

Upgradation of ITIs into Centers of Excellence-Broad guidelines for implementation of the Broad Based Basic Training in ‘Leather Goods & Footwear’

These Centres will be providing multi skill training to meet the skill requirement of Plastic Processing sector of industry with their active involvement in all aspects of training. The training will be provided in three parts as given below:

- ✓ Training in Basic skill areas for a period of one year.
- ✓ Training in Advanced modules for next six months.
The testing & certification for the Basic skill training during first year & also for advanced training during next six months will be conducted by NCVT.
- ✓ Training in specialized modules mainly in the industry (The course curricula, duration etc will be designed in consultations with the IMC/local industry. The trade testing & certification for this component will be done jointly by the State Government & Industry. Said certificate will be recognized by NCVT .

As per the recommendations of the EFC, Training in the shop floor should constitute 25-40% of the curriculum.

The training programme will have multi-entry and multi-exit provisions:

- ✓ trainee can opt to go to the labour market after completing broad based basic training of one year duration as well as after completing 1½ year of training.
- ✓ trainee can join training after some time for advanced/specialized training in another module of same sector .
- ✓ ITI pass out trainee of the particular trade(s) from the conventional system can seek admission for advanced/specialized training in relevant sector .

In first year, curricula in the Area/Sector of , uniform rotation for eight weeks each in the Basic Modules as mentioned below will be taken up. The trades from where existing infrastructure i.e. equipment/ instructor etc could be utilized for the training in **“Leather Goods & Footwear”** sector is given below:

Basic modules	Name of the Module	Trade(s) from where existing infrastructural facilities and /or instructor could be utilized
01	<u>Introduction to Leather & Production Knowledge</u>	-
02	<u>Footwear Technology</u>	Manufacture of Footwear
03	<u>Footwear Designing</u>	Manufacture of Footwear
04	<u>Leather Goods Designing & Manufacturing</u>	Leather Goods Maker
05	<u>Leather Garments Manufacturing</u>	-
06	<u>Basic Computer Skills & CAD</u>	COPA

For these modules, Trade Practical will be 28 hours /week and Trade theory for 4 hours /week. Apart from above Generic modules as mentioned below will be taught throughout the year.

G-01-ENTERPRENEURSHIP AND COMMUNICATION SKILLS..... 2hrs/week

In addition, 4 hours/week have been kept for Library studies & Physical Training

Vocational Instructors:

NAME OF THE MODULE	No. of Vocational Instructors (VIs)
01 to 06	Six VIs one each for 6 module of relevant trades
G-01	One contract/part time / guest faculty for Generic module, ENTERPRENEURSHIP AND COMMUNICATION SKILLS –G-01

The eligibility and other criteria will be as follows:

Eligibility : 10th pass under 10+2 system .

Batch size : 96 trainees 16 in each module (20% supernumeraries be allowed to take care of drop outs as already exist under CTS)

Admission:

For basic training, admissions are to be made in August / Feb each year.

Fee Structure:

Fee Structure may be decided by States Govt. in consultation with IMCs . It may be desirable to prescribe a uniform tuition fee for a sector in all Centres of Excellence of a state.

Space: Since workshop/theory class rooms are envisaged to be accommodated in the existing building of the ITI, therefore, following norms are prescribed only for new infrastructure is to be created .

- (1) Workshop space of 10 Sqm per trainee for each basic module (except for – module 6 where space required is total 50 Sqm.)
- (2) Three Theory classrooms of 30 sqm each.

The Theory classrooms should have latest infrastructure including AV aids as per details given below:

- | | | |
|--------------------------------------------------|---|-------------|
| 1. Suitable Chairs/ tables* | - | As required |
| 2. OHP/Epidiascope | - | 1 No. |
| 3. Laptop computer/PC (latest) & LCD projector** | - | 1 No. |
| 4. Magnetic white board | - | 1 No. |
| 5. White board | - | 1 No. |

- | | | |
|--------------------|---|-------------|
| 6. Flip chart | - | 1 No. |
| 7. Storage Almirah | - | As required |

(* Optimum utilization of space/flexibility may be kept in view)

(**Keeping in view the constraints of funds under the scheme, it is proposed to procure only one set of Laptop computer/PC / LCD projector for CoE. However, States may procure additional Laptop computer/PC/LCD projector from their funds) While selecting furniture, it should be kept in mind that these are meant for Centres of Excellence. Criteria like maximum flexibility/utilization of space should be kept in view.

