

**SCHEME OF EXAMINATIONS
&
QUESTION DESIGN**
For
Vocational Education
H.S.L.C. EXAMINATION

w.e.f.
2022



MIZORAM BOARD OF SCHOOL EDUCATION
AIZAWL : 796 012

MIZORAM BOARD OF SCHOOL EDUCATION
AIZAWL – 796 012

Dated Aizawl, the 20th April, 2021

NOTIFICATION

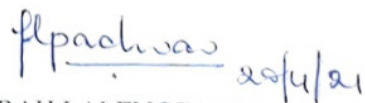
No. J. 11019/1/2018-MBSE(Acad)/40 : It is notified for the information of all concerned that the High School Leaving Certificate Examination, 2022 and onwards, shall be conducted by the Mizoram Board of School Education in accordance with the enclosed Scheme of Examinations and Question Designs for Vocational Education as enclosed until further order(s).

The Scheme of Examinations and Question Designs are also available on the Board's official website www.mbse.edu.in.

Sd/- LALTHANGBIKA
Secretary
Mizoram Board of School Education

Memo No. J.11019/1/2018-MBSE(Acad)/40 : Dated Aizawl, the 20th April, 2021
Copy to :

1. The Special Secretary to Govt. of Mizoram, School Education Department and Controlling Authority of the MBSE, Aizawl.
2. The Director, School Education Department, Govt. of Mizoram, Aizawl.
3. The Principal, Institute of Advanced Study in Education, Aizawl.
4. The Controller of Examinations, MBSE.
5. Regional Officer, MBSE Regional Office, Lunglei.
6. All District Education Officers, Govt. of Mizoram, for information, with a request to inform all Headmasters/Headmistress of Secondary Schools under their jurisdiction, the availability of the scheme in the Board.
7. System Administrator MBSE, for uploading in the official website.
8. All others concerned.
9. Guard File I.


(SARAH LALENGZAMI PACHUAU)
Director (Academic)
Mizoram Board of School Education

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QUESTION DESIGN

Subject	: IT & ITES	Max. Marks	: 30
Class	: IX (Level 3)	Time	: 1 hour
Job role	: Domestic Data Entry Operator	No. of Paper	: 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories; define or recite, information.	10	33%
1.2	Comprehension (Comprehension – to be familiar with meaning and to understand conceptually interpret, compare, contrast, explain, paraphrase, or interpret information)	11	37%
1.3	Expression – (Use abstract information in concrete situation, to apply knowledge to new situations: Use given content to interpret a situation, provide an example, or solve a problem)	05	16%
1.4	Higher Order Thinking Skills (HOTS) – (Analysis & Synthesis – Classify, compare contrast, or differentiate between different pieces of information, organise and/or integrate unique pieces of information from a variety of sources)	02	07%
1.5	Evaluation – (Appraise, judge, and/or justify the value or worth of a decision or to predict outcome based values)	02	07%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Marks</i>
1. Word processing	11
2. Spreadsheet Application	11
3. Presentation	8

3. Weightage to Form of Questions :

<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
Very Short Answer	1	3	3	10%
Short Answer	2	6	12	40%
Long Answer	3	5	15	50%
Total		14	30	100 %

4. Scheme of Options :

There shall be no overall option in the question paper in the form of ‘ Answer any ten question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100 %

6. Scheme of Section:

The question paper in the IT & ITES shall not be divided into section.

7. Sample Blue Print :

Form of Question & Topic	Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
Word Processing	1(1)		3(1)		2(1)	3(1)					2(1)					11(5)
Spred Sheet Application				1(1)		3(1)		2(1)	3(1)					2(1)		11(5)
Presentation	1(1)	2(1)	3(1)		2(1)											8(4)
Sub - Total	2(2)	2(1)	6(2)	1(1)	4(2)	6(2)		2(1)	3(1)		2(1)			2(1)		30(14)
Total	10(5)			11(5)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	: IT & ITES	Max. Marks	: 30
Class	: X (Level 3)	Time	: 1 hour
Job role	: Domestic Data Entry Operator	No. of Paper	: 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories; define or recite, information.	10	33%
1.2	Comprehension (Comprehension – to be familiar with meaning and to understand conceptually interpret, compare, contrast, explain, paraphrase, or interpret information)	11	37%
1.3	Expression – (Use abstract information in concrete situation, to apply knowledge to new situations: Use given content to interpret a situation, provide an example, or solve a problem)	05	16%
1.4	Higher Order Thinking Skills (HOTS) – (Analysis & Synthesis – Classify, compare contrast, or differentiate between different pieces of information, organise and/or integrate unique pieces of information from a variety of sources)	02	07%
1.5	Evaluation – (Appraise, judge, and/or justify the value or worth of a decision or to predict outcome based values)	02	07%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Marks</i>
1. Word processing	08
2. Spreadsheet Application	11
3. Presentation	11

