

<div> <div>One Step In Changing Education Chain...</div> <div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div> </div> </div>										FACULTY NAME																									
										STARTING DATE				D	D	-	M	M	-	Y	Y	GRID													
										ENDING DATE				D	D	-	M	M	-	Y	Y	B. TIME				H	H	:	M	M					
STUDENT NAME																				GOOGLE CLASSROOM CODE															
STITCHMAX																				TOTAL DAYS: ____ /100															
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK				STU. SIGN		FACULTY SIGN															
1	KNOWLEDGE OF EMBROIDERY MACHINES AND DESIGN TYPES FOR BASIC INFORMATION													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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2	DRAWING METHOD-1 BASIER TOOL DUAL BESIER DUAL SIDES DRAWING OBJECTS SATIN FILL, TATAMI FILL, ZIGZAG FILL, STAR FILL, E FILL, LINE FILL, CENTRAL													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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2																																			
PR.1	3-DESIGN CREATE (MULTY) SAME COLOUR DESIGN, PERFECT SHAPE & SIZE													____/10																					
													6																						
3	DRAWING METHOD-2 PIPING TOOL, PROGRAM FILL, RIPPLE FILL, STIPPLE FILL													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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PR.2	2-DESIGN CREATE COLOUR COMBINATION, PERFECT SHAPE & SIZE, STITCH LENGTH & SPACING													____/10																					
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4	CORDING & CHAIN / PLASMA													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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PR.3	2-DESIGN CREATE, 1-DESIGN WITH MULTY STITCH LENGTH & SPACING													____/10																					
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5	CROSS STITCH & ADVANCE CROSS STITCH													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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PR.4	2-DESIGN CREATE, 1 LACE CREATE CROSS STITCH SIZE, DESIGN HEIGHT & WIDTH													____/10																					
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6	PUNCHING METHOD MANUAL, SEMI AUTO, AUTO BRANCHING													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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PR.5	MAKE ALL DESIGN PUNCH NOW PERFECT START & END POINT , COLOUR VISE PUNCH, PART VISE PUNCH													____/10																					
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7	CREATE MOTIF													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>				A	B	C	D														
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PR.6	SINGLE MOTIF, MULTI FRAME MOTIF, MOTIF FILL													____/10																					
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8	ALL FILL TYPES, THERE PARAMETERS & ADVANCE FILLS INCLINED FILL, SPIKE STITCH, X STITCHES, DX STITCHES, ZIGZAG RETURN				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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PR.7	2-DESIGN CREATE COLOUR COMBINATION, PERFECT SHAPE & SIZE, STITCH LENGTH & SPACING AND PUNCHING				___/10						
				8							
9	SEQUIN KNOWLEDGE SINGLE, TWIN AND FOUR SEQUINS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
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PR.8	3-DESIGN CREATE SEQUIN SIZE, STITCH LENGTH & SPACING				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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10	ALL CREATIVE BUTTONS FREE HAND TOOL				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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11	MENUAL STITCH				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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12	CLOSE SHAPE				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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13	APPEND				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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14	EDIT STITCHES				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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15	FILL DIRECTION				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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16	MULTIPLE DIRECTION				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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17	SNAP TO POINT & SNAP TO GUIDES				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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18	UNION				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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19	REMOVE SHORT STITCH & SHORT NODES				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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20	PICK COLOUR CANVAS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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21	PICK COLOUR				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
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22	GOTO STITCH				A	B		
				1/2	C	D		
23	SELECT WITHIN POLYGON				A	B		
				1/2	C	D		
24	SELECT WITHIN OBJECT				A	B		
				1/2	C	D		
25	SELECT BY				A	B		
				1/2	C	D		
26	KNIFE TOOL				A	B		
				1/2	C	D		
27	REPLACE OBJECT				A	B		
				1/2	C	D		
28	REVERSE INPUT POINT				A	B		
				1/2	C	D		
29	USER DEFINED CENTER POINT				A	B		
				1/2	C	D		
30	ADD ENVELOPE				A	B		
				1/2	C	D		
31	ADD BENDS				A	B		
				1/2	C	D		
32	MERGE OBJECTS				A	B		
				1/2	C	D		
33	REMOVE OVERLAPPING				A	B		
				1/2	C	D		
34	ADD SPACE LINE				A	B		
				1/2	C	D		
35	DETACH FILL				A	B		
				1/2	C	D		
36	PROCESS DST WIDTH				A	B		
				1/2	C	D		
37	FIND SHORT OBJECTS				A	B		
				1/2	C	D		

38	GROUP & UNGROUP				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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39	JOIN BRANCHES & BREAK BRANCHES				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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40	ATTACH OBJECT (W)				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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41	SHIFT AND ATTACH OBJECTS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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42	ATTACH IN QUEUE				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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43	DETACH OBJECT				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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44	DETACH OBJECT LIST				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
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45	DETACH IF COLOUR NOT MATCHED				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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46	ADJUST ATTACHMENTS TO NEAREST POINTS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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47	MOVE ATTACHED OBJECTS TOGETHER				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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48	USE AS ATTACHMENT				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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49	JOIN NEIGHBOUR HOOD				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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50	ROUTE OBJECTS FRONT & ROUTE OBJECTS BACK				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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51	ATTACH NEIGHBOUR HOOD				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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52	CLOSE ON CLOSE OBJECT				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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53	ADD OBJECT TO CANVAS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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54	CONVERT CROSS STITCH				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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55	PROPORTION STITCH LENGTH				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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56	BOUND SIDES				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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57	PLACE ME GRACEFULLY				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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58	REMOVE CANVAS FROM CANVAS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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59	ATTACH AT FIRST STITCH TO LAST STITCH				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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60	FUSE EDITING				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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61	TOGGLE SEQUIN IN AREA				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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62	FILL SEQUIN TWO				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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63	CHANGE SEQUIN GRAMMAR				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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64	REVERSIBLE SEQUIN				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
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65	APPLY SEQUIN IN AREA & REMOVE SEQUIN IN AREA				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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66	REMOVE SEQUIN UNDER NEEDLE POINTS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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67	HIDE SEQUIN				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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68	TRANSPARENT SEQUIN				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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69	SHOW SEQUIN STITCH POSITION				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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70	CONVERT TWIN SEQUINS TO SINGLE SEQUINS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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71	ADJUST SEQUIN COUNT				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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72	PICKUP SEQUIN ID				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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73	CREATE SEQUIN OBJECTS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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74	BREAK STITCHES TO OBJECTS				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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75	SHRINK THE LINE				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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77	ON THE FLY SATIN FILL				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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