Office Equipment:

For each CoE one Scanner, one Photocopy Machine and one PC/printer along with suitable accessories/furniture and internet connection (if not already available in the institute) is proposed to be provided for each CoE, in addition to the equipment prescribed in the syllabus.

Addition/alteration/Construction:

For Civil Works, tentative amount of Rs 40.00 lakhs have been proposed per CoE. It is envisaged to have separate block/ wing for the Centres of Excellence in the ITI campus. In case space is available in the existing building of an ITI for taking up new areas as per requirement of the cluster of Industry, the existing space will be renovated as per the need. Alternately, separate block will be built up in the same campus keeping in view the space requirements of the Electrical Sector.

While planning for addition /alteration/Construction of workshop and Class rooms, following may be kept in view:

- ✓ concept of a Centre of Excellence
- ✓ the fact that the requirement of funds for construction /addition /alteration for advanced training will be higher than that of basic training

Publicity

Wide publicity & advertisement be given for better response . The role of the local as well as the concerned Industry is very vital for the success of this program.

States may consider providing additional equipment/ other facilities like separate Library/upgradation of existing Library, Conference Hall/ Committee Room etc. from their own funds.

GENERAL INFORMATION

1. Name of the Trade: LEATHER GOODS & FOOTWEAR
2. N.C.O. Code No. :
3. Duration of Craftsman Training: a) Broad Based Basic Training - One Year
b) Modular Course - Six Months for each Module.
4. Entry Qualification : Pass in 10th class examination under 10+2 system of education.

SYLLABUS FOR BASIC COURSE
ON
LEATHER GOODS & FOOTWEAR (ONE YEAR)

SKILL AREAS:

- | | | |
|----|------------------------------------------------|------------|
| 1) | Introduction to Leather & Production Knowledge | (08 weeks) |
| 2) | Footwear Technology | (08 weeks) |
| 3) | Footwear designing | (08 weeks) |
| 4) | Leather Goods Designing & Manufacturing | (08 weeks) |
| 5) | Leather Garments manufacturing | (08 weeks) |
| 6) | Basic Computer Skills & CAD | (08 weeks) |

Detail contents of SKILL AREAS:

1) Introduction to Leather & Production Knowledge (08 weeks):

Theory:

- I - General Information about raw hide & skins.
- II - Tanning Process - Pre-tanning and Post-tanning
- III - Type of Finished Leather (CG, PG, Fur, Sueded Leather, OIL PULL-UP,NUBUCK,NAPPA,WAXY,ETC)
- IV - Brief knowledge about characteristics of Leather Footwear & Leather Goods.
- V - Fiber structure & basic knowledge of physical properties.
- VI - Synthetic materials & Polymers (Definition, types of polymers)
- VII - Introduction of footwear accessories (needles, trims , threads etc)

Practical:

Sample Collection, Identification of leather, Introduction to basic tools & machines.

2) Footwear Technology: 08 weeks

Theory:

- I - Selection of Leather for Footwear
- II - Upper Closing: Cutting components, Punching, MARKING, Skiving, Edge Treatment, Ornamentation & type of Reinforcement, Jointing of upper in lining material, Finishing material.
- III - **Lasting Department:** Bottom components preparation, FORMING (A) TOE (B) COUNTER), Method of construction (Cemented construction, Goodyear WELTED, construction, Injection moulded construction, DMS,DVP , STITCH DOWN , STRING LASTING, STROBLE CONSTRUCTION, etc.)
- IV - **Conditioning:** Bottom preparation, Bottom filling & Sole Attachment, Trimming, Finishing, Final inspection & quality control, Packing, Forwarding.

PRACTICAL:

Designing & fabrication of shoes (By Hand and BY MC): -

Casual, Derby, Oxford, Monk, Brogue, MOCASSION shoes.

Tools Preparation - Preparation before upper clicking

Related topics - clicking knife, cutting knife, stitching M/C CUTTING.