3. Weightage to Form of Questions :

<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
Very Short Answer	1	3	3	10%
Short Answer	2	6	12	40%
Long Answer	3	5	15	50%
Total		14	30	100%

4. Scheme of Options :

There shall be no overall option in the question paper in the form of 'Answer any ten question' or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section:

The question paper in the IT & ITES shall not be divided into section.

7. Sample Blue Print :

Form of Question & Topic	Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
Word Processing	1(1)	2(1)	3(1)		2(1)											8(4)
Spread Sheet Application				1(1)		3(1)		2(1)	3(1)					2(1)		11(5)
Presentation	1(1)		3(1)		2(1)	3(1)					2(1)					11(5)
Sub - Total	2(2)	2(1)	6(2)	1(1)	4(2)	6(0)		2(1)	3(1)		2(1)			2(1)		30(14)
Total	10(5)			11(5)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject/Sector : Automotive **Max. Marks** : 30
Class : IX (Level 3) **Time** : 1 hour
Job role : Auto Service Technician Level 3 **No. of Paper** : 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories, identify, define or recite information, etc.	10	33%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information, etc.	11	37%
1.3	Application : Use abstract information in concrete situation, to apply knowledge to new situation, use given content to interpret a situations, private an example, or solve a problem, etc.	05	16%
1.4	Higher Order Thinking Skills (HOTS) : Analysis & synthesis – classify, compare, contrast, differentiate between deferent pieces of information, organize and/or integrate unique pieces of information from a variety of sources.	02	07%
1.5	Evaluation : Appraise, judge and/or justify the value or worth of a decision or outcome, or to predict outcomes based on values.	02	07%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Sl/no</i>	<i>Unit</i>	<i>Marks</i>
2.1	1. History and Evolution of Automobiles	5
2.2	2. Various types of Automobiles	
2.3	3. Major Systems & Components of an Automobile	8
2.4	4. Road safety	5
2.5	5. Automobiles and our Environment	3
2.6	6. Introduction to Vehicle Maintenance and Servicing	6
2.7	7. Innovations & Developments in Automobiles	3
Total		30

3. Weightage to Forms of Questions :

<i>Sl/no.</i>	<i>Forms of Questions</i>	<i>Marks for each question</i>	<i>No. of Question</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Very Short Answer(VSA)	1	3	03	10%
3.2	Short Answer (SA)	2	6	12	40%
3.3	Long Answer (LA)	3	5	15	50%
TOTAL			14	30	100%

4. Scheme of Option :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level:

<i>Sl/no.</i>	<i>Level</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Automotive sector shall not be divided into sections.

7. Sample Blue Print :

Forms of Question/Topic	Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
1. History and Evolution of Automobiles	2(2)					3(1)										5(3)
2. Various types of Automobiles																
3. Major Systems and Components of an Automobile			3(1)					2(1)								8(3)
4. Road safety										3(1)	2(1)					5(2)
5. Automobiles and our Environment	1(1)													2(1)		3(2)
6. Introduction to Vehicle Maintenance and Servicing		4(2)			2(1)											6(3)
7. Innovations and Developments in Automobiles																3(1)
Sub - Total	3(3)	4(2)	3(1)		2(1)	9(3)		2(1)	3(1)		2(1)			2(1)		30(14)
Total	10(6)			11(4)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject/Sector : **Automotive** **Max. Marks** : **30**
Class : **X (Level 3)** **Time** : **1 hour**
Job role : **Auto Service Technician Level 3** **No. of Paper** : **1(one)**

