



QUALIFICATION FILE – PM Vishwakarma

Creative Wooden Toy Maker (Advance)

NCrF/NSQF Level: 3

Submitted By:

Handicrafts and Carpet sector skill council-HCSSC

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Section 1: Basic Details

1. PM Vishwakarma -Qualification Name	Creative Wooden toy maker (Advance)			
2. Sector	Handicrafts and Carpet Sector Skill Council			
3. Related Qualification Available on NQR (wherever applicable)	Name: NA	NQR Code & version: NG-03-HC-02335-2024-V1-HCSSC		
4. National Qualification Register (NQR) Code & Version (Will be issued after NSQC approval.)	NQR Code: NA Version: 1.0	5. NCrF/NSQF Level: 3		
6. Brief Description of the Job Role	A creative wooden toy maker is a skilled artisan who combines artistic creativity with woodworking proficiency to design and craft unique and imaginative wooden toys. These professionals play a pivotal role in preserving traditional craftsmanship while embracing innovation in the field of wooden toy making.			
7. Eligibility Criteria for Entry for a Student/Trainee/Learner/Employee	<p>a. Entry Qualification & Relevant Experience:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px; text-align: center;">Academic/Skill Qualification (with Specialization - if applicable)</td> </tr> <tr> <td style="padding: 5px; text-align: center;">Existing Vishwakarmas duly verified as per the Scheme</td> </tr> </table> <p>b. Age: NA</p>		Academic/Skill Qualification (with Specialization - if applicable)	Existing Vishwakarmas duly verified as per the Scheme
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8. Credits Assigned to this Qualification, Subject to Assessment (as per National Credit Framework (NCrF))	4	9. Common Cost Norm Category (I/II/III): I		
10. Any Licensing Requirements for Undertaking Training on This Qualification (wherever applicable)	NA			

11. Training Duration by Modes of Training Delivery (as per requirement of the qualification)	<table border="1" data-bbox="1017 250 1938 620"> <thead> <tr> <th data-bbox="1017 250 1574 314">Modules</th><th data-bbox="1574 250 1938 314">Notional Hours (hh:mm)</th></tr> </thead> <tbody> <tr> <td data-bbox="1017 314 1574 398">Domain Knowledge along with usage of any new machinery/tools/techniques</td><td data-bbox="1574 314 1938 398">45:00 Hours</td></tr> <tr> <td data-bbox="1017 398 1574 482">Entrepreneurship skills and design workshops</td><td data-bbox="1574 398 1938 482">30:00 Hours</td></tr> <tr> <td data-bbox="1017 482 1574 516">Digital Skills</td><td data-bbox="1574 482 1938 516">15:00 Hours</td></tr> <tr> <td data-bbox="1017 516 1574 549">Financial Skills</td><td data-bbox="1574 516 1938 549">15:00 Hours</td></tr> <tr> <td data-bbox="1017 549 1574 582">Marketing and Outreach</td><td data-bbox="1574 549 1938 582">15:00 Hours</td></tr> <tr> <td data-bbox="1017 582 1574 620">Total</td><td data-bbox="1574 582 1938 620">120:00 Hours</td></tr> </tbody> </table>	Modules	Notional Hours (hh:mm)	Domain Knowledge along with usage of any new machinery/tools/techniques	45:00 Hours	Entrepreneurship skills and design workshops	30:00 Hours	Digital Skills	15:00 Hours	Financial Skills	15:00 Hours	Marketing and Outreach	15:00 Hours	Total	120:00 Hours
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Total	120:00 Hours														
12. Is the Qualification Amenable to Persons with Disability	<input checked="" type="checkbox"/> Yes <input type="checkbox"/> No If "Yes", specify applicable type of Disability:														
13. Name and Contact Details Submitting / Awarding Body SPOC (In case of CS or MS, provide details of both Lead AB & Supporting ABs)	Name: Mr. Krishan Kumar Email: ceo@hcsc.in Contact No.: 011-26139834 Website: www.hcssc.in														
14. Final Approval Date by NSQC:	15. Validity Duration: Co-terminus with the PM Vishwakarma Scheme subject to midway changes in the qualification	16. Next Review Date:													

Section 2: Tools and Equipment Details

List of Tools and Equipment

Batch Size: 30

S. No.	Tool / Equipment Name	Specification	Quantity for specified Batch size	Tool Image/ Image URL
1.	Circular saw	A circular saw is a versatile cutting tool used for making straight and angled cuts in wood	2 Eqpt Nos	
2.	Advanced planing machine	An advanced planing machine, also known as a thickness planer, is used to create smooth and consistent thickness in wooden boards	2 Eqpt Nos	
3.	Electric router	An electric router is a versatile tool used for hollowing out an area in wood, creating decorative edges, and shaping wood	1 Eqpt Nos	
4.	Power carver	A power carver is a motorized tool used for carving and shaping wood.	1 Eqpt Nos	

5.	Oil based colour	Oil-based colors are pigments suspended in an oil medium. They are used for staining and coloring wood surfaces.	10 Packets	
6.	Paintbrush	Paintbrushes are essential tools for applying paint or finishes to wood surfaces.	5 Eqpt Nos	
7.	Mini band saw	A mini band saw is a smaller version of the traditional band saw. It is used for making intricate curved cuts in wood.	3 Eqpt Nos	
8.	Professional Wood Carving chisels	Wood carving chisels are essential for carving and shaping wood. Professional carving chisels come in various shapes and sizes.	2 Eqpt Nos	

9.	Wood Glue	Wood glue is an adhesive used for bonding pieces of wood together.	3 Packets	
10.	Primer	Primer is applied to wood surfaces before painting. It provides a base coat that enhances paint adhesion and durability.	3 Packets	

Classroom Aids

The aids required to conduct sessions in the classroom are:

1. PC/Laptop
2. Screen Projector
3. Screen
4. Marker
5. White Board
6. Duster
7. Smart Phone

Section 3: Performance Criteria & Assessment Criteria

Description:

A creative wooden toy maker is a skilled artisan who combines artistic creativity with woodworking proficiency to design and craft unique and imaginative wooden toys. These professionals play a pivotal role in preserving traditional craftsmanship while embracing innovation in the field of wooden toy making.

Scope:

The scope covers the following:

Creative Wooden Toy Maker:

- Carry out the process of preparing wooden toys
- Incorporate design workshop principles in wooden toy making
- Carry out process of making moveable wooden toys
- Entrepreneurship in wooden toy making

Digital Literacy-Advanced:

- Advanced features of using mobile phones (Smart Phones)
- Using advanced Internet and mobile applications (Apps)
- Privacy and security related to the Internet and mobile phone

Advanced Financial Literacy:

- Understand importance of being financially literate
- Manage bank account
- Managing Loans
- Basic Understanding Taxes
- Using advanced features of digital payment applications
- Awareness and Prevention of Financial Frauds

Marketing and Outreach – Advanced:

- Marketing and Customer insights.
- Quality assurance and certification in craftsmanship
- Brand identity and promotion
- E-Commerce and building trade networks

Performance Criteria & Assessment Criteria:

S. No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Usage of new machinery/tools/equipment					
	<i>carry out the process of preparing wooden toys</i>	6	22	-	-
PC 1.	identify the cultural heritage of the wooden toy making industry in India	2	-	-	-
PC 2.	select appropriate wood types	1	-	-	-
PC 3.	sketch detailed plans for the wooden toy	1	2	-	-
PC 4.	collect tools like chisel, curved chisel, hammer, wood glue, sandpaper etc	1	2	-	-
PC 5.	cut wooden blocks precisely into the required size using a mini band saw	-	3	-	-
PC 6.	shape and smoothen wooden block pieces using sandpaper	-	3	-	-
PC 7.	use detailing tools like chisel or file to add intricate details to wooden block pieces	-	3	-	-
PC 8.	use oil-based color to paint wooden toys	-	2	-	-
PC 9.	apply vibrant and bright colors to wooden toy parts using a spray paint gun	1	2	-	-
PC 10.	add finishing touches to the wooden toy using various tools	-	3	-	-
PC 11.	coat wooden toy parts with primer to make the toy's surface shiny	-	2	-	-
Entrepreneurship skills and design workshops					
	<i>Incorporate design workshop principles in wooden toy making</i>	3	16	-	-
PC 12.	showcase ability to introduce unique and innovative designs in wooden toys	-	2	-	-
PC 13.	practice intricate woodwork techniques including patterns, engravings, and detailing	-	2	-	-
PC 14.	integrate sound-producing elements like bells and chimes into wooden toys	1	2	-	-
PC 15.	showcase creativity in imaginative storytelling and including character elements into wooden toy designs	1	-	-	-

PC 16.	display proficiency in designing interlocking and modular wooden toys that can be assembled and disassembled	-	2	-	-
PC 17.	demonstrate the use of contrasting wood tones effectively for vibrancy in wooden toy designs	-	1	-	-
PC 18.	use of bright and vibrant colors can help in stimulating creativity	-	1	-	-
PC 19.	apply cool colour tones, such as blues, greens, and purples, to infuse a sense of calmness	-	1	-	-
PC 20.	incorporate patterns to add visual interest to the wooden toys	1	2	-	-
PC 21.	use smooth and textured parts to induce different sensations	-	1	-	-
PC 22.	show empathy in wooden toy design by spending time with target audience	-	1	-	-
PC 23.	build and carry out testing of various wooden toy designs	-	1	-	-
<i>Carry out process of making moveable wooden toys using advanced tools</i>		4	21	-	-
PC 24.	sketch the wooden toy design on paper or using design software like CAD, incorporating moveable features like joints, levers and gears	1	-	-	-
PC 25.	select high-quality, child-safe wood suitable for toys	1	-	-	-
PC 26.	proficiently cut the wood into rough shapes using circular saw	-	1	-	-
PC 27.	operate the advance papering machine to reduce wood thickness, to ensure a uniform and smooth surface	-	2	-	-
PC 28.	use the electric router to create smooth and precise edges on wooden pieces and to hollow out areas	-	2	-	-
PC 29.	use the power carver to add intricate details or sculpt 3-D shapes, including patterns, engravings, and detailed features	-	1	-	-
PC 30.	shape components that will be used as moveable features, like gears and rotating joints	-	2	-	-
PC 31.	integrate advanced mechanical components such as gears, axles, or springs	-	3	-	-
PC 32.	add details and artistic elements using professional wood carving chisels	-	2	-	-
PC 33.	apply primer evenly to create a smooth and even base for paint	-	1	-	-
PC 34.	apply paint consistently across the wooden toy	-	1	-	-
PC 35.	understand and apply color theory principles to ensure a well-balanced distribution of colors	2	-	-	-
PC 36.	assemble the various parts of the wooden toy including the moveable parts	-	2	-	-
PC 37.	sand the entire toy thoroughly to remove any rough spots or tool marks	-	1	-	-
PC 38.	ensure a smooth and polished finish	-	1	-	-
PC 39.	conduct thorough testing of the moveable features to ensure smooth operation and durability	-	1	-	-
PC 40.	inspect the finished wooden toy for any defects or irregularities	-	1	-	-
<i>entrepreneurship in wooden toy making</i>		13	15	-	-

PC 41.	explain the various characteristics that make up an entrepreneur	1	2	-	-
PC 42.	identify and categorize various types of entrepreneurship	1	-	-	-
PC 43.	understand the various factors in wooden toy making sector that make entrepreneurship desirable	1	-	-	-
PC 44.	be willing to take calculated risks	-	1	-	-
PC 45.	learn about identifying a niche market and understanding customer preferences	1	-	-	-
PC 46.	develop a comprehensive financial plan taking into account operating expenses, startup costs and revenue projections	-	1	-	-
PC 47.	consider collaborating with local artisans for strategic partnerships	-	1	-	-
PC 48.	outline the various benefits to gain from conducting market research	1	-	-	-
PC 49.	conduct competitive analysis to understand the business strategy of existing companies	-	1	-	-
PC 50.	identify the 4 Ps of marketing, Product, Price, Place and Promotion to develop customer engaging strategies	1	-	-	-
PC 51.	assess overall market size and identify growth potential for expansion opportunities	1	-	-	-
PC 52.	list the key aspects of business planning like value proposition, target market, manufacturing process, pricing strategy etc	1	-	-	-
PC 53.	navigate through the various legal and regulatory aspects of business planning	1	-	-	-
PC 54.	list the key regulatory considerations like product safety standards, labelling and marking, environmental regulations, labor laws etc	1	2	-	-
PC 55.	identify skills and qualities required for different roles in the wooden toy making business	1	2	-	-
PC 56.	implement training to enhance skills of teams in woodworking, designing and quality control	1	3	-	-
PC 57.	promote a positive work culture	-	1	-	-
PC 58.	organize crafting workshops, design challenges, and other activities to foster collaboration	-	1	-	-
PC 59.	implement policies that ensure equal opportunities for all	-	1	-	-
Total Marks		25	75	-	-

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Digital Literacy Advanced					
Module 1: Advanced features of using mobile phones (Smart Phones)	<p>PC1: Use the mobile phone in a secure way by locking/unlocking phone/apps using various options like face recognition, fingerprint etc.</p> <p>PC2: Use advanced camera features for business tasks, like scanning QR codes.</p> <p>PC3: Crop photos, take screenshots, and share them as attachments.</p> <p>PC4: Understand how to use features like conference calls, call recording, and call forwarding.</p> <p>PC5: Access and manage documents stored in different folders in phone. Eg. File folder, download folder, etc.</p> <p>PC6: Manage phone memory and data storage.</p> <p>PC7: Use other features of smartphone such as Airplane mode, Do Not Disturb, Bluetooth, other sharing services etc.</p> <p>PC8: Using voice assistant on Smartphones for tasks like setting reminders, asking questions, etc.</p>	10	10	-	-
Module 2: Using advanced Internet and mobile applications (Apps)	<p>PC1: Connect to internet using Wi-Fi, Mobile Data.</p> <p>PC2: How to secure various apps installed on phone.</p> <p>PC3: Using mobile applications to compress pictures and documents.</p> <p>PC4: Access, store, and share documents using Google Drive from your phone.</p> <p>PC5: Use apps for managing schedules and appointments.</p> <p>PC6: Utilize Advanced Features of WhatsApp, Gmail, Google Maps, PayTM, and other social media applications such as Facebook and YouTube.</p> <p>PC7: Using Video conferencing features in different apps (Zoom etc.)</p> <p>PC8: Create and improve business profiles on relevant social media platforms to reach more customers using features of geo-tagging.</p> <p>PC9: Interact with customers by responding to messages and comments promptly, and share business-related content effectively.</p> <p>PC10: Using applications for customer service interaction (chat and voice calls)</p> <p>PC11: Usage of common applications like currency conversion, interest calculation etc.</p> <p>PC12: Usage of apps to help in various trades like carpenter, tailor etc. (Measurement and calculation apps, find and obtain construction material, manage inventory, learn new techniques and best practices in their specific trade)</p>	20	30		

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Digital Literacy Advanced					
Module 3: Privacy and security related to Internet and mobile phones	PC 1: Identification of authentic calls and blocking SPAM calls PC 2: Apply safe and ethical browsing practices (protecting identity) online privacy and the potential risks associated with social media use. PC 3: Understand how to safely store passwords and apply the same. PC 4: Identify common online harassment scenarios (e.g., hate speech etc, cyberbullying), prevention, consequences and ways to deal with them. PC 5: Understanding fake and real information, importance of verifying the content available on the net and also understanding the responsibility while sharing any content. PC 6: Learn to identify deep fake AI generated frauds and reporting to the concerned authorities.	15	15		
TOTAL MARKS		45	55		

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Advanced Financial Literacy					
Module 1: Importance of Being Financial Literate	PC1: Explain advanced financial terms such as long and short-term assets, liabilities, investments, debit, credit, etc PC2: Understand various types of business-related financial transactions and their uses in business scenarios PC3: Describe various types of payment methods such as cheques, UPI, RTGS etc PC4: Use mobile applications and online platforms to track expenses and manage financial goals (mention some names). PC5: Know about various Government schemes such as Pradhan Mantri Jan Dhan Yojana, Jeevan Jyoti Bima Yojana, Suraksha Bima Yojana, Sukanya Samridhi Yojana, National Pension Scheme (NPS), Atal Pension Yojna (APY)	0	0	0	10
Module 2: Managing bank account	PC1: Know various banking services offered by bank such as transfer-receipt of money, deposit-withdrawal etc. PC2: Operate ATM, Deposit Cash/ Cheque through machines or manually	0	0	0	10

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Advanced Financial Literacy					
	PC3: Visit branch to operate and manage bank accounts PC4: Use mobile and net banking to operate and manage bank accounts PC5: Follow safety measures while managing bank accounts				
Module 3: Managing Loans	PC 1: Know various types and features of secured and unsecured loans PC 2: Identify appropriate type of loan as per need, purpose, and loan terms and conditions PC 3: Select the loan repayment structure based on the interest rate and duration. PC 4: Legal process for resolution of delay/ default in payment of loan instalment	0	0	0	10
Module 4: Basic Understanding of taxes	PC 1: Know various types of Taxes such as Income tax, Goods and Services Tax (GST), etc. PC 2: Explain simple terms related to taxation such as taxable income, tax rates, Tax Deductible at Source (TDS), Value of Goods etc. PC 3: Understand important concepts and applicability of income tax and GST PC 4: Understand Basic guidelines for filing income tax and GST returns, including deadlines	0	0	0	10
Module 5 : Using advanced features of Digital Payment Applications	PC 1: Install and configure Digital Payment Applications PC 2: Learn and practice advanced features of Digital Payment Applications such as wallets, bill payments, recharge etc. PC 3: Perform transactions using Digital Payment Applications such as UPI, RTGS, NEFT, IMPS etc.	0	0	0	10
Module 6: Awareness and Prevention of Financial Frauds	PC 1: Identify common online financial frauds and spams and associated potential risks PC 2: Apply safe and ethical practices for securing online transactions	0	0	0	10
TOTAL MARKS		0	0	0	60

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Marketing and Outreach- Advanced					
Module 1: Marketing and Customer Insights	PC 1: Conduct marketing activities for artisan products. PC 2: Evaluate customer feedback to improve product offerings and marketing strategies.	10	10	-	-
Module 2: Quality Assurance and Certification in Craftsmanship	PC 3: Obtain relevant quality certifications such as e ISI mark, Agmark and Hallmark. PC 4: Manage product quality as per quality standards.	10	10		

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Marketing and Outreach- Advanced					
Module 3: Brand Development and Promotion Strategies	PC 5: Understand brand identity to enhance sales and promotion. PC 6: Promote products through Social media and digital marketing. PC 7: Leverage National Marketing Committee support in operations and logistics.	10	10		
Module 4: E-Commerce Management for Artisans	PC 8: Onboarding e-commerce platform. PC 9: Understand process of cataloguing the products and services of Vishwakarmas PC 10: Apply strategies for e-commerce linkage with GeM, Khadi India, MSME Mart.	10	10		
Module 5: Building Trade Network for Craft Business	PC 11: Use digital marketing for wider reach and publicity of the Vishwakarma Scheme. PC 12: Identify and collaborate with relevant Industry Bodies. PC 13: Create links with suitable exporters and traders operating under the sector.	5	5		
Module 6: Trade Fairs and Exhibitions	PC 14: Participate in trade fairs, exhibitions related to the products. PC 15: Set up collective display of PM Vishwakarma Products to associations of the artisan groups.	5	5		
TOTAL MARKS		50	50		

(Assessment Criteria may be specified at Element/PC level as per the requirement.)

Section 4: Trainers & Assessors

1.	Trainer's Qualification and experience in the relevant sector (in years)	Domain Trainer: a) ITI Instructors from Directorate General of Training (DGT) ecosystem who have preferably worked in the industry and have technical know-how about the operations of the modern listed tools in relevant trades b) Certified trainers from the NCVET recognized Awarding Bodies c) Working professionals from the industry or clusters who have good knowledge and experience about the working/ operations of the listed modern tools in the relevant trades Life Skills Trainer: a) ITI Instructors from Directorate General of Training (DGT) ecosystem*
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		<p>b) Certified trainers from the recognized Awarding Bodies*</p> <p>*Mandatory Training of Trainers (ToT) of existing certified trainers on employability and entrepreneurship skills modules</p> <p>District-wise list of trainers/ Assessors is to be identified and made available</p>
2.	Assessor's Qualification and experience in relevant sector (in years)	<p>Assessor:</p> <p>a) Certified Assessors of the recognized Assessment Agencies</p> <p>b) Certified trainers may also get certified as an Assessor to conduct assessments in relevant trades (A Trainer can also act as an Assessor for a different location)</p>

Annexure: Acronym and Glossary

Acronym

Acronym	Description
AA	Assessment Agency
AB	Awarding Body
NCrF	National Credit Framework
NOS	National Occupational Standard(s)
NQR	National Qualification Register
NSQF	National Skills Qualifications Framework

Glossary

Term	Description
National Occupational Standards (NOS)	NOS define the measurable performance outcomes required from an individual engaged in a particular task. They list down what an individual performing that task should know and also do.

Qualification	A formal outcome of an assessment and validation process which is obtained when a competent body determines that an individual has achieved learning outcomes to given standards
Qualification File	A Qualification File is a template designed to capture necessary information of a Qualification from the perspective of NSQF compliance. The Qualification File will be normally submitted by the awarding body for the qualification.
Sector	A grouping of professional activities on the basis of their main economic function, product, service or technology.