Day 1- Facilitation Guide
Introduction Session

Index

For (1 hr) ILT

I. Trainer & Students' Introductory Session - (15 Mins)

- Trainer should introduce to students
- Students also will introduce themselves to the trainer
- **The trainer must identify the technical background of the students.**
  The trainer will try to elicit the background of the students (IT / Non-IT) to understand their current capabilities and decide on the pace of the session accordingly
- The trainer also declares all class rules and regulations to all students
  Trainer will communicate the following rules:
    - Students must attend the class regularly for 2 hours
    - Only informed leaves are allowed. Uninformed leaves will not be permitted and student will have to do self-study of missed topics
    - Laptop is mandatory for attending sessions. Mobile phones are strictly not allowed for attending sessions.
    - Exam leaves are permitted only once in the course duration and only on the day of the exam. Remaining days students need to attend classes
    - Student must complete all course work including tests, assignments, projects in order to be eligible for final assessment
    - Students must clear mock interview to be eligible for placements
    - In case any issue with internet, laptop, or any other issue leading to absence, student must keep the trainer informed
    - Students must attend the class from a proper quiet location. Attending classes from road, car, train, open public places, etc is strictly prohibited

- **The sessions should happen in a camera-on mode**.
  Trainer and students both are expected to keep cameras on during the session.
  In case there are network issues, the camera can be turned off by the student.
  But when a question is asked, students must turn on the camera to answer.

- Trainer should explain the Module Objectives/WIIFM(What Is In It For Me)
  (Explain that they will learn Java programming language which is extremely
  popular till today and it will increase their employability.)

II. Activity (select any one) - purpose is to warm up the class and create a competitive/participative mindset
   a. **Fastest finger first** - show a small incomplete code and ask them to complete it in a given time
   b. **What's this code doing** - Show a complete small code and ask them to explain what the code is doing
   c. **Discuss and debate** - Make two teams, give them a technical topic to discuss and debate. Eg. for-loop vs while-loop, if-else vs switch case
   d. **Figure out the cause of error** - Give them a code that has an error, show the error and ask them to figure out and fix the cause of the error. (Keep at least 2-3 erroneous codes ready with common exceptions)
   e. **Find your dream job on any job portal** - Make the students open any job portal and search for a job for the job role they aspire to do in the future

III. LMS & Diya App Orientation - (30 Mins)

- LMS objective must be cleared
- LMS ID for students must be created
- Students must join by same device
- Diya App should be introduced by CM
- The session should be monitored by SME and DEAN

IV. Assign Videos on IT for Self-study

Pretest(1hr)

Kindly assign a Pretest quiz to all students.