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories, identify, define or recite information, etc.	10	33%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information, etc.	11	37%
1.3	Application : Use abstract information in concrete situation, to apply knowledge to new situation, use given content to interpret a situations, private an example, or solve a problem, etc.	05	16%
1.4	Higher Order Thinking Skills (HOTS) : Analysis & synthesis – classify, compare, contrast, or differentiate between deferent pieces of information, organize and/or integrate unique pieces of information from a variety of sources.	02	07%
1.5	Evaluation : Appraise, judge and/or justify the value or worth of a decision or outcome, or to predict outcomes based on values.	02	07%
TOTAL		30	100%

2. Weightage to Contents Area :

<i>Sl/no</i>	<i>Unit</i>	<i>Marks</i>
2.1	1. Automobile and its components	08
2.2	2. Automobile Service Tools	06
2.3	3. Vehicle Servicing	08
2.4	4. Customer sales care	04
2.5	5. Innovation and Development	04
Total		30

3. Weightage to Forms of Questions :

<i>Sl/no.</i>	<i>Forms of Questions</i>	<i>Marks for each question</i>	<i>No. of Question</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Very Short Answer(VSA)	1	3	03	10%
3.2	Short Answer (SA)	2	6	12	40%
3.3	Long Answer(LA)	3	5	15	50%
TOTAL			14	30	100%

4. Scheme of Options :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level:

<i>Sl/no.</i>	<i>Level</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Automotive sector shall not be divided into sections.

7. Sample Blue Print :

Forms of Question/Topic	Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
1. Automobile and its components		2(1)	3(1)			3(1)										8(3)
2. Automobile Service Tools	1(1)					3(1)		2(1)								6(3)
3. Vehicle Servicing	1(1)		3(1)		2(1)						2(1)					8(4)
4. Customer sales care				1(1)					3(1)							4(2)
5. Innovation and Development					2(1)								2(1)			4(2)
Sub - Total	2(2)	2(1)	6(2)	1(1)	4(2)	6(2)		2(1)	3(1)		2(1)		2(1)			30(14)
Total	10(5)			11(5)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	:	Apparel Made-ups & Home Furnishing	Max. Marks	:	30
Class	:	IX	Time	:	1 hour
Job role	:	Hand Embroiderer	No. of Paper	:	1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Remembering – Knowledge based simple recall questions, to know specific facts, terms, concept, principle or theories, identify, define list, name, state (etc.)	06	20%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information	12	40%
1.3	Application : Use abstract information in concrete situation, function and end product	04	13.33%
1.4	Higher Order Thinking Skills (HOTS) : Analysis & synthesis – classify, compare, contrast, examine, formulate, create etc.	04	13.33%
1.5	Evaluation : Judge and/or justify the value or outcomes or to predict the output based on values.	04	13.33%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Sl/no.</i>	<i>Unit</i>	<i>Marks</i>
2.1	Unit 1. Basics of Hand Embroidery	06
2.2	Unit 2. Material and Basic stitches for Hand Embroidery	09
2.3	Unit 3. Embroidery defects and finishing	05
2.4	Unit 4. Organizational Rules	05
2.5	Unit 5. Hazards safety measures, Meaning and maintenance at workplace.	05
Total		30

3. Weightage to Forms of Questions :

<i>Sl/no.</i>	<i>Forms of Questions</i>	<i>Marks for each question</i>	<i>No. of Question</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Objective	1	5	05	17%
3.2	Very Short Answer	1	5	05	17%
3.3	Short Answer	2	6	12	40%
3.4	Long Answer	4	2	08	26%
TOTAL			18	30	100%

4. Scheme of Options :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and at the same difficulty level.

5. Weightage to Difficulty Level:

<i>Sl/no.</i>	<i>Level</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Apparel made-ups and Home Furnishing shall not be divided into sections.

7. Sample Blue Print :

Form of Question/ Topic	Knowledge				Understanding				Application				HOTS				Evaluation				TOTAL
	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	
Unit I	1(1)					1(1)										2(1)				2(1)	6(4)
Unit II	1(1)	1(1)			1(1)			4(1)			2(1)										9(5)
Unit III	1(1)		2(1)													2(1)					5(3)
Unit IV						1(1)		4(1)													5(2)
Unit V						1(1)			1(1)	1(1)									2(1)		5(4)
Sub – Total	3(3)	1(1)	2(1)		1(1)	3(3)		8(2)	1(1)	1(1)	2(1)					4(2)			4(2)		30(18)
Total	6(5)				12(6)				4(3)				4(2)				4(2)				