Examination and marking of all type of defects in leather.

Preparation of components for upper leather & fabric for upper & lining components.

Clicking: i) upper components cutting - Vamp, Quarter, Toe-cap, Back strap guard & apron, Counter, tongue , ETC.

ii) Lining components cutting, Vamp & quarter and fabric CUTTING & marking - such as upper components for SKIVING ,beading, stitching seams, underlay, overlapping, size, lot & code number / PASSING.

Upper Preparation:

- i) Upper components splitting & grading.
- ii) Upper skiving of different components, Vamp, Quarter, tongue, Toe-cap, Back strap, apron, mud guard & Counter.

Ornamental Treatment: Edge BURNING, different type of punching & knitting.

Edge TREATMENT: i) Edge treatment - Raw edge, Folded edge, Bonded edge, Gimped edge, Slip beaded edge etc.
ii) Ornamental Treatment, Different type of edge punching, Fancy seam & fitting devices.

Component Assembling: i) – Lining Assembling, Quarter & Vamp.
- Upper component assembling.
ii) Quarter attachment with reinforcement function
(TAPEING, backing, staying & stay stitching).

Upper Closing / Sewing: Preparation of quarter with lining by machine, Preparation of upper with Vamp, quarter etc.,

Components by machine (Fitted & various method), Punching & Eye-letting as required BY PADDLE MACHINE AND POWERED STITCHING MACHINES.

Upper Finishing: HEAT & COOL SETTING, Thread BURNING, Upper cleaning and seam beading, Anti fungus treatment as Required.

Bottom Preparation of hand tools required: Practice of in setting of operating of operating of heel attaching, heel trimming & finishing by hand AND machine. Practice in sole & heel trimming by hand AND machine. Practice in heel scoring, heel front buffing, edge setting, heel attaching, heel waxing & setting by hand AND machine. Bottom buffing, Bottom finishing by different methods.

VARIOUS TYPES OF PU, PVC, EVA INJECTION & STUCK ON (PU, TPU, TPR, PVC, EVA, ETC)

Upper Leather Cleaning & Dressing: Fitting of socks, Shoe lacing, Checking of boxing, Exercise in rectifying finishing defects, Preparation of casual shoes from various types of leather. Practice on different type of fancy finishing.

Exercise on calculation of material consumption, Reduction of wastage, Preparation of cost sheets for finished footwear.

GENERAL MAINTENANCE OF MACHINES:-BRIEF IDEA ABOUT MINOR ROUTINE MAINTENANCE & SAFETY ASPECT.

3) Footwear Designing: 08 weeks

Theory:

- I) Anatomy Of Human Foot
 - II) Muscular System
 - III) Foot of Disease & Abnormalities
 - IV) Shoe Last
 - V) Shoe Size System
 - VI) Introduction to computer - Operation, use aquatic with computer
 - VII) Footwear materials
 - VIII) Pattern making
 - IX) Grading System
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- I) **Anatomy Of Human Foot:** Basic structure of leg & foot. General outline of foot skeleton. Bones - their positions, description and significant of features. Principal Joints and ligaments of foot, Joints of foot, Movement of foot.
 - II) **Muscular System:** Function of muscles, normal and abnormal balance of muscles of the leg & foot, Arch of the feet, Type of Arches - longitudinal, transeverse, meta -vertical & meta -transvertical arches.
 - III) **Disease & Abnormalities IN FOOT:** Description & possible causes of valgus, hallous, rigidus. Footwear suitable for these. Hammer toes, Flat foot, Valgus ankle and pronation, Corn disturbance.
 - IV) **Shoe Last:** Importance of last, Wooden last and Synthetic (PVC) last.
Wooden Last - Properties & seasoning of woods. Brief description of last making and required tools & equipments.
Types of shoe last (Hinged Last, Scooped Last, Block SLIDOMATIC Last & Spring Last).
Different measurement of shoe last, HEEL height, toe spring, vamp, instep, high instep, BACK HEIGHT, JOINT GIRTH, WAIST AREA.
 - V) **Shoe Size System:** International Size System - English, French (Paris Point), American, Mondo point.
Conversion OF ONE SIZE TO ANOTHER.
Fittings and multi - fittings, Advantages and dis - advantages of plastic, metal and wooden last.
Manual Tools - DESIGNER knife, scale, compass, accessories - Fibre / Rubber board, hammer, punch.
Machines - Pattern shear, binding, grading, marking
Grading Tools - Radial tools, Pantograph .
Introduction to Computer , Peripherals, Operating system, Windows, CAD/CAM
Footwear Materials- Introduction of different Footwear material, material requirement for Footwear Manufacturing Leather materials , fitting and grinderies, bottom sole materials. Finishing materials Selection of Raw

