

QUALIFICATION FILE – PM Vishwakarma

Creative Glass 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 Glass 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-02332-2024-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 Glass Toy Maker is responsible for designing and crafting a variety of safe and educational glass toys tailored specifically for children. This role involves a combination of creativity, precision, and a deep understanding of child safety standards	
7.	Eligibility Criteria for Entry for a Student/Trainee/Learner/Employee	<div>a. Entry Qualification & Relevant Experience:</div> <div><div>Academic/Skill Qualification (with Specialization - if applicable)</div><div>Existing Vishwakarmas duly verified as per the Scheme</div></div> <div>b. Age: NA</div>	
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 <i>(as per requirement of the qualification)</i>	<table border="1"> <thead> <tr> <th data-bbox="1032 256 1570 328">Modules</th> <th data-bbox="1581 256 1942 328">Notional Hours (hh:mm)</th> </tr> </thead> <tbody> <tr> <td data-bbox="1032 331 1570 403">Domain Knowledge along with usage of any new machinery/tools/techniques</td> <td data-bbox="1581 331 1942 403">45:00 Hours</td> </tr> <tr> <td data-bbox="1032 406 1570 478">Entrepreneurship skills and design workshops</td> <td data-bbox="1581 406 1942 478">30:00 Hours</td> </tr> <tr> <td data-bbox="1032 481 1570 513">Digital Skills</td> <td data-bbox="1581 481 1942 513">15:00 Hours</td> </tr> <tr> <td data-bbox="1032 517 1570 549">Financial Skills</td> <td data-bbox="1581 517 1942 549">15:00 Hours</td> </tr> <tr> <td data-bbox="1032 552 1570 584">Marketing and Outreach</td> <td data-bbox="1581 552 1942 584">15:00 Hours</td> </tr> <tr> <td data-bbox="1032 587 1570 624">Total</td> <td data-bbox="1581 587 1942 624">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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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 <i>(In case of CS or MS, provide details of both Lead AB & Supporting ABs)</i>	Name: Mr. Krishan Kumar Email: ceo@hcsc.in Contact No.: 011-26139834 Website: www.hcsc.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.	Furnace	The furnace is used to melt raw glass materials. It creates a hot molten glass that can be shaped and manipulated into the desired forms for glass	1 Eqpt Nos	
2.	Blowpipe	The blowpipe is a long, hollow tube used to gather molten glass from the furnace	3 Eqpt Nos	
3.	Annealing kiln	The annealing kiln is used to slowly cool the glass, ensuring its strength and durability	1 Eqpt Nos	

4.	Glass cutting tools	These tools include various implements like glass cutters, saws, and other cutting devices. They are used to precisely cut and shape the glass before it is melted or during the glass-making process	4 Eqpt Nos	
5.	Steel Rod	Steel rods are often used as shaping tools. They allow the glass artist to manipulate and shape the molten glass into the desired form	3 Eqpt Nos	
6.	Graphite Paddles	Graphite paddles are smooth, heat-resistant tools used to shape and smooth the surface of molten glass.	5 Eqpt Nos	

7.	Tweezers	Tweezers are used for delicate and precise maneuvers. They are handy for shaping and manipulating small details in the glass toy	3 Eqpt Nos	
8.	Pliers	Pliers are versatile tools that can be used for gripping, bending, and shaping the glass.	3 Eqpt Nos	

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 Glass Toy Maker is responsible for designing and crafting a variety of safe and educational glass toys tailored specifically for children. This role involves a combination of creativity, precision, and a deep understanding of child safety standards

Scope:

The scope covers the following:

Creative Glass Toy maker:

- Carry out the basic process of preparing traditional glass toys
- Incorporate design workshop principles in glass toy making
- Carry out process of preparing vibrant glass toys with recycled material
- entrepreneurship in glass 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 phones

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					
Carry out the basic process of preparing traditional glass toys		10	20	-	-
PC 1.	create a detailed design for the glass toy, considering factors such as size, shape, and overall aesthetics	1	-	-	-
PC 2.	ensure that the raw materials are of high quality and suitable for glass toy production	1	-	-	-
PC 3.	mix the raw materials and heat them in a furnace at high temperatures to make molten glass	-	2	-	-
PC 4.	use a long metal blowpipe to gather the molten glass from the furnace	-	3	-	-
PC 5.	dip the tip of blowpipe into the molten glass to collect sufficient amount	-	1	-	-
PC 6.	shape the gathered glass by blowing air into blowpipe	2	3	-	-
PC 7.	manipulate molten glass using various tools	-	2	-	-
PC 8.	carry out controlled cooling process called annealing gradually to avoid stress	1	1	-	-
PC 9.	cut and shape the annealed glass using various tools	2	3	-	-
PC 10 .	cut excess glass, smoothen the edges, and add any final details	1	2	-	-
PC 11.	inspect the final glass toy for imperfections	2	3	-	-
Entrepreneurship skills and design workshops					
Incorporate design workshop principles in glass toy making		9	11	-	-
PC 12.	clearly define the purpose of the glass toy, its aesthetic and functionality	2	-	-	-
PC 13.	use designer software like cad to sketch out the basic design of the glass toy	2	1	-	-
PC 14.	make a record of the various properties that glass exhibits during melting, shaping and cooling processes	1	-	-	-

PC 15.	explore various colour palettes and their impact on the final product	1	-	-	-
PC 16.	integrate functionality into the design to ensure glass toy is ergonomic	1	2	-	-
PC 17.	practice experimentation with glassblowing techniques like layering, twisting and molding	-	2	-	-
PC 18.	create prototypes before final model glass toys to enable refinement in design	1	2	-	-
PC 19.	explore the possibility of using recycled glass for the production process	-	2	-	-
PC 20.	create designs that can accommodate variations in the characteristics of recycled glass	1	2	-	-
Carry out process of preparing vibrant glass toys with recycled material		4	21	-	-
PC 21.	sketch out the glass toy design	2	1	-	-
PC 22.	gather recycled material from reliable resources	-	2	-	-
PC 23.	melt the recycled glass in the furnace	-	2	-	-
PC 24.	use steel rod to gather up glass gob	1	3	-	-
PC 25.	rotate the steel rod constantly to shape the glass gob	1	2	-	-
PC 26.	warm up the glass gob in the furnace if it begins to cool down to avoid cracks	-	1	-	-
PC 27.	shape the glass gob using a marver	-	2	-	-
PC 28.	transfer the glass gob on a pontil rod	-	1	-	-
PC 29.	begin detailed shaping using tools like graphite paddles, marvers and tweezers	-	1	-	-
PC 30.	melt coloured glass rods	-	1	-	-
PC 31.	use melted coloured glass rods to add in intricate colourful details to the shape of the toy	-	1	-	-
PC 32.	shape the molten glass into the toy form using tools like pliers and tweezers	-	1	-	-
PC 33.	allow the finished glass toy to cool gradually	-	1	-	-
PC 34.	anneal the glass in a kiln to relieve any internal stress	-	1	-	-
PC 35.	inspect the finished toy for any imperfections	-	1	-	-
entrepreneurship in glass toy making		8	17	-	-
PC 36.	explain the various characteristics that make up an entrepreneur	1	-	-	-
PC 37.	identify and categorize various types of entrepreneurships	1	-	-	-
PC 38.	understand the various factors in glass toy making sector that make entrepreneurship desirable	1	-	-	-
PC 39.	learn about identifying a niche market and understanding customer preferences	1	-	-	-
PC 40.	develop a comprehensive financial plan taking into account operating expenses, startup costs and revenue projections	-	1	-	-
PC 41.	outline the various benefits to gain from conducting market research	-	1	-	-
PC 42.	conduct competitive analysis to understand the business strategy of existing companies	1	2	-	-

PC 43.	identify the 4 Ps of marketing, product, price, place and promotion to develop customer engaging strategies	-	1	-	-
PC 44.	assess overall market size and identify growth potential for expansion opportunities	-	1	-	-
PC 45.	list the key aspects of business planning like value proposition, target market, manufacturing process, pricing strategy etc	-	1	-	-
PC 46.	navigate through the various legal and regulatory aspects of business planning	1	2	-	-
PC 47.	list the key regulatory considerations like product safety standards, labelling and marking, environmental regulations, labor laws etc	-	1	-	-
PC 48.	identify skills and qualities required for different roles in the glass toy making business	1	2	-	-
PC 49.	implement training to enhance skills of teams in woodworking, designing and quality control	-	1	-	-
PC 50.	promote a positive work culture	-	1	-	-
PC 51.	organize crafting workshops, design challenges, and other activities to foster collaboration	1	2	-	-
PC 52.	implement policies that ensure equal opportunities for all	-	1	-	-
Total Marks		31	69		

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)	PC1: Use the mobile phone in a secure way by locking/unlocking phone/apps using various options like face recognition, fingerprint etc. PC2: Use advanced camera features for business tasks, like scanning QR codes. PC3: Crop photos, take screenshots, and share them as attachments. PC4: Understand how to use features like conference calls, call recording, and call forwarding. PC5: Access and manage documents stored in different folders in phone. Eg. File folder, download folder, etc. PC6: Manage phone memory and data storage. PC7: Use other features of smartphone such as Airplane mode, Do Not Disturb, Bluetooth, other sharing services etc. PC8: Using voice assistant on Smartphones for tasks like setting reminders, asking questions, etc.	10	10	-	-

Module No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Digital Literacy Advanced					
Module 2: Using advanced Internet and mobile applications (Apps)	PC1: Connect to internet using Wi-Fi, Mobile Data. PC2: How to secure various apps installed on phone. PC3: Using mobile applications to compress pictures and documents. PC4: Access, store, and share documents using Google Drive from your phone. PC5: Use apps for managing schedules and appointments. PC6: Utilize Advanced Features of WhatsApp, Gmail, Google Maps, PayTM, and other social media applications such as Facebook and YouTube. PC7: Using Video conferencing features in different apps (Zoom etc.) PC8: Create and improve business profiles on relevant social media platforms to reach more customers using features of geo-tagging. PC9: Interact with customers by responding to messages and comments promptly, and share business-related content effectively. PC10: Using applications for customer service interaction (chat and voice calls) PC11: Usage of common applications like currency conversion, interest calculation etc. 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)	20	30		
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 Samriddhi 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 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	0	0	0	10
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 No.	Performance Criteria	Assessment Criteria			
		Theory Marks	Practical Marks	Project Marks	Viva Marks
Advanced Financial Literacy					
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 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

	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* b) Certified trainers from the recognized Awarding Bodies* *Mandatory Training of Trainers (ToT) of existing certified trainers on employability and entrepreneurship skills modules District-wise list of trainers/ Assessors is to be identified and made available
	Assessor's Qualification and experience in relevant sector (in years)	Assessor: a) Certified Assessors of the recognized Assessment Agencies 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)

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.