

About CSKINDIA Education Program

CSKINDIA, or the <u>Computer Siksha Kranti Abhiyan</u>, is a program aimed at achieving 100% computer literacy for all school students in India by offering training and resources for computer literacy, skill development in STEM fields (science, technology, engineering, and mathematics), and innovation. The program was founded by **Anurag Kumar Ravi Pandey** and provides opportunities for employment and the financial empowerment of rural and urban institutions through smart learning tools.

CSKINDIA Education refers to the **Computer Siksha Kranti Abhiyan (CSKA)**, a program in India with a mission to achieve 100% computer literacy nationwide. Run by "Team CSKINDIA," the initiative aims to provide computer education and other skill development to students in both urban and rural areas.

Key aspects of CSKINDIA Education include:

- Mission: To achieve 100% computer literacy for all school students in India.
- Curriculum: Programs cover computer literacy, as well as skill development in areas like space, science, mathematics, engineering, and artificial intelligence.
- Classroom Program (CRP): A grant-based program offered to private schools for students from grades 1 to 12. Registered schools can receive a grant and resources, including tablets and study materials for students.
 - Learning tools: The program uses a "CSKINDIA SMART LEARNING APP" and multi-language study materials to deliver lessons.
 - Execution: CSKINDIA partners with private computer institutes, schools, and NGOs across the country to execute its
 programs.
 - Rural empowerment: A key goal is to "make rural India skillable" by providing smart learning tools and techniques to institutions in these areas.
 - **Job creation:** The initiative also aims to create huge employment opportunities.

Key Aspects of CSKINDIA:

- Goal: To achieve complete computer literacy for all students in both urban and rural areas of the country.
- Focus Areas: Besides core computer literacy, the program expands into skill development in science, mathematics, engineering, artificial intelligence, and innovation.
- Mission: To empower rural and urban institutions and create employment opportunities through the promotion of smart learning tools.
- **Program Name:** The full name is Computer Siksha Kranti Abhiyan (CSKA).
- Website: More information can be found on the website, www.cskaindia.godaddysites.com
- In essence, CSKINDIA aims to bridge the digital divide by providing comprehensive computer education and related technical skills
 to students across India, with a focus on empowering institutions and fostering innovation.

The CSKINDIA Education Program holds great potential to transform the current education structure in India by addressing key gaps in digital literacy and skill development. India's education system is undergoing significant transformation under initiatives like the National Education Policy (NEP) 2020, emphasizing foundational literacy, practical skills, and digital education. However, despite progress in enrollment rates due to programs like Sarva Shiksha Abhiyan, challenges remain in quality, access to technology, and preparing youth for the digital economy.

CSKINDIA directly complements these national efforts by providing structured computer literacy testing and training at the grassroots level. This program helps bridge the digital divide by making computer education accessible to students across urban and rural areas. The initiative encourages skill development early on, ensuring students do not just enroll in schools but gain relevant, marketable computer skills critical for employability in the 21st century.

By recruiting District Coordinators and local volunteers, CSKINDIA decentralizes education outreach, making it more responsive and tailored to community needs. This local leadership boosts awareness, increases participation, and fosters a culture of digital learning in schools and communities. It also supports educators by encouraging the integration of computer literacy into existing curricula, thereby strengthening the overall educational framework.

The program's impact goes beyond computer literacy by promoting lifelong learning habits and digital inclusion, especially among marginalized groups and girls, aligning with government schemes aimed at gender equality and educational equity. The skill-building focus aligns with India's broader Skill India Mission, which aims to enhance employability through vocational.

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Why "Participation Test for Computer Literacy" or what is "Participation Test for Computer Literacy"?

- ➤ **Objective:** CSKINDIA Education is on a mission at across the nation to achieve 100% computer literacy & improve smart learning/education methods to sharp/improve intelligence of school going students. To achieve the object, we named it "Right To Computer Literacy".
- ➤ Participation Test for Computer Literacy: This test is designed to know present computer knowledge of class 6th to 12th students.
- The test paper contains 30 to 50 objective type questions. A unique test paper for each class (i.e. 6th to 12th students). The test time is 30 minutes.
- **Eligibility:** Any school going student of class 6th to 12th can participate in the test.
- **Participation Fee:** the participation fee is INR 50/- for each participant.
- After test, each participant will receive a unique "Certificate Of Participation", which can be verified digitally at our official website. After receiving the certificate, participant will be eligible to register themselves under "CSKINDIA Education-Class Room Program (CLP)".

Sample Certificate





What is CSKINDIA Education-Class Room Program (CLP):

- ➤ **Objective:** To provide advanced/smart learning to school going students for improvement of their intelligence and skills. Especially at rural areas of the country.
- ➤ Eligibility: Each student who has received "Certificate Of Participation" is eligible to enroll/register himself under CSKINDIA-CLP.
- Advanced learning methodology & tools: Enrolled/registered students will learn advanced learning through smart learning methods & tools (i.e. through TABS or PCs in online and offline modes), STEM (Science, Technology, Engineering & Mathematics) learning, AI (Artificial Intelligence) learning, Robotics & Space science learning.
- All the required tools & teachers/trainers will be provided free by CSKINDIA Education.
- Unique syllabus/course curriculum for each class.
- ➤ Each group of minimum five students will receive all required smart learning tools to build their team working skills.
- Weekly classes will be conducted as per mutual discussion with school management/teachers.
- > Students will get opportunities to represent their advanced skills in state and national exhibitions/seminars/webinars.
- ➤ Best performing group of each class will receive scholarships/reward at the end of course curriculum.
- Course curriculum duration for each class is one year as per school calendar (i.e. from April till February of each year).
- Monthly fee for each student under CLP is INR 150/-.

Yearly Reward/Grant for school as per enrollments under CSKINDIA Education-CLP

	Number Of Enrollments (Per Annum)	Reward/Grant (Per Annum) in INR
S.No.		
1	300	50000/-
2	400	100000/-
3	500	150000/-
4	600	200000/-
5	700	250000/-
6	800	300000/-
7	900	350000/-
8	Up to 1000	500000/-