materials, comparative study of natural and synthetic materials. Properties of ; different types of materials which are used in Footwear Manufacturing .

Pattern making and Grading System- Preparation of standard of different types of Footwear like Casuals Oxford and derby, Sports Shoes, Long Boots, Ankle Boots etc.

Principle of Grading, Grading methods by hand, pantograph, geometrical, comparative and radial tool system, use of grading machine and CAD\CAM.

PRACTICAL: Free hand sketching of Footwear designs, colour combination exercises,. Preparation of design specification chart. Form cutting (Inner Outer and Mean form) Construction of standard cutting of sectional patterns. Preparation of Casuals, Oxford, derby , Sports etc. Exercises on hand grading and using of Pantograph. Demonstration of machine gradings. Demonstration of graph system to find out correct area of pattern. Demonstration of Planimeter to find out production pattern area. Pattern preparation of sectional components. Preparation of different Sports Shoes and Sports Goods.

4) LEATHER GOODS DESIGNING & MANUFACTURING: 08 weeks

Theory:

- I) **Designing of different types of leather goods:** Industrial consumer types and fancy items. General introduction about the sports goods items. Material knowledge which is required for leather goods making. Material required for leather sports shoes . designing of different sports shoes. Manufacturing methods and techniques of sports goods (such as gloves Cricket ball, Hockey Ball. Football, Vally Ball , Rugby Ball etc)
- II) **Classification of Leather Goods:** Classification of Leather Goods for various uses - Industrial & Consumer type like key cases, wallets, camera cases, ladies & gents bags, washer & others.
- III) **Selection of Leather for Leather Goods:** Selection of various Leather articles, type of leather used for different articles and other characteristics - Chrome Leather, Suitcase Leather, Embossed Leather, Belting Leather, Leather for industrial Leather Goods and moulded articles.
- IV) **Sequence of Operations:** Sequence of Operations for manufacturing of Selected items of Leather Goods.
- V) **Treatment of Leather Goods:** Different type of treatment for storage, manufacturing, packing & forwarding of Leather Goods items.
- VI) **Leather Sports Shoes / Goods:** General information about Sports Goods international demand for various type of Sports Goods.
- VII) **Leather Fashion Items:** Artistic Leather Goods, Embossed Leather Goods.
Stitching & Thonging. Manufacturing of different sports items.

PRACTICAL: Fabrication of different type of leather goods articles like domestic articles (key case, optical case, camera case, money purse, bag etc.)

Fabrication of different type of sports goods like different types sports gloves etc.
Free hand sketch basic design of Leather Goods and Leather Sports goods.
Development and design of different articles. Preparation of sectional pattern of leather goods (Moulding, Embossing, Lacing etc.). Pattern preparation of different type of sports shoes .

5) LEATHER GARMENT MANUFACTURING: 08 weeks

Theory:

- I) Classification of Leather garments
 - II) Type of Leather required for garments
 - III) Properties and characteristics of leather garments
 - IV) Garment designing
 - V) Tools equipment and machinery
 - VI) Sequence of operation
 - VII) Ironing and finishing
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- I) Classification of leather garments - Based on material design, uses and fashion , anatomy of human body. Types of figures and age group. Principles of Tailoring. Emphasis of sizes , measurements and fitting.
 - II) Different types of leather garments, Grain garments, Suedes, Fur leather from sheep, goat, cow, cow calf, chrome, semi - chrome. Combination tanned leather.
 - III) General properties of leather such as feel, texture, resistance, rub resistance, uniformity of shaqdes, lining and padding materials, Fasteners, grinderies, thread and decorated fitting.
 - IV) Preparation of sectional patterns, Arrangements of patterns to minimize the wastage of leathers. Recovery of wastage and its utilization. Designing and fabrication of garments, gloves, cap coat, pant etc.
 - V) Machines used in garment manufacturing such as Industrial sewing machine – Single & Double, Cloth cutting machine, Button hole & button stitching machine and Ironing process. Tools used for garment manufacturing such as gimping scissors, wooden & iron hammer, stone slabs, measuring tapes, measuring instruments (L square), Shaper, Crayons, Special furniture required for garment unit and dummy for checking fitting.
 - VI) Principle of cutting components, colour matching, texture feel, type of stitching, and attachment, Sequence of operation for assembly of components for garment manufacturing.
 - VII) In process checking and final checking of measurements, get up and overall quality of free hand sketching and drafting and preparation of pattern.

PRACTICAL: Free hand sketching of jackets, ladies coat, waist coat etc.
Taking measurements for size and fitting.
Designing of few items - Garments, Gloves, Tie & Cap.
Practice in cutting & stitching of garments, gloves, travel goods.
Preparation of sectional pattern & fabrication.

6) BASIC COMPUTER SKILLS & CAD : 08 weeks

THEORY: Introduction to computer, Peripherals (Printers, Plotters, Digitizers, Scanners etc.), Overview of Operating Systems, Overview of MS Office/ Word/ Excel Introduction to CAD - Understanding of Graphics Designing in 2-D & 3-D such as lines, rectangle, square, triangle, arc, circle, ellipse, spheres & other different geometrical objects. Dimensioning of objects & calculation of area. Study of software package for shoe designing.

PRACTICAL: Understanding of computer hardware & its peripherals, Practice on MS Office/ Word/ Excel, Introduction to CAD - Understanding of Graphics Designing in 2-D & 3-D such as lines, rectangle, square, triangle, arc, circle, ellipse, spheres & other different geometrical objects. Dimensioning of objects, calculation of area, plotting of objects, colouring of objects. Practice on software package for shoe designing.

SPECIALIZED MODULES

On successful completion of BASIC COURSE ON LEATHER GOODS & FOOTWEAR (ONE YEAR) trainees may undertake any one of the following **FOUR MODULES** of six months (24 weeks) duration each. However trainees may undertake other module after completion of 1st module.

Name of the MODULES:

- 1) GENERAL SHOES MAKING
- 2) SPORTS SHOES MAKING & SPORTS GOODS MAKING
- 3) LEATHER GARMENTS MAKING
- 4) TRAVEL GOODS / UPHOLSTRY / DOMESTIC ITEMS MAKING

SYLLABUS FOR MODULE (1): GENERAL SHOES MAKING
(Duration - six months)

THEORY: Introduction to leather required for different type of general shoes like gents and ladies both. Characteristics of different type of leather required for shoes. Shoe Size System. Method of construction of General / Civilian shoes. Designing of different shoes and Casual wear.

Introduction to CAD.

ENTREPRENEURSHIP DEVELOPMENT: Concept of need of entrepreneurship in context of prevailing employment conditions of the country. Successful entrepreneurship and training for entrepreneurship development. Ideas of project report preparation. Labour, Industrial & Tax laws (basic knowledge).

MATERIAL MANAGEMENT : Objectives of goods stock control system. ABC analysis of inventory procurement of consumption cycle, purchase procedure etc. Personnel and Financial Management - Objectives and importance of wages and salary administration, classification of wage, payment scheme , component of wage & fixation.

NOTE - Entrepreneurship camp to be organised for two or three days . Lectures to be delivered on entrepreneurship by Industry experts at institute level.

PRACTICAL: Designing of different type of shoes by manual / hand process. Designing of different type of shoes by computer and practising fabrication of different type of shoes (Casual wears, General footwear).

SYLLABUS FOR MODULE (2): SPORTS SHOES MAKING & SPORTS GOODS MAKING

(Duration - six months)

THEORY: Detail information about sports shoes characteristics of different type of leather required for sports shoes. Designing of different type of sports shoes like Cricket shoes, Football shoes, Hockey shoes , Athletics shoes etc. (using CAD).

