

**Academic Year (2025-26)**  
**Subject -**  
**Digital Design and Development**  
**Class - XI**  
**Syllabus**  
**Digital Development**  
(VOCATIONAL STREAM)



**PUNJAB SCHOOL EDUCATION BOARD**

# Content:

Unit	Unit Name	Session Name	Competencies Covered	Hours
Unit 1	Hello World	Introduction to Mobile & Web Environments	9.1	30
		Use cases of website & apps	9.2	
		Getting started with 9.1no-code tools	9.1	
Unit 2	My First No-Code Website	Design to Development Process	1.3	30
		My First Blog Website	9.2	
Unit 3	Website Customisation	Test of a Website	12.1	30
		Analytics of Test Results	9.2	
		Website Customisation	12.4	
Unit 4	Getting Started with App Development	App Development Overview	9.1	30
		My First No-Code App	9.2	
		Testing and Iteration of No-Code Apps	11.1, 11.2	
Unit 5	Launching the Product	Understanding Domain and Web-hosting	13.1	30
		Publishing Websites	13.1	
		Managing App Hosting	13.2	

# Curricular Goals and Competencies:

The curricular goals and competencies for digital development are as follows:

## **1. Curricular Goal 9: Understands potentials of no code platforms for mobile and web environments.**

**Competency 9.1:** Develops an understanding of potentials of contemporary and prevalent no code platforms.

**Competency 9.2:** Demonstrates use of no code platforms to develop mobile apps and websites as per the design requirements.

## **2. Curricular Goal 10: Develops understanding of low code platforms and their computing languages**

**Competency 10.1:** Becomes aware of limitations of low code and need for low code platforms.

**Competency 10.2:** Selects appropriate low code platforms for specific design requirements.

## **3. Curricular Goal 11: Develops knowledge and skills for functional testing of mobile and web applications.**

**Competency 11.1:** Creates testing pipelines and implements them.

**Competency 11.2:** Documents and presents the test results.

## **4. Curricular Goal 12: Applies knowledge to convert design into development skeleton.**

**Competency 12.1:** Understands UI design to develop a skeleton.

**Competency 12.2:** Describes UI components and features of app and websites.

**Competency 12.3:** Implements visual programming.

**Competency 12.4:** Develops ability to style and customise pre-developed components to achieve desired outcomes.

## **5. Curricular Goal 13: Demonstrates ability to launch websites.**

**Competency 13.1:** Develops knowledge of launching a website.

**Competency 13.2:** Demonstrates ