) – in collaboration Meta
 - ❑ Artificial Intelligence – in collaboration INTEL
 - ❑ Information Technology
- 17 new skill modules to be introduced in Middle school
- 3 more Skill modules to be introduced in collaboration with ISRO

Skill Modules for Middle schools

Artificial
Intelligence

Beauty and
Wellness

Design
Thinking

Financial
Literacy

Information
Technology

Marketing /
Commercial
Application

Travel &
Tourism

Handicrafts

Mass Media

Coding

Digital
Citizenship

Augmented
Reality/
Virtual Reality

Data Science
(Class VIII
only)

All modules of **12 hours duration** (70% of the time duration will be devoted for the hands-on activities and 30% will be used for theory)

Schools/students are free to **opt for one or more Skill Module(s)**

Schools/students are free to **opt Skill Module(s) either at class VI or class VII or class VIII**



Assessment to be done by the school based on the criteria/modalities provided by the Board

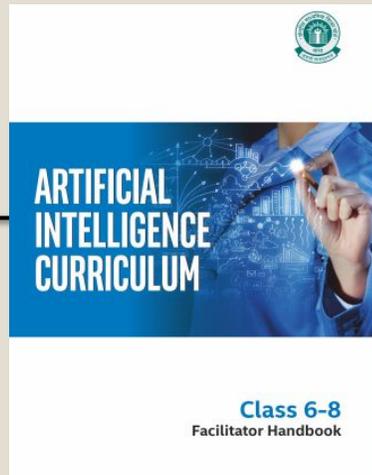
Shall be offered through the respective **Hobby Clubs**

Will be available in **online self learning mode** also. The child can take up the classes online. Assessment will be school based preferably **project based**