Detail information about sports goods classification of leather based sports goods such as Football, Hockey Ball, Cricket ball , Volly ball, Basket ball, rugby ball, sports gloves etc. , Soft leather goods, Batting gloves, keeping gloves , Football gloves , Golf equipment kits.

Characteristics of different types of leather goods such as importance of stretchiness, water proofness for football and other leather balls . Leather shape retention and moulding properties of Hockey Cricket and other balls. Run and elasticity of leather required for different sports goods.

Machinery and Equipment required for Cricket balls, Hockey balls, Sport Gloves and other sports goods etc.

Introduction to Tools required for sports goods manufacturing.

ENTREPRENEURSHIP DEVELOPMENT: Concept of need of entrepreneurship in context of prevailing employment conditions of the country. Successful entrepreneurship and training for entrepreneurship development. Ideas of project report preparation. Labour, Industrial & Tax laws (basic knowledge).

MATERIAL MANAGEMENT: Objectives of goods stockcontrol system. ABC analysis of inventory procurement of consumption cycle, purchase procedure etc. Personnel and Financial Management - Objectives and importance of wages and salary administration, classification of wage, payment scheme , component of wage & fixation.

NOTE - Entrepreneurship camp to be organised for two or three days . Lectures to be delivered on entrepreneurship by Industry experts at institute level.

PRACTICAL: Fabrication of different type of sports shoes like Cricket shoes, Football shoes, Hockey shoes , Athletics shoes etc. Design of various sports shoes using CAD.

Exercises in cutting of sports goods like balls for different games, batting gloves, keeping gloves , Inner gloves etc.

SYLLABUS FOR MODULE (3): LEATHER GARMENTS MAKING (Duration - six months)

THEORY:

Overview of Leather Industry & Trade: Overview of garments footwear & leather products both global & Indian. Structure & functioning of Leather Industry. Geographical & regional cultural variations of the industry opportunities. Role of professional.

Leather Studies: General information of raw hides & skin. Types of leather & their finishes. Characteristics of leather - Physical properties & grain structure. Pre tanning. Tanning & Finishing. Tannery Industry. Dimensionality. Physical & visual characteristics. Material manipulation. Identification of leather.

Leather Skills: Introduction to basic tools (hammer, skiver, anvil, awl, adhesive, measuring tape, L - Square). Introduction to sewing needle. Introduction to types of threads. Introduction to basic sewing machine (lock stitch).

Basic Construction Skills: Different types of lines & edges. Cutting Manual (Scissors & knife). Stitching. Different types of lines, angles & edge stitches. Marking. Knowledge and placement of pattern for optimum utilisation of material

Construction Skill II: Types of seam finishes. Press open seam. Superimposed seams. Lap seam. Binding seam. Back seam. Types of Gusset - T Base, Raised base, Insert Gusset. Assembling skills in different shapes & forms - Angle, square, straight, angle, round, mushroom, sharp curve.

Introduction to Accessories & Trims: Lining & Re-enforcement. Fusing. Closures. Velcro, buckles, zips, buttons, buttonholes, rivets, eyelets.

ENTREPRENEURSHIP DEVELOPMENT: Concept of need of entrepreneurship in context of prevailing employment conditions of the country. Successful entrepreneurship and training for entrepreneurship development. Ideas of project report preparation. Labour, Industrial & Tax laws (basic knowledge).

MATERIAL MANAGEMENT: Objectives of goods stock control system. ABC analysis of inventory procurement of consumption cycle, purchase procedure etc. Personnel and Financial Management - Objectives and importance of wages and salary administration, classification of wage, payment scheme, component of wage & fixation.

NOTE - Entrepreneurship camp to be organised for two or three days. Lectures to be delivered on entrepreneurship by Industry experts at institute level.

PRACTICAL: Machine control and practice (with / without needle). Paper exercises for different shapes & sizes. Stitching practice on leather (artificial & natural leather, canvas). Practice of construction of two-dimensional geometrical shapes. Construction of straight lines, curved lines, polygon & surfaces. Developing drawing skills & using instruments & graph sheets. Measurement, dimensions plane & scales. Basic pattern tracing & marking. Construction of hand skiving, Folding. Edge Folding. Hammering. Different types of lines, angles & edge stitches. Marking. Knowledge and placement of pattern for optimum utilisation of material.