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	:	Apparel Made-ups & Home Furnishing	Max. Marks	:	30
Class	:	X	Time	:	1 hour
Job role	:	Hand Embroiderer	No. of Paper	:	1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Remembering – Knowledge based simple recall questions, to know specific facts, terms, concept, principle or theories, identify, define list, name, state (etc.)	06	20%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information	12	40%
1.3	Application : Use abstract information in concrete situation, function and end product	06	20%
1.4	Higher Order Thinking Skills (HOTS) : Analysis & synthesis – classify, compare, contrast, examine, formulate, create etc.	03	10%
1.5	Evaluation : Judge and/or justify the value or outcomes or to predict the output based on values.	03	10%

2. Weightage to Content Area :

<i>Sl/no.</i>	<i>Unit</i>	<i>Marks</i>
2.1	Unit 1. Elements and Principles of Design	08
2.2	Unit 2. Advanced Hand Embroidery Stitches	06
2.3	Unit 3. Traditional Indian Embroidery	08
2.4	Unit 4. Application of Embroideries	04
2.5	Unit 5. Finishing of Embroidery garments	04
Total		30

3. Weightage to Forms of Questions :

<i>Sl/no.</i>	<i>Forms of Questions</i>	<i>Marks for each question</i>	<i>No. of Question</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Objective	1	5	05	17%
3.2	Very Short Answer	1	5	05	17%
3.3	Short Answer	2	6	12	40%
3.4	Long Answer	4	2	08	26%
TOTAL			18	30	100%

4. Scheme of Option :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and at the same difficulty level.

5. Weightage to Difficulty Level:

<i>Sl/no.</i>	<i>Level</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Apparel made-ups and Home Furnishing shall not be divided into sections.

7. Sample Blue Print :

Form of Question/ Topic	Knowledge				Understanding				Application				HOTS				Evaluation				TOTAL
	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	Obj (1)	VSA (1)	SA (2)	LA (4)	
Unit I								4(1)							2(1)				2(1)		8(3)
Unit II	2(2)	1(1)					2(1)											1(1)			6(5)
Unit III			2(1)					4(1)	1(1)					1(1)							8(4)
Unit IV					1(1)					1(1)	2(1)										4(3)
Unit V	1(1)					1(1)					2(1)										4(3)
Sub - Total	3(3)	1(1)	2(1)		1(1)	1(1)	2(1)	8(2)	1(1)	1(1)	4(2)		1(1)	1(1)	2(1)			1(1)	2(1)		30(18)
Total	6(5)				12(5)				6(4)				3(2)				3(2)				

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	: Agriculture	Max. Marks	: 30
Class	: IX (Level – 3)	Time	: 1 hour
Job role	: Solanaceous Crop Cultivation	No. of Paper	: 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Remembering – Knowledge based simple recall questions, to know specific facts, terms, concept, principle or theories, identify, define or recite, information	10	33%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information	11	37%
1.3	Application : Use abstract information in concrete situation, function in concrete situation, to apply knowledge to new situation: Use given content to interpret a situation, provide an example or solve a problem	05	17%
1.4	Higher Order Thinking Skills (HOTS) : Analytic & synthesis – classify, compare, contrast or differentiate between different pieces of information, organize and/or integrate unique pieces of information from a variety of sources	02	6.5%
1.5	Evaluation : Appraise, judge, and/or justify the value or worth of a decision or outcome or to predict outcomes based on values.	02	6.5%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Unit</i>	<i>Marks</i>
1	Introduction to Horticulture	12
2	Seed selection and Seeding production	09
3	Field Preparation and Transplanting in Solanaceous crops	02
4	Nutrient management in vegetable crops	04
5	Occupational Health, Hygiene and First aid Practices	03
Total		30

3. Weightage to Form of Questions :

<i>Sl/no.</i>	<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Very Short Answer	1	3	03	10%
3.2	Short Answer	2	6	12	40%
3.3	Long Answer	3	5	15	50%
TOTAL			14	30	100%

4. Scheme of Option :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and at the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Agriculture – Solanaceous crop cultivation (Theory) shall not be divided into sections.

