No.	Module Name	Learning Objectives
1	**Introduction to Digital Devices**	By end of this module, learner will be able to:
	Computer • What is a Computer? • How a Computer Works? • Operate the various components of Computer including Central Processing Unit (CPU), Monitor, Keyboard, Mouse, Printer, etc.	**Computer** • Turn on a computer • Explain how a computer works • Identify and use various components of a computer
	Mobile Phone • What is a mobile phone? • How a mobile phone works? • Operate the various components of a mobile phone including charger, data cable, memory card, earphones, etc.	**Mobile Phone** • Switch on/ off a mobile phone • Explain how a mobile phone works • Identify and use various components of a mobile phone
	Tablet • What is a tablet? • How a tablet works? • Operate the elements of tablet including charger, data cable, memory card, earphones, etc.	**Tablet** • Switch on/ off a tablet • Explain how a tablet works • Identify and use various components of a tablet
2	**Operating Digital Devices**	By the end of this module, learner will be able to:
	Computer • Basics of Operating System (Linux and Windows) • Using a GUI based Operating System (task bar, icons, menu, running an application, use the menu, resize a window, minimize a window, maximize a window, move a window, locate programmes in Start menu, using the scrollbar, etc.) • Logging-in, locating a file, opening a file, printing a document, storing a file with proper extension, creating a folder/ sub-folder in a volume on hard disk and desktop, shifting files from one folder to another, shutting down the computer.	**Computer** • Explain the use of operating system • Identify and use various functions of an operating system • Create/ Open/ Save a file, folder and sub-folder
	Mobile Phone • Basics of mobile operating system • Making a call, receiving a call, sending and receiving messages. • Using other features of mobile phone	**Mobile Phone** • Explain the use of mobile operating system • Make call/ receive call and send message/ receive message • Use other mobile phone features including contact book, call history, radio, calculator, etc.
	Tablet • Basics of Operating System (Android and Windows) • Operating a tablet using an Operating System (use the menu, run an application, resize a window, minimize a window, maximize a window, move a window, etc.) • Logging-in, locating a file, opening a file, storing a file, operate the camera, watch a video, read a book, etc. • Making a call, receiving a call, sending and receiving messages (if call facility is available).	**Tablet** • Explain the use of operating system • Operate the tablet and its applications • Use the camera and other features including watching a video, read a book, etc. • Make/receive calls

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3	Introduction to the Internet • Connecting to the Internet • World Wide Web • Web Browsers • Search Engines • Surfing the Web	By the end of this module, learner will be able to: • Explain various ways of connecting to the Internet • Explain world wide web • Use web browsers for accessing the Internet • Demonstrate the use of search engines • Identify information of interest
4	Communications using the Internet • Basics of e-Mail • Using e-Mail features • Instant Messaging and Collaborating using Voice over Internet Protocol (VoIP)	By the end of this module, learner will be able to: • Explain the importance of e-Mail • Create an e-Mail id and access the various features of e-Mail • Use VoIP for instant messaging
5	Applications of Internet • Access livelihood related information • Make utility bill payments • Book train and bus tickets • Access various government information and schemes • Using social media	By the end of this module, learner will be able to use few of the following Internet applications: • Search for education, career and job related information; Search for weather forecast, fishing zone, market price, government schemes, farming equipments, etc. • Make utility bill payment online (electricity, mobile, water bills) • Book train and bus tickets online • Locate various government information and schemes • Explain the process of accessing various Government Schemes. • Carry out at least 5 cashless transactions using • digital financial tools (USSD/ UPI/ eWallet/ AEPS/Card/ PoS),Promote Digital Payments • Use Digital Locker • Use online citizen centric services • Appreciate the role of digital technology in everyday life, in social life and at work

Ministry of Electronics and
Information Technology (MeitY)
Government of India

Digital India
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