Student Handbooks

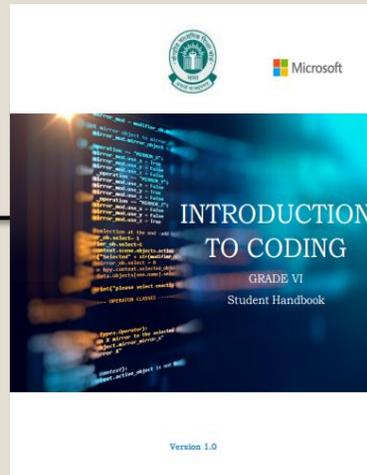
ARTIFICIAL INTELLIGENCE

Classes VI-VIII



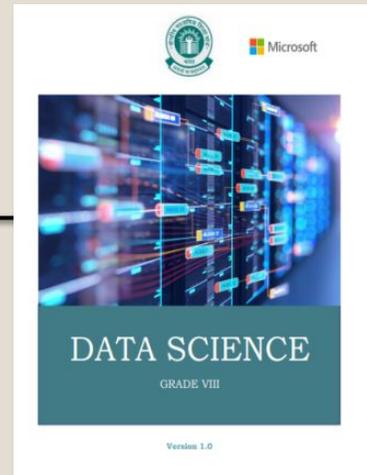
CODING

Classes VI-VIII



DATA SCIENCE

Classes VIII-XII



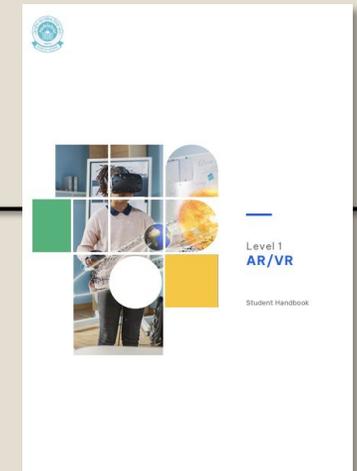
DIGITAL CITIZENSHIP

Classes VI



AR/VR

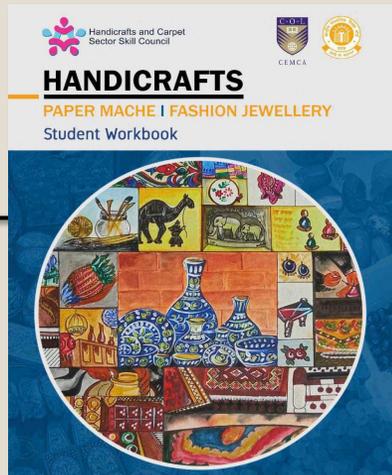
Classes VI



Student Handbooks

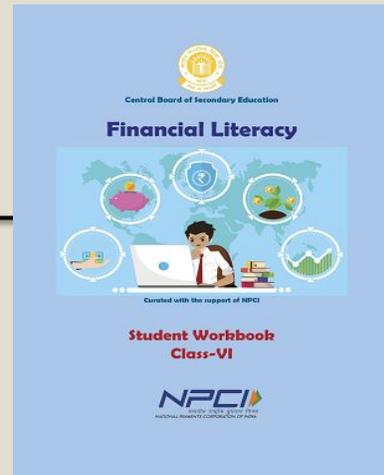
HANDICRAFTS

Class VI

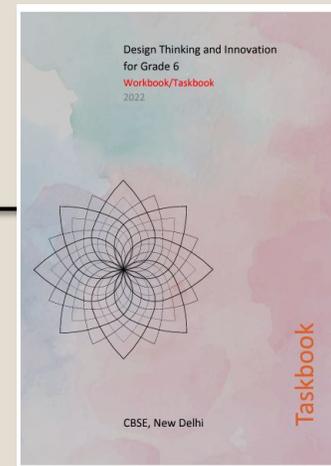


FINANCIAL LITERACY

Classes VI-VIII

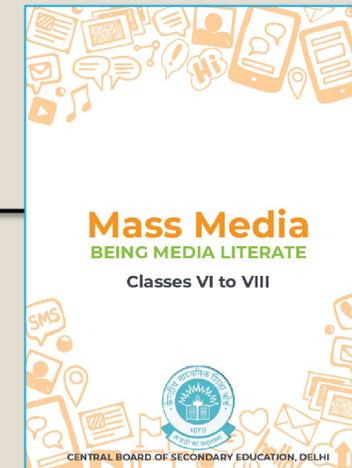


DESIGN THINKING & INNOVATION
Class VI



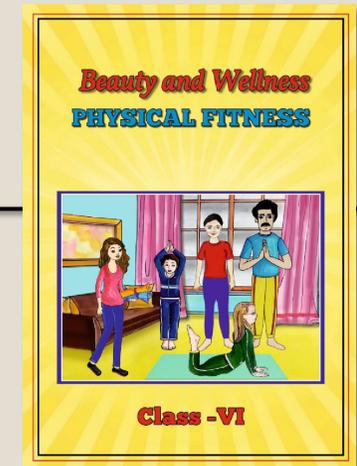
MASS MEDIA

Class VI



BEAUTY & WELLNESS

Class VI



Digital Citizenship and Augmented Reality/ Virtual Reality

- CBSE in association with Meta (formerly Facebook) has launched Skill Modules for students of Classes VI-VIII on 'Digital Citizenship' and 'AR/VR'.
- The course will cover important aspects for students like **digital etiquette, cybersecurity, cyber bullying, information literacy, using the internet for social good and the future of our digital world** with topics such as AI, AR/VR and the Metaverse.
- Teachers have been provided with a '**Teachers' Handbook**' and '**Classroom Material**' to make the facilitation process easy.
- The curriculum of these modules relies on experiential and activity-based learning where students will apply concepts and theory to real world scenarios through case studies, reflections, and activities.
- The curriculum has been designed to ensure that teachers of all subjects and grades can easily understand and train their students to become responsible digital citizens.
- A virtual orientation session was organised for Principals and teachers of all CBSE affiliated schools, to understand more about the subject on 14th June 2022 on online mode with more than 18,000 participants.
- Three webinars have been held with teachers on AR/VR in which 9,910 teachers have participated, whereas eight face-to-face training programmes have been held with teachers in which 1,608 teachers have been trained.

New Skill Modules to be introduced for Middle schools

Life Cycle of
Medicine &
Vaccine

Things You should
know about
keeping Medicines
at home

What to do when
Doctor is not
around

Humanity &
Covid-19

Blue Pottery

Pottery

Block Printing

Food Production

Preservatives and
food

Baking

Herbal plants

Khadi

Mask making

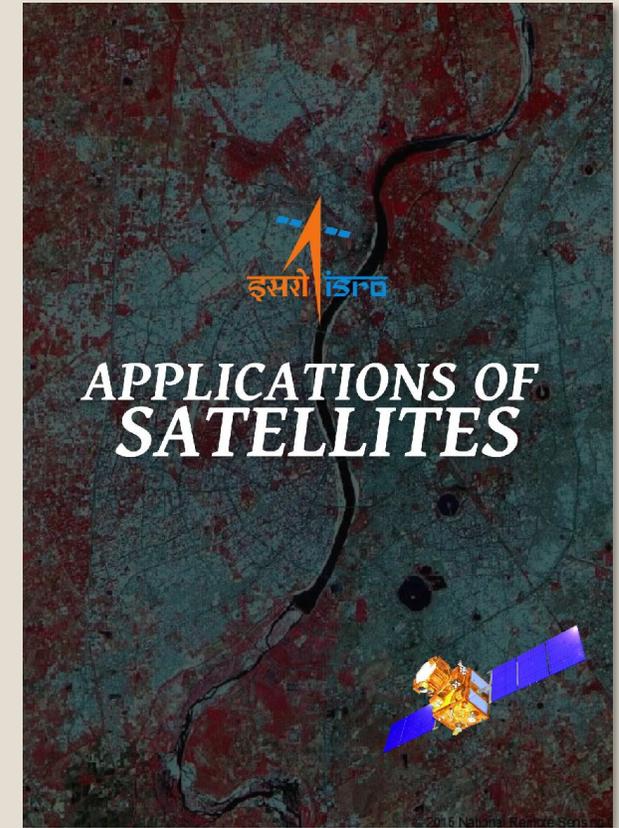
Media Studies

Making of a
Graphic Novel

Kashmiri
Embroidery

Art form of
Kashmir

New Skill Modules – with ISRO



Skill Subjects

Secondary level

1. Information Technology
2. Artificial Intelligence
3. Data Science

Sr. Secondary level

1. Information Technology
2. Web Application
3. Typography & Comp. Application
4. Geospatial Technology
5. Artificial Intelligence
6. Data Science

Teacher training programmes (Jan. to July 2022)

Teacher trainings on various skill competency to offer vocational courses in schools have been undertaken in both online & physical mode.

Trainings have been conducted in collaboration the respective Sector Skills Councils/ relevant industry and also with Sahodaya School Complexes

FOR TEACHERS	
No. of trainings conducted	95
No. of participants	90,065
YouTube views/participation	66,799
TOTAL PARTICIPATION	1,56,864

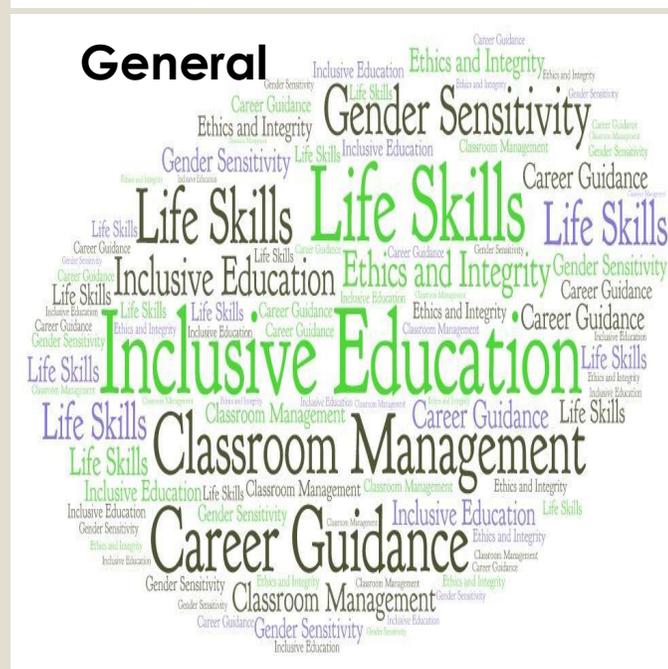
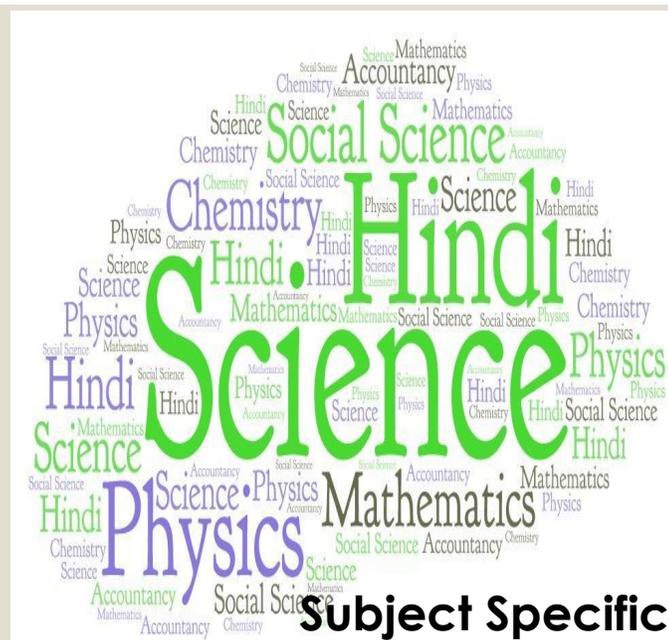
FOR STUDENTS	
No. of programmes	70
TOTAL STUDENTS	7,036