7. Sample Blue Print :

Form of Question & Topic		Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
		VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
I	Introduction to Horticulture	2(2)		6(2)		2(1)								2(1)			12(6)
II	Seed Selection and Seeding production				1(1)		6(2)					2(1)					9(4)
III	Field preparation and Transplanting in SC					2(1)											2(1)
IV	Nutrient management in vegetables crops		2(1)						2(1)								4(2)
V	Occupation Health, Hygiene and First Aid Practices									3(1)							3(1)
Sub - Total		2(2)	2(1)	6(2)	1(1)	4(2)	6(2)		2(1)	3(1)		2(1)			2(1)		30(14)
Total		10(5)			11(5)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	: Agriculture	Max. Marks	: 30
Class	: X (Level – 3)	Time	: 1 hour
Job role	: Solanaceous Crop Cultivation	No. of Paper	: 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	Knowledge : Remembering – Knowledge based simple recall questions, to know specific facts, terms, concept, principle or theories, identify, define or recite, information	10	33%
1.2	Understanding : Comprehension - to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information	11	37%
1.3	Application : Use abstract information in concrete situation, function in concrete situation, to apply knowledge to new situation: Use given content to interpret a situation, provide an example or solve a problem	05	17%
1.4	Higher Order Thinking Skills (HOTS) : Analytic & synthesis – classify, compare, contrast or differentiate between different pieces of information, organize and/or integrate unique pieces of information from a variety of sources	02	6.5%
1.5	Evaluation : Appraise, judge, and/or justify the value or worth of a decision or outcome or to predict outcomes based on values.	02	6.5%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Unit</i>	<i>Marks</i>
1	Irrigation management in vegetable crops	12
2	Weeds control and management in vegetable crops	08
3	Integrated pest and disease management in vegetable crops	02
4	Harvest and post harvest management in Solanaceous crop	07
5	Basic Farm Management	01
Total		30

3. Weightage to Form of Questions :

<i>Sl/no.</i>	<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
3.1	Very Short Answer	1	3	03	10%
3.2	Short Answer	2	6	12	40%
3.3	Long Answer	3	5	15	50%
TOTAL			14	30	100%

4. Scheme of Option :

There shall be no overall option in the question paper in the form of ‘Answer any five question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and at the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100%

6. Scheme of Section :

The question paper in Agriculture – Solanaceous crop cultivation (Theory) shall not be divided into sections.

7. Sample Blue Print :

	Form of Question & Topic	Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
		VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
I	Irrigation management in vegetable crops	2(2)		6(2)		2(1)					2(1)						12(6)
II	Weed control and management in Vegetable crop						6(2)		2(1)								8(3)
III	Intrgrated pest and disease management in Vegetabel Crop					2(1)											2(1)
IV	Harvest and post harvest management in Solanaceous Crop		2(1)							3(1)					2(1)		7(3)
V	basic Farm Mangement				1(1)												1(1)
	Sub - Total	2(2)	2(1)	6(2)	1(1)	4(2)	6(2)		2(1)	3(1)		2(1)			2(1)		30(14)
	Total	10(5)			11(5)			5(2)			2(1)			2(1)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	: Beauty and Wellness	Max. Marks	: 30
Class	: IX	Time	: 1 hour
Job role	: Assistant Beauty Therapist	No. of Paper	: 1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	<u>Knowledge</u> : (Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories, identify, define or recite information)	09	30%
1.2	<u>Understanding</u> : (Comprehension – to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information)	09	30%
1.3	<u>Application</u> : (Use abstract information in concrete situation, to apply knowledge to new situations: Use given content to interpret a situation, provide an example, or solve a problem)	06	20%
1.4	<u>Higher Order Thinking Skills (HOTS)</u> : (Analysis & Synthesis – Classify, compare contrast, or differentiate between different pieces of information, organise and/or integrate unique pieces of information from a variety of sources)	03	10%
1.5	<u>Evaluation</u> : (Appraise, judge, and/or justify the value or worth of a decision or outcome, or to predict outcomes based values)	03	10%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Marks</i>
2.1. Introduction to Beauty and Wellness Industry and Beauty Therapy	10
2.2. Manicure, Pedicure and Mehendi Services	10
2.3. Hair care	10
Total	30

3. Weightage to Form of Questions :

<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
Very Short Answer	1	6	6	20%
Short Answer	2	6	12	40%
Long Answer	3	4	12	40%
Total		16	30	100 %

4. Scheme of Options :

There shall be no overall option in the question paper in the form of ‘ Answer any ten question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100 %