Practice in designing of different type of leather garments for men's wear, women wear, children & girls wear. Fabrication of men's wear, women wear, children & girls wear.

SYLLABUS FOR MODULE (4): TRAVEL GOODS / UPHOLSTRY / DOMESTIC ITEMS MAKING

(Duration - six months)

THEORY: Identification of material required for travel goods making. Classification of travel goods. Characteristics of different types of material / leather / non-leather required for different type of leather goods (Bags, Purses, Belts & other cases). Designing of different type of travel goods items. Selection of raw material, grinders and fitting. Costing & estimating of travel goods items.

Identification of material required for upholstery and Domestic items making. Classification of upholstery and Domestic items. Characteristics of different type of leather required for upholstery like rub resistance, stretchiness, elongation, colour fastness, uniformity of shade. Designing of different type of upholstery and domestic items. Selection of raw material required for the same. Costing and estimating of the above items.

ENTREPRENEURSHIP DEVELOPMENT: Concept of need of entrepreneurship in context of prevailing employment conditions of the country. Successful entrepreneurship and training for entrepreneurship development. Ideas of project report preparation. Labour, Industrial & Tax laws (basic knowledge).

MATERIAL MANAGEMENT: Objectives of goods stock control system. ABC analysis of inventory procurement of consumption cycle, purchase procedure etc. Personnel and Financial Management - Objectives and importance of wages and salary administration, classification of wage, payment scheme, component of wage & fixation.

NOTE - Entrepreneurship camp to be organised for two or three days. Lectures to be delivered on entrepreneurship by Industry experts at institute level.

PRACTICAL: Designing of different type of travel goods such as Suit case, Hand bags, Holder, Airbags and other type of bags. Fabrication of different type of Travel goods mentioned as above. Designing of different type of upholstery and domestic items. Fabrication of different type of upholstery and domestic items.

TEACHING SCHEME:

FOR BASIC COURSE ON LEATHER GOODS & FOOTWEAR:

- A. Theoretical Instruction - 10 hrs. / week
- B. Social Studies - 1 hr. / week
- C. Remaining hours (out of total training period) will be utilised to impart Shop Floor Training.

Social Studies:- The syllabus is same as already approved syllabus for other trades.

FOR MODULES (SIX MONTHS EACH):

- A. Theoretical Instruction - 06 hrs. / week
- B. Remaining hours (out of total training period) will be utilised to impart Practical Training.

SPACE NORM FOR CLASS ROOM & WORKSHOP

SPACE REQUIREMENT: Class Room: 1 sqr. mtr / trainee

Computer Lab.: 50 sqr mtr.

Workshop: 10 sqr. mtr / trainee

DRAFT SYLLABUS FOR THE TRADE OF LEATHER GOODS & FOOTWEAR UNDER APPRENTICESHIP TRAINING SCHEME

(Period of Training : 2 Years)

1. The duration of Apprenticeship Training for freshers shall be two years.
2. All freshers recruited for the Apprenticeship Training in the trade shall undergo a Basic Training of one year, the syllabus and list of tools & equipments etc. for which shall be exactly same as that for Craftsman Training Scheme for the trade of Leather Goods & Footwear (Basic Training Course).
3. Those who have successfully completed one year Craftsman Training in the trade of Leather Goods & Footwear at an Institute affiliated to the N.C.V.T. can also be recruited as apprentice in the trade of Leather Goods & Footwear. Such candidates shall be allowed a rebate of one year.

SYLLABUS FOR THE TRADE THEORY

1. **First Year:** Same as that for Basic Training Course for the trade of Leather Goods & Footwear.
2. **Second Year:** Related to the Syllabus for Practical Training.

SYLLABUS FOR THE PRACTICAL TRAINING

1. **First Year:** Same as that for Basic Training in the trade of Leather Goods & Footwear.
2. **Second Year:** During the second year, the apprentice will develop his method of work, Speed, Accuracy and Finish by undergoing Shop Floor training in one of the manufacturer of Leather Goods & Footwear according to the facilities available with the establishments to which he is attached.

The apprentice shall also be given training in repairs and maintenance of various machinery/equipments relevant to the trade, if facility exists in the establishment.