Capacity Building Programmes

More than 8000 online sessions of one hour duration have been organized during July 2021 to June 2022 and more than 39 lakhs hours of online training was given to teachers.

These training sessions conducted by 16 Centre of Excellence (CoEs) under Training Unit, CBSE.

	Sessions	Participants*
2020-21	16,447	10,10,163
2021-22	9,012	35,27,950
Total	25,459	45,38,113



□ Pedagogical Leadership for Principals	9,688 Principals
□ Online course on FLN	61,994 teachers
□ Webinar on use of Graphic Novel	More than 60,000 YouTube views
□ Online course on “Holistic Assessment	17,101 teachers
□ A webinar on integration of Arts and Culture in teaching learning practices	32,310 teachers
□ Conducive Learning Environment	18,184 teachers
□ Online training programmes on Competency Based Education with British Council	2712 teachers

MOOCs

DIKSHA MOOCs

CBSE MOOCs

- Experiential Learning
- Competency Based Learning
- FLN

NCERT NISHTHA MOOCs

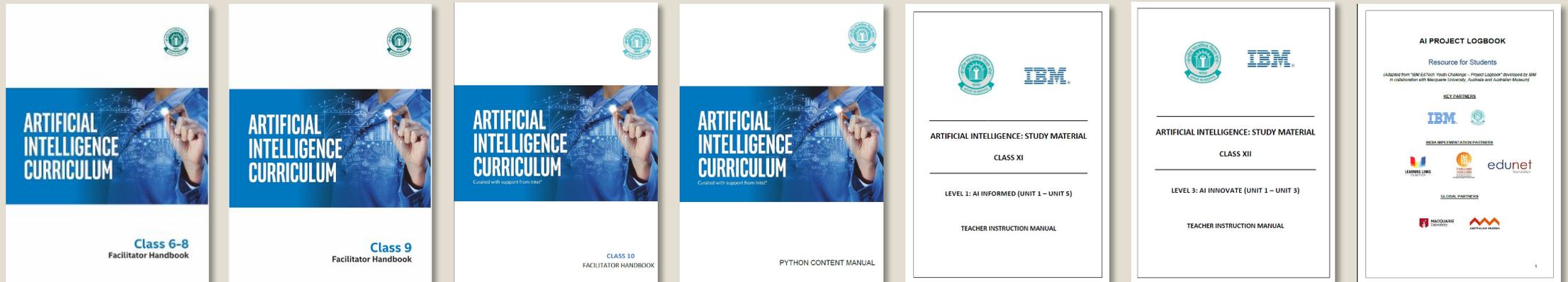
- NISHTHA 1.0 (Elementary)
- NISHTHA 2.0 (Secondary)
- NISHTHA 3.0 (FLN)

GOOGLE CLASSROOM MOOCs

- Technology for Blended Learning
- Storytelling as pedagogy
- Cyber Security
- Introduction to FLN
- Holistic Assessment
- Conducive Learning Environment

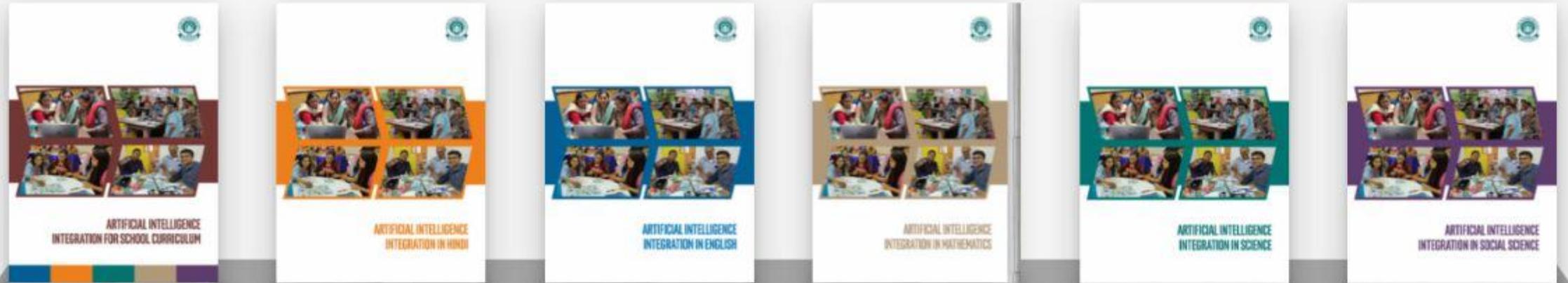
Introduction of Artificial Intelligence based Learning Skills

- With rapid advancements in technology creation and application and with a boom in Artificial Intelligence field, it is crucial to skill the future workforce with new-age skills to ensure inclusive economic growth and social development. In simple words, it is important to make the next generation ready for the future led by emerging technologies such as Artificial Intelligence. Every student - irrespective of gender, ethnicity or background - has the potential to learn and use AI to solve the world's challenges.
- AI as a Skill Module for Middle School Students, as a Skill Subject for Class 9 -12
- AI for ALL, AI Global Impact Festival, Responsible AI for Youth, AI Skill Labs (06 in North East Region)
- AI Student Community, AI for Youth Virtual Apprenticeship Program, Bootcamps and Hackathons for students
- Training of teachers





ARTIFICIAL INTELLIGENCE INTEGRATION ACROSS SUBJECTS FOR CBSE CURRICULUM



- Curation a set of 200+ multi-disciplinary AI integrated Lesson Plans for each of the five core subjects - Hindi, English, Mathematics, Social studies and Science for classes VI - X
- Each subject has 40 - 45 Lesson Plans
- Teacher trainings are being regularly conducted in which 2434 teachers have been trained so far.