6. Sample Blue Print :

Form of Question & Topic		Knowledge			Understanding			Application			HOTS			Evaluation			TOTAL
		VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	VSA (1)	SA (2)	LA (3)	
I	Introduction to Beauty & Wellness Industry and Beauty Therapy		2(1)	3(1)	1(1)		3(1)	1(1)									10(5)
II	Manicure, Pedicure & Mehendi Services	1(1)					3(1)		2(1)		1(1)			1(1)	2(1)		10(6)
III	Hair care			3(1)		2(1)		1(1)	2(1)			2(1)					10(5)
Sub - Total		1(1)	2(1)	6(2)	1(1)	2(1)	6(2)	2(2)	4(2)		1(1)	2(1)		1(1)	2(1)		30(16)
Total		9(4)			9(4)			6(4)			3(2)			3(2)			

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.

QUESTION DESIGN

Subject	:	Beauty and Wellness	Max. Marks	:	30
Class	:	X	Time	:	1 hour
Job role	:	Assistant Beauty Therapist	No. of Paper	:	1(one)

1. Weightage to Objectives of Learning :

<i>Sl/no.</i>	<i>Learning Objectives</i>	<i>Marks</i>	<i>Percentage</i>
1.1	<u>Knowledge:</u> (Knowledge based simple recall questions, to know specific facts, terms, concepts, principles or theories, identify, define or recite information)	09	30%
1.2	<u>Understanding</u> : (Comprehension – to be familiar with meaning and to understand conceptually, interpret, compare, contrast, explain, paraphrase, or interpret information)	09	30%
1.3	<u>Application</u> : (Use abstract information in concrete situation, to apply knowledge to new situations: Use given content to interpret a situation, provide an example, or solve a problem)	06	20%
1.4	<u>Higher Order Thinking Skills (HOTS)</u> : (Analysis & Synthesis – Classify, compare contrast, or differentiate between different pieces of information, organise and/or integrate unique pieces of information from a variety of sources)	03	10%
1.5	<u>Evaluation</u> : (Appraise, judge, and/or justify the value or worth of a decision or outcome, or to predict outcomes based values)	03	10%
TOTAL		30	100%

2. Weightage to Content Area :

<i>Unit</i>	<i>Marks</i>
2.1. Basic Skin care services	10
2.2. Basic Depilation services	10
2.3. Simple Make up services	6
2.4. Create a positive impression at the workplace	4
Total	30

3. Weightage to Form of Questions :

<i>Form of Questions</i>	<i>Marks for each question</i>	<i>No. of Questions</i>	<i>Total Marks</i>	<i>Percentage</i>
Very Short Answer	1	6	6	20%
Short Answer	2	6	12	40%
Long Answer	3	4	12	40%
Total		16	30	100 %

4. Scheme of Options :

There shall be no overall option in the question paper in the form of ‘ Answer any ten question’ or so. However, internal choice on a very selective basis may be given. If the choices are given, the alternate questions shall be based on the same objective and the same unit. It shall also have the same mark allotment and be of the same difficulty level.

5. Weightage to Difficulty Level of Questions :

<i>Sl/no.</i>	<i>Level of Question</i>	<i>Percentage</i>
5.1	Easy	30%
5.2	Average	50%
5.3	Difficult	20%
TOTAL		100 %

6. Sample Blue Print :

Form of Question & Topic	Knowledge			Understanding			Application			IIOTS			Evaluation			TOTAL
	VSA (1)	SA (2)	I.A (3)	VSA (1)	SA (2)	I.A (3)	VSA (1)	SA (2)	I.A (3)	VSA (1)	SA (2)	I.A (3)	VSA (1)	SA (2)	I.A (3)	
I Basic Skin care services			3(1)	1(1)	2(1)			2(1)						2(1)		10(5)
II Basic Depilation services	1(1)	2(1)				3(1)	1(1)				2(1)		1(1)			10(6)
III Simple Make up services			3(1)					2(1)		1(1)						6(3)
IV Create a positive impression at the workplace						3(1)	1(1)									4(2)
Sub - Total	1(1)	2(1)	6(2)	1(1)	2(1)	6(2)	2(2)	4(2)		1(1)	2(1)		1(1)	2(1)		30(16)
Total		9(4)			9(4)			6(4)			3(2)			3(2)		

Note : 1) The figure in the bracket denotes the number of questions.

2) This is only a sample Blue Print. The question setter may develop his/her own Blue print as per the question design.