**Applicant’s Qualifying Checklist**

All applicants willing to avail of grants are requested to go through the detailed checklist for qualifying requirements mentioned under the given categories.

**Category 1: AI & IoT Lab**

**Category 2: AI & IoT Lab + Computer Lab**

The following bullets satisfied both categories (1 & 2) requirements;

* The school with the highest points will be selected for the grant meeting specific requirements specified under categories (1 & 2).
* For initial screening, the applicant must qualify by scoring a minimum of 50% of the requisite requirements.
* Under categories (1 & 2), the lab should meet the following requirements;

**Lab Spacing & Infrastructure**

* + Space for catering to 40 students at one time
	+ Proper infrastructure must be there to cater to students’ hands-on activity.
	+ Teacher mobility in the class - The ability of the teacher to be anywhere in the classroom while simultaneously interacting with the smart board
	+ IT infrastructure should be there
	+ The lab must be updated with the Smart Class facility
	+ Proper storage facilities should be there for the hardware

**Hardware & Learning Resources**

* + All stocks must be well maintained and up to date
	+ All hardware must be child friendly and reusable
	+ There should not be any wear and tear
	+ Applicants must demonstrate proper safety equipment and measurements to be taken while handling the hardware.
	+ Applicants must produce the appropriate documents against Hardware handling along with Instructional Manuals.
	+ Applicants also needed to demonstrate age-appropriate smart content and curriculum against kits.
	+ Applicants who showcase Audio-Videos learning Content will be rewarded with bonus points.
	+ Applicants must produce delivered content against hardware mapped with academic topics and detailed hands-on instruction for student reinforcement.
	+ The applicant must submit a copy of the assessment against the hardware & learning resources.
	+ A proper assessment report describing the knowledge and skills being evaluated is also required against hardware & learning resources.
	+ Pre-integrated Computational Thinking and Digital Literacy curriculum content in line with the National Education Policy 2020 goals

**Lab’s In-charge Responsibility**

* + The lab in charge must possess sound knowledge about hardware and its uses
	+ He/She must be competent in STEM teaching methodology
	+ Familiarity with the content curriculum and ability to conduct sessions
	+ Make students aware of STEM pedagogy and empower them to develop real-time projects using all hardware and software
	+ Competent in preparing Kids for different competitions
	+ Must have the ability to induce curiosity in the kids

**Operations**

* + Applicants must be able to submit grade-wise at least 5 work plans with the Project plan and delivery schedule (Work Plan) on roll-out strategy.
	+ Applicants must demonstrate the standards compliance to be followed for the classroom delivery.
	+ The applicant is also required to showcase the books and worksheets to be used by students.
	+ Applicants need to produce Proper documents and a 3D view of the lab with its equipment.
	+ All IT equipment must be in proper working condition.
	+ All specifications for IT infrastructure should be produced.

**Categories wise Requirements**

**Category 1: AI & IoT Lab**

The following are the specific required for **AI & IoT Lab**-

* The applicant must show the lab's hardware (**AI & IoT** Kits) and its functionality in proper working order.
* A minimum of 2 technical teachers with TECH knowledge is required.
* Enough availability of equipment for each kid to do the Hands-On- practice
* A proper dedicated corner for performing different sets of activities
* Availability of enough manuals against each kits is required
* Golden Rules and Do’s & Don’ts Specifications is required in proper banners for ease of learning and awareness

**Category 2: AI & IoT Lab + Computer Lab**

* A dedicated desktop and Learning Management System access account for each teacher and student to customise their experience and maintain integrity of their teaching and learning material without any additional cost for each account
* The ability to engage students and encourage their participation with equal access to the Desktop/Tablets without leaving their seats
* Ability to record and reuse a teaching session
* Simulations, multimedia content, educational software, interactive SCORM compatible, HTML5 compliant, educational content creation tools without dependence on internet access
* Offline LMS with local language interface. Ability to upload custom content (video, epub, HTML5, PDF, H5P), create lessons, question banks and conduct quizzes and formative and summative assessments
* Ability to host at least 500 GB of offline educational content to enable teaching without need of internet connection
* Ease of instantaneous internet access over pre-installed facility WiFi or mobile hotspot
* Instantaneous access to technical support over a phone call with screen sharing, when internet is available via WiFi or mobile hotspot
* Content and tool access reports available locally on the content server
* Smart Class solution’s ability to simultaneously serve multiple fully featured interactive smart classrooms with minimal additional investment in hardware
* Once the solution scales beyond a single classroom, teachers should be able to access their created content from any classroom they are currently teaching in.
* Access to an online ticketing portal to track all support issues
* Offline availability of teacher training modules (videos and documents) to facilitate on-demand self-training of any teacher to use the tools available in the smart class solution
* Facility to teachers to easily create a replica of the smart class solution on a pen drive to boot their personal PC with it and have access to all the tools for practising even at their home. They can also install the solution on their PC at no additional cost
* Ability to simultaneously boot several systems in a computer lab over the network and serve preinstalled educational applications, games, simulations and provide access to a digital content library