AI For All



AI For All Portal



Launch by Honourable Prime Minister on July 29, 2021

KEY FEATURES

SECTION 1 : AI AWARE

- I. Describe what AI is and get to know what it can do
- II. Become aware of present-day applications of AI
- III. Debunk some common misconceptions around it

SECTION 2 : AI APPRECIATE

- IV. Understand the key domains of AI
- V. Impact of AI across various industries
- VI. Get started with a personal plan to explore AI

- Self-paced content with inbuilt questionnaires.
- Can be completed in 4 hours.
- Successful completion of each section gives the user a downloadable digital badge
- Content is compatible with various talkback applications to make it completely accessible for visually impaired.
- The program is available in 11 Indian languages.
- This portal has helped to demystify AI for more than 1.8+ million citizens from 36 States and Union Territories.
- 3,00,000+ participation from 50+ age group and 43% female participation in the program.



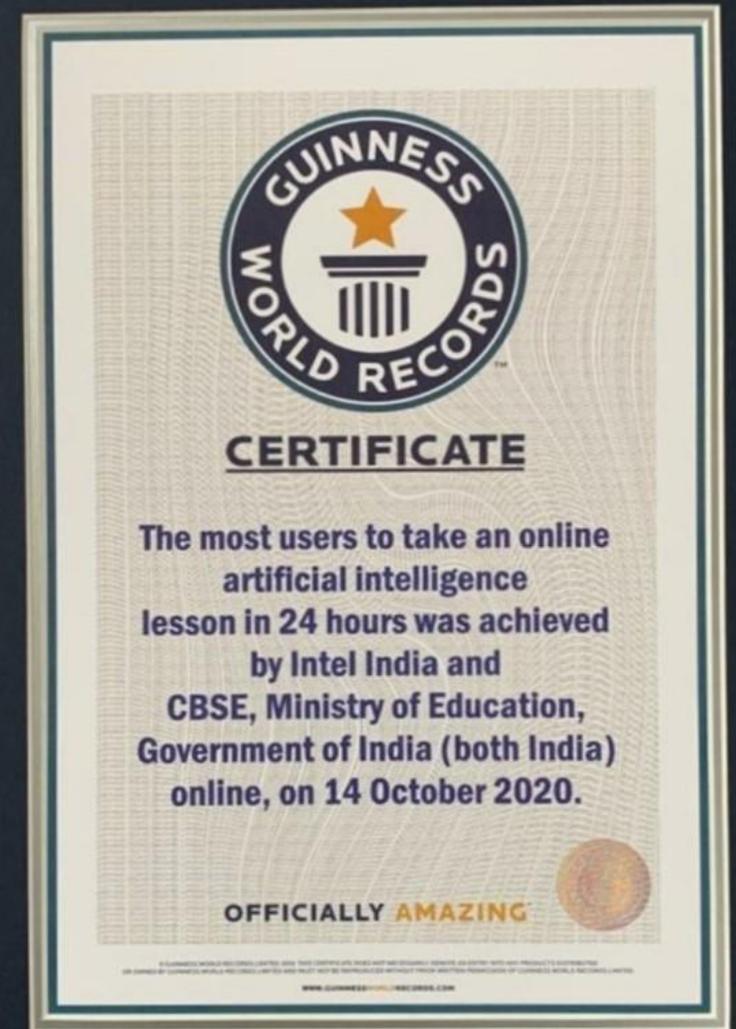
GUINNESS WORLD RECORD™

intel

First of its kind 'open for all' activity

Successful creation of record title for “Most users to take an online artificial intelligence lesson in 24 hours” on October 13 - 14, 2020 as a part of the CBSE -AI for Youth virtual symposium

Programs	Participation
AI for Youth Virtual Symposium	1,15,561
Official attempt to Guinness World Records™	58,317
Successfully created Guinness World Records™	13,000



CBSE - IBM AI Enabled SEWA Program

- The **CBSE-IBM AI Enabled SEWA Program** was launched in September 2019 to enable students to learn Artificial Intelligence (AI) and gain hands on experience and knowledge through the method of Experiential Learning.
- The program follows the concepts of “AI for All” and “AI for Good” thus encouraging students from all streams to participate in the workshops and develop their unique ideas into prototypes enabling them to become *Creators using AI*.
- 1,50,000 + students, 16,000 + teachers have been trained on AI. 1,000+ ideas have been received and 200 projects have been mentored so far.
- 100 students have been provided IBM internships. With integration of AI as part of SEWA, students are given an opportunity to not just learn about AI but also to use their learning to develop solutions for community issues through AI based projects.

Student Enrichment Activities



Online Platforms developed for the smooth conduct of these activities

CBSE Expression
Series

Heritage India
Quiz

Aryabhata Ganit
Challenge

Story Telling
Competition

Reading
Challenge

Celebration of Ek
Bharat Shrestha
Bharat

CBSE Budding
Authors
Programme

Art Integrated
Projects



CBSE Sports



Every year Board organizes Inter School Sports & Games Competitions for its independent categories of private schools. The Board has developed an online platform for organizing these sports events. The interested schools apply online for hosting these events; students register online for different sports events and even results are uploaded and announced online.

No. of disciplines- 24

Over 300 venues
(Cluster/Zonal/National)

Participation of more than 5.00 Lakh
(Cluster/Zonal/National)

Foundational Literacy and Numeracy



To **provide better understanding** among CBSE school teachers regarding National Mission on Foundational Literacy & Numeracy and to **achieve goals and objectives of the mission**, the Board has developed a CBSE FLN Corner wherein different resource material has been uploaded for the stakeholders.



CBSE FLN Corner

<http://cbseacademic.nic.in/fln/index.html>

Competency Based Education



The Board has started taking initiatives to move towards competency based education as envisioned in NEP 2020. In order to sensitise and empower stakeholders, the Board has created a CBE Corner on its website wherein different resource material has been uploaded.

CBE Corner

<http://cbseacademic.nic.in/cbe/>

Structured Assessments for Analyzing Learning



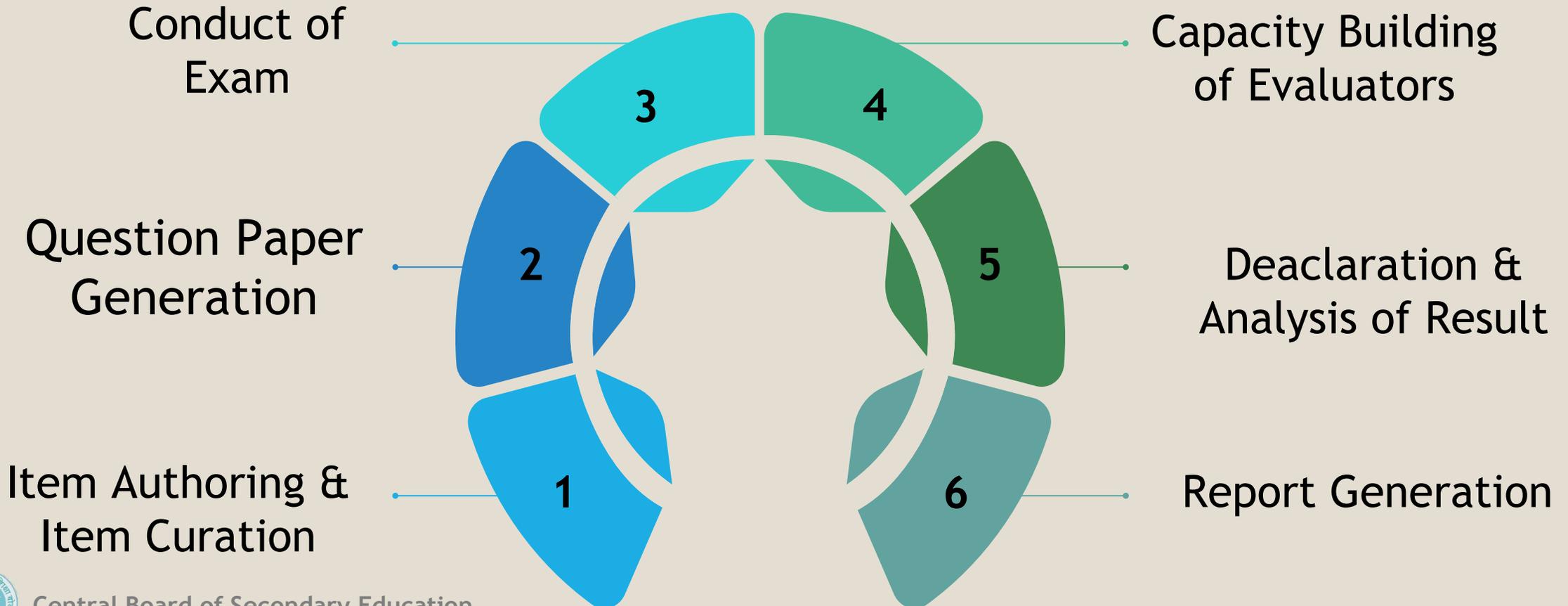
As per NEP 2020 recommendations, the Board will be undertaking **large-scale student assessment for classes 3, 5 and 8 (SAFAL)** that would act as a system-level check on the schooling system at a regional, state, and national level.

The Board has developed an Online assessment digital tool for the conduct of test in collaboration with CDAC.

Moving towards Digital Assessment Practices



A Comprehensive Digital Assessment Platform is being developed with the inbuilt facility for



CBSE School Quality Assessment and Assurance



As per NEP recommendation, the Board has developed a SQAA Framework (Assessment Tool) with the objectives of

Whole school
transformation
and quality
enhancement

Recognition of
Excellence

Promotion of
accountability &
empowerment of
School Leaders

In order to enable the schools to do self assessment against the framework, the Board has developed SQAA Tool on DIKSHA and is in the process of developing in house portal as well

Holistic Progress Card



As per NEP recommendations, Board has developed a 360-degree Holistic Multidimensional Progress Card reflecting the progress as well as uniqueness of each learner. The Board has also developed a micro website on HPC for sensitizing and empowering its stakeholders in its use.



e - Resources



The Board developed many resources- Manuals and Handbooks for different stakeholders and are made available online at <https://cbseacademic.nic.in/manual.html>

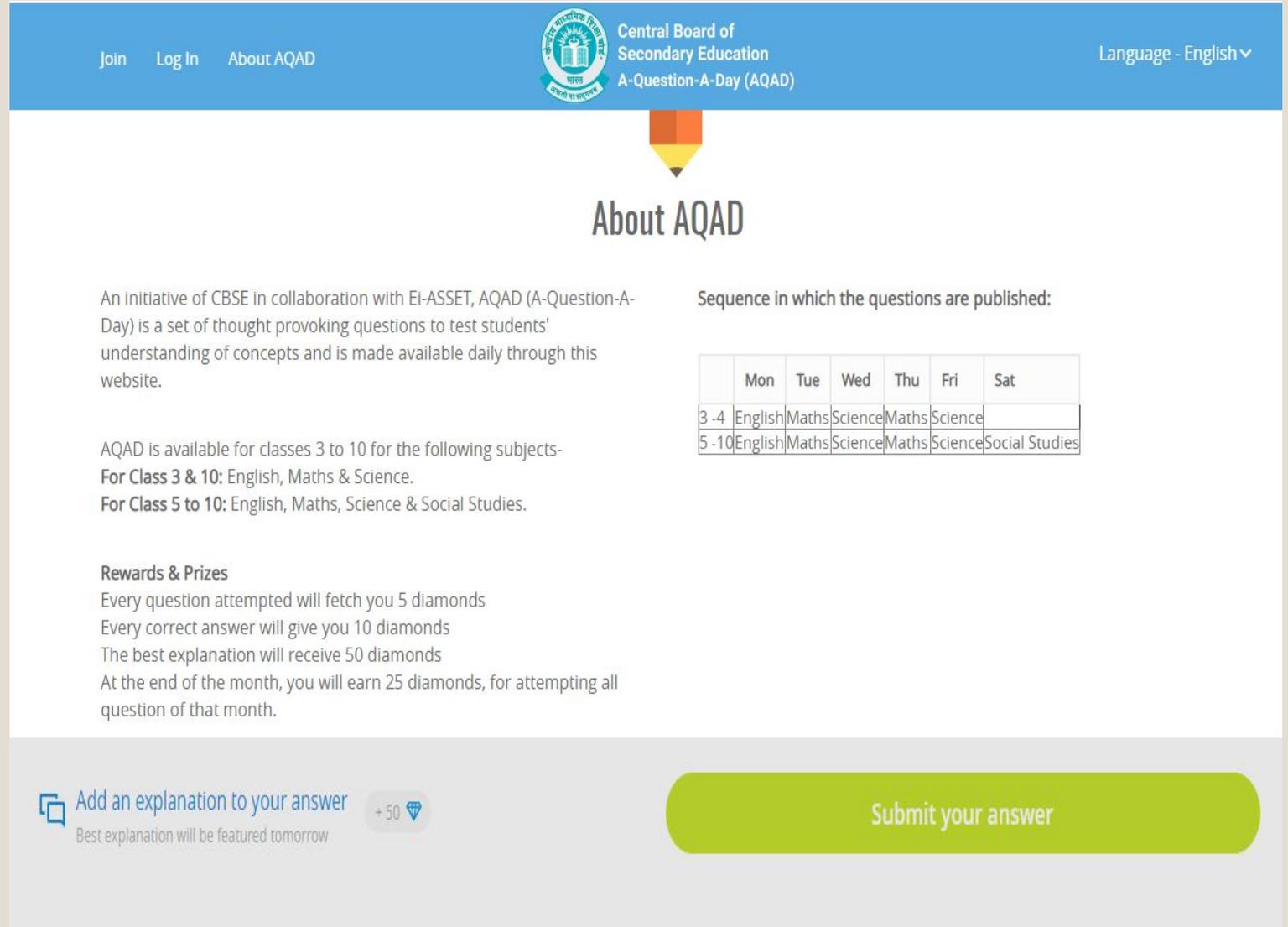
The screenshot shows the CBSE website header with the board's name in Hindi and English, and the 75th Azadi Ka Amrit Mahotsav logo. Below the header is a green navigation bar with 'Home' and 'Handbooks and Manuals'. The main content area is titled 'Session 2021-22' and displays a grid of resource covers:

- Financial Markets Management - XII (NSE)
- Financial Markets Management - XI (NSE)
- Standards for Excellence in School Education (Department of School Education and Literacy)
- Study of Existing Assessment Structure of CBSE Schools (Oxford)
- EI Essential Concepts (Ei)
- Handbook of Assessment and Evaluation (Best Practices in Item Design and Test Development)
- Applied Mathematics Grade XII (CBSE)
- Applied Mathematics Class XI (CBSE)
- READING LITERACY (CBSE)
- HANDICRAFTS: PAPER MACHE | FASHION JEWELLERY Student Workbook (CBSE)
- SAFAL (CBSE)



A-Question-A-Day (AQAD)

- AQAD launched on the CBSE website.
- Encourages students to solve grade appropriate, thought-provoking question daily.
- A-Question-A-Day platform allows students to give explanations for their answers.



The screenshot shows the AQAD website interface. At the top, there is a blue header with the CBSE logo, the text 'Central Board of Secondary Education A-Question-A-Day (AQAD)', and a 'Language - English' dropdown menu. Below the header, a large orange and yellow pencil icon points down to the title 'About AQAD'. The main content area is divided into two columns. The left column contains text describing the initiative and its availability for classes 3 to 10. The right column contains a table titled 'Sequence in which the questions are published:' showing the subjects for different classes and days of the week. At the bottom, there is a grey footer with a button to 'Add an explanation to your answer' (worth +50 diamonds) and a large green button to 'Submit your answer'.

Join Log In About AQAD

Central Board of Secondary Education
A-Question-A-Day (AQAD)

Language - English ▾

About AQAD

An initiative of CBSE in collaboration with Ei-ASSET, AQAD (A-Question-A-Day) is a set of thought provoking questions to test students' understanding of concepts and is made available daily through this website.

AQAD is available for classes 3 to 10 for the following subjects-
For Class 3 & 10: English, Maths & Science.
For Class 5 to 10: English, Maths, Science & Social Studies.

Rewards & Prizes
Every question attempted will fetch you 5 diamonds
Every correct answer will give you 10 diamonds
The best explanation will receive 50 diamonds
At the end of the month, you will earn 25 diamonds, for attempting all question of that month.

Sequence in which the questions are published:

	Mon	Tue	Wed	Thu	Fri	Sat
3 -4	English	Maths	Science	Maths	Science	
5 -10	English	Maths	Science	Maths	Science	Social Studies

 Add an explanation to your answer +50 
Best explanation will be featured tomorrow

Submit your answer

Cyber Security Awareness Campaigns

- CBSE collaborated with HDFC Bank for conducting awareness programmes on Cyber Security titled 'Mooh Band Rakho Campaign' (15,052 YouTube views)
- Along with this, trainings are also being conducted regularly on Cyber Security & Cyber Awareness by CBSE through its CoEs (circular no. 52 dated 07.07.2021)(16,857 teachers).
- Also, trainings on Financial Literacy & Digital Tools are being done in collaboration with Jeevitam through the CBSE Hubs of Learning (25,219 teachers, 254 batches).

Passport-to-Earn (P2E) - Leveraging LMS-based solution for large scale access

- Initiated through the global partnership of UNICEF, Generation Unlimited, Accenture and Microsoft, P2E is hosted through Microsoft Community Training (MCT) Platform
- YuWaah, UNICEF shall be supporting CBSE's efforts to making training on 21st century skills accessible to students across its 24,000 schools at **NO COST to CBSE or students** through an innovative, e-learning solution – Passport to Earning (P2E)
- This LMS platform to host 21st century skills training is being made **freely available to CBSE**,
- In the first phase/instance, a pilot shall be done with few schools (preferably with the schools under Skill Hubs).
- Based upon the learnings from the pilot phase, P2E shall be modified and extended to all schools.

Passport-to-Earn (P2E) - Leveraging LMS-based solution for large scale access (contd.)

- The P2E initiative is part of a multi-stakeholder, global partnership between UNICEF, Generation Unlimited, Microsoft and Accenture, where Capgemini is a key partner in enabling the scaling of this e-learning solution in India.
- The flagship skilling initiative of UNICEF, **P2E enables access to skilling, re-skilling, and upskilling requirements of young people** across India through online training, blended learning models, and offline engagement.
- P2E is **planned for roll-out in 15 countries by 2025**, with India as the first country for this initiative.
- The target is to certify 10 million young people globally, with 5 million from India, with 21st Century Skills and position them for jobs and/or entrepreneurship opportunities.

CBSE – Microsoft Industry Engagement & Technology Exposure Program for Students

This pilot program was a success with over 1000+ registrations in May-June 2022 with students being enrolled by faculty members from CBSE schools.

Highlights of the program in 2022:

- Students learned on key topics each day and worked on a project idea with support from mentors. They submitted their projects at the end of the program.
- Mini challenges and assignments were provided to students during the 5-day program for continuous assessment and engagement.
- Students were given orientation on
 - Technology exposure - Cloud, AI, Analytics
 - Coding- Make Code and Minecraft
 - Social Emotional Skills
 - Entrepreneurship
 - This was also coupled with inspiring talks from global speakers sharing and guiding on learnings from their successes and challenges and how do take their ideas and build on them.
 - The art of storytelling and how do you frame your problems and work on areas that matter.

CBSE – Microsoft Industry Engagement & Technology Exposure Program for Students (contd...)

Based upon the feedback received, the next batch of the programme has been announced vide CBSE circular no. 101/2022.

Program Format

- Duration: 5-day virtual sessions – 2 hours per day
- Target Audience: 8th to 12th grade students
- Number of students covered: 7500 - from August 2022 to June 2023
- Mode: Virtual through Microsoft Teams
- Mini projects to be taken up by students and also participate in CBSE coding competition as well as Imagine Cup Junior too so that their ideas can be taken to next level.
- On successful completion of program joint certificates to be provided to students by CBSE, Microsoft and implementing partner

School Innovation Ambassador Programme

- Introduced in collaboration with the Innovation Cell of the MoE.
- This programme was launched by Hon'ble Education Minister and Hon'ble Union Tribal Affairs Minister on 16th July 2021 with the aim to train 50,000 school teachers across the country.
- The teachers are being trained on five modules, viz., Design Thinking & Innovation; Idea generation & Idea hand-holding; Intellectual Property Rights; Entrepreneurship & Product / Prototype Development; and, Finance, HR, and Sales.
- Till now, 13,617 teachers have completed the SIATP and have been trained as Innovation Ambassadors.
- To systematically handhold schools in establishing ideation, innovation, and entrepreneurial ecosystem in a sustainable manner, '**School Innovation Council**' initiative was launched on 1st July 2022 by Secretary, DoSEL, MoE and Chairman, AICTE.
- The School Innovation Councils shall be set up in school by the Innovation Ambassadors.
- Also, a '**National Innovation Entrepreneurship Promotion Policy {NIEPP}**' is being developed which shall help in promotion of innovation and Entrepreneurial skills amongst students.

National Coding Challenge in collaboration with Microsoft

- To provide an opportunity to students of classes VI-VIII to showcase their 21st century skills for solving some of the real-life issues leveraging technology, CBSE in collaboration with Microsoft, had organized 'CBSE Coding Challenge 2022'.
- This competition provided a platform for students to learn about various prevailing real-life issues and work out an innovative solution to address the problem related to the themes using their coding skills.
- The themes for the challenges were 'Protect Biodiversity and Natural Habitats', 'Earth and Cultural Heritage Preservation' and 'Accessibility'.
- 12,052 teams registered for participating in this competition and submitted 2,310 projects.
- The winners were announced on 29th June 2022 in an online event.

‘Engaging and Inspiring the learners in computing through Project-Based Learning’ in collaboration with ARM School Program (ASP)

- CBSE in collaboration with ARM School Program conducted an Awareness programme on ‘Engaging and inspiring the learners in computing through Project-Based Learning’ on 9th February 2022.
- This Session introduced the participants to Physical Computing and how to apply it through Project Based Learning.
- 3723 teachers attended this session whereas 1,710 watched on YouTube.
- Consequent upon the successful conduct of the first programme more programmes have been scheduled with ASP.

Be Internet Awesome

- Since the pandemic, online learning has become an inseparable part of the teaching learning scenario in schools across the country and hence, the need to navigate safely is paramount.
- CBSE in partnership with Google India organized a training on 'Be Internet Awesome', a program dedicated to safeguarding learners and facilitators alike while exploring the online world.
- This program aims to empower users by educating them and providing them with the right tools and information for their online safety.
- One critical aspect of this commitment is also to ensure parents and students have the right tools that they need to explore the internet confidently.
- In the month of July 2022, 04 trainings were conducted with 2791 feedback and responses and 1765 students trained. The second round of trainings are for IT/ICT teachers that will commence from September 2022.

National Guidance Festival in association with Lifology Foundation

CBSE in association with Lifology Foundation, is organising National Guidance Festival for students & parents of class VIII-XII from 19th September to 24th September 2022.

This will be organized in digital mode and will provide students the information on future careers, skillsets to excel in the coming days and a clear plan regarding “Which career paths to choose and How to reach the destination”.

This program is specially aimed at the students to provide them the quality guidance from the experts and to help co-create a vibrant future.

The sessions will be a mix of expert talk, interaction, experiential learning and exposure to Assessments & Scientific Career Guidance.

Webinars on Emerging Technologies

- In collaboration with **NASSCOM**, CBSE conducted a series of webinars from 27th January 2022 to 15th June 2022 for 'upskilling of teachers on new age technologies'.
- Each of these webinars focused on one of the emerging technologies and featured the overview of its self-paced learning module available on **FutureSkills Prime platform** viz., **Artificial Intelligence, Big Data, Internet of Things, Cloud Computing, Cyber Security, Web Mobile Development Marketing, Block Chain, Robotic Process Automation, Augmented Reality Virtual Reality, 3D Printing and Modelling**
- Around 5,900 teachers participated in these webinars.

ATL Space Challenge

- AIM launched the Space Challenge in collaboration with ISRO and CBSE **on 6th September 2021** .
- The event coincides with the birth anniversary of Swami Vivekananda, also celebrated as the National Youth Day
- The ATL Space Challenge witnessed over 2500 submissions from both ATL and Non-ATL students across the country from which 75 top innovators were selected.
- **ATL Space Challenge 2021 witnessed over 6500 students participating in the challenge from 32 States/ UTs. This Challenge also had a heartening participation of over 35% from girl students.**
- **Out of 2500+ submissions, more than 65% are from CBSE schools. Also, more than 50% (42 in total) from top 75 innovators are from CBSE affiliated schools.**
- The result of the ATL Space Challenge 2021 was announced on 12th Jan. 2022, in an online ceremony in which top 75 Innovations from 75 winning teams comprising of 200 students from 75 unique schools were awarded.

ATL Marathon 2021-2022

- ATL Marathon is a national level innovation challenge, where schools identify community problems of their choice and develop innovative solutions in the form of working prototypes. The innovative solutions are recognized and presented at several national and international level platforms.
- This competition was open to all students of India (ATL School and non-ATL School) and was an excellent way to develop and hone an innovation mindset amongst the students.
- Students got a chance to vote on a problem statement under each of these pillars and finally work on a solution to the problem by building a prototype and implementing it, over a period of 4 months.
- Top 2 most popular problem statements were chosen under each category after voting.
- Over 7200 submissions from over 17,000 students were received from 32 states. Around 4100+ submissions were received out of which, 7200 are from CBSE schools. Top 300 innovations were identified with 55% female students and 53% Government School students.
- **Out of these 300 innovations, 185 innovators are from CBSE schools.**
- These Top 300 teams underwent a 6–8-week Student Innovator Program (SIP) with corporate partners and Atal Incubation Centers to further enhance their prototypes.
- Top 30 teams have been selected as per the scores from the partners/incubators mentoring them in SEP (Student Entrepreneurship Program).
- These 30 Teams are from 12 states with 60% of them being from Govt. schools. 77% teams had at least 1 female team member and 7 teams were all-Girls teams.
- **A total of 22 winners are from CBSE schools.**

AWS Young Builders Challenge

- In order to provide students an opportunity to unleash their creativity and indulge in project-based learning, CBSE in collaboration with Amazon Web Services (AWS), Atal Innovation Mission, NITI Aayog and Ministry of Education – Innovation Cell (Govt. of India), organized the AWS Young Builders Challenge 2021.
- 2,938 schools across 28 states and 06 union territories across India submitted a total of 5,952 projects.
- 10 schools (from the top 100 in India) were invited to present their ideas at the concluding virtual showcase event in November 2021 to a panel of dignitaries.
- 10 schools from Delhi, Haryana, Karnataka, Punjab, Tamil Nadu, Uttar Pradesh, and West Bengal emerged as winners showcasing creative concepts to tackle real-world problems using cloud computing and AI.
- The top 10 schools gain direct entry to the Smart India Hackathon (SIH) juniors track. 03 schools were also voted as the top public favourites, based on popular votes.

Smart India Hackathon (SIH) Junior 2022

- Smart India Hackathon 2022 is a nationwide initiative to provide students a platform to solve some of the pressing problems we face in our daily lives, and thus inculcate a culture of product innovation and a mindset of problem-solving.
- Students of class VI-XII from CBSE schools participated in the Smart India Hackathon (SIH) – 2022 organised by Ministry of Education's Innovation Cell (MIC), in coordination with AICTE and CBSE.
- 2,914 schools from across the country registered themselves and nominated 2,500+ teams who gave 2,727 ideas.
- After screening of the ideas, evaluation/vetting, 526 unique teams from various schools across the country were selected for the Grand Finale of SIH (Jr.) -2022.
- The Grand Finale of SIH (Jr.) - 2022, was held in online mode on 12th August 2022

JuniorSkills Championship

- Conducted in collaboration with NSDC.
- Launched on 3rd February 2021. The launch programme was attended by 10,897 people.
- It was followed up with 8 orientation webinars for CBSE schools, with more than 15,000 participants.
- The Championship witnessed 2 Lakh+ registrations across 10 skills and 3 groups.
- 161 students from 21 states & UTs were selected for the final round.
- 64 students were felicitated in various categories after the final round.
- In keeping with the main competition, JuniorSkills Championships shall now be called as IndiaSkills Jr. Championship.

Online Entrepreneurship Programme

- CBSE in collaboration with Udhyan Learning Foundation conducted the 'Online Entrepreneurship Programme'.
- 500 participants attended the orientation programme.
- After this, 22 selected Master Trainers conducted 12 online programmes for teachers in which 161 teachers were trained.
- These teachers then trained the students of their respective schools.
- The programme was designed for students of Class 9 & 11.
- In this programme, we were able to reach about 40 schools and impacted more than 700 students.
- More than 300 unique business ideas were received and 100 most inspiring ideas have been compiled in a booklet which is available on the CBSE website.



Young Warrior NXT

- CBSE, along with UNICEF, YuWaah and Udhyam Learning Foundation launched the #YoungWarriorNXT, a yearlong initiative in August 2021 to empower 10 million young people, in the age group of 14-24 years, with essential life and employability skills such as communication, problem solving, self-awareness and enable them to achieve success in both professional and personal life (Young Warrior NXT).
- Around 100 schools were selected to run an in-class 'Life Skills Training Initiative' for class IX and XI students.
- Orientation sessions were held in December 2021 for Principals and Master Trainers.
- These were attended by 200+ Principals and 40 Master Trainers.
- The Master Trainers have trained around 800 teachers.
- These teachers have in turn trained around 17,000 students of their respective schools.

Webinar Series on World Youth Skills Day 2022

- On the occasion of World Youth Skills Day, CBSE conducted a series of Webinars/online sessions for the Principals and Teachers of CBSE affiliated schools on 15th July 2022. Live streaming of webinars was also done and no registration was required.
- More than 9,000 people participated in the webinars conducted on the topics - Life Skills Delivery for Young People; Promoting Design Thinking & Innovation in Schools; and Skilling in schools and National Credit Framework.

YUVIKA - YUva Vlgyani KAryakram (Young Scientist Programme)

- Indian Space Research Organisation (ISRO) had organized “Young Scientist Programme” “YUva Vlgyani Karyakram”, YUVIKA – 2022, a special programme for imparting basic knowledge on Space Technology, Space Science and Space Applications to the school children with a preference to those from rural areas.
- The programme was aimed at creating awareness about the emerging trends in Science and Technology amongst youngsters, encouraging more students to pursue in Science, Technology, Engineering and Mathematics based research/career.
- It was a residential programme of about two weeks (May 16-28, 2022) which aimed to select 150 students across the country, studying in Class IX as on March 01, 2022 in a school located within the territory of India. This programme is purely designed, executed and sponsored by ISRO.
- The schedule included inspirational talks, experience sharing by eminent scientists, experimental demonstration, lab visits, exclusive sessions for discussions with experts, practical and feedback sessions.
- The programme was planned at five centres of ISRO at Thiruvananthapuram, Bengaluru, Ahmedabad, Hyderabad and Shillong and students were taken to visit Satish Dhawan Space Centre, Sriharikota at the end of the project.
- **58 students from CBSE schools across the country also participated in this Programme.**



*Thank
You*