

<b>INSTITUTE</b>	<b>FACULTY OF TECHNOLOGY</b>
<b>PROGRAM</b>	<b>BACHELOR OF TECHNOLOGY (COMPUTER ENGINEERING)</b>
<b>SEMESTER</b>	<b>1</b>
<b>COURSE TITLE</b>	<b>VALUE EDUCATION</b>
<b>COURSE CODE</b>	<b>01CR1103</b>
<b>COURSE CREDITS</b>	<b>0</b>

**Objective:**

- 1 This course shall enrich students' value system, creativity, competence and confidence.
- 2 It will enhance the softer aspects of life skills of students through the games, activities, group interactions and videos.
- 3 This course shall enrich students' value system, creativity, competence and confidence. It will enhance the softer aspects of life skills of students through the games, activities, group interactions and videos.
- 4 This course shall enrich students' value system, creativity, competence and confidence. It will enhance the softer aspects of life skills of students through the games, activities, group interactions and videos.
- 5 This course shall enrich students' value system, creativity, competence and confidence. It will enhance the softer aspects of life skills of students through the games, activities, group interactions and videos

**Course Outcomes:** After completion of this course, student will be able to:

- 1 Understand importance of role of Values in developing self
- 2 Inculcate right values, ethics, attitudes, manners and behaviours for life
- 3 Respond and relate with expectations, competitions and power of networking
- 4 Contribute in building a healthy nation
- 5 Understand the significance of having appropriate attitude and balance towards work life as well as personal life.

**Pre-requisite of course:**NA

**Teaching and Examination Scheme**

<b>Theory Hours</b>	<b>Tutorial Hours</b>	<b>Practical Hours</b>	<b>ESE</b>	<b>IA</b>	<b>CSE</b>	<b>Viva</b>	<b>Term Work</b>
2	0	0	0	0	0	50	50

<b>Contents : Unit</b>	<b>Topics</b>	<b>Contact Hours</b>
1	<b>Value Education</b> Orientation and Personality Attributes, Values of Honesty and Integrity , Values of Creativity, Values to self sustenance in difficult times and failures, Role of emotions in one's professional life, Workplace values 1 – Manners, Workplace values 2 – People, Policy and organization , Value for students' life 1 - Power of Positivity, Value for students' life 2 - Healthy Lifestyle, Value for students' life 3 – Create First Impression, Understanding hazards of Social Networking sites, Creating Value through Social Networking sites , Performance Values 1- How to avoid Procrastination, Performance Values 2- How to manage Pressure Situations	28
<b>Total Hours</b>		<b>28</b>

#### **Textbook :**

- 1 The Book of Virtues for Young People, William J. Bennett, Simon & Schuster, , 1994

#### **References:**

- 1 Creating Values in Life: Personal, Moral, Spiritual, Family and Social Values, Creating Values in Life: Personal, Moral, Spiritual, Family and Social Values, Ashok Gulla, autherhouse, 2010
- 2 The Monk who sold His Ferrari, The Monk who sold His Ferrari, Robin Sharma, HarperSanFrancisco, 1999

#### **Suggested Theory Distribution:**

The suggested theory distribution as per Bloom's taxonomy is as follows. This distribution serves as guidelines for teachers and students to achieve effective teaching-learning process

Distribution of Theory for course delivery and evaluation					
<b>Remember / Knowledge</b>	<b>Understand</b>	<b>Apply</b>	<b>Analyze</b>	<b>Evaluate</b>	<b>Higher order Thinking / Creative</b>
20.00	20.00	30.00	15.00	10.00	5.00

#### **Instructional Method:**

- 1 The course delivery method will depend upon the requirement of content and need of students. The trainer shall train students through interactions, demonstration, role play, games, brainstorming, group tasks etc.
- 2 Practical examination (VIVA) will be conducted at the end of semester for evaluation of performance of students.
- 3 Students will use supplementary resources such as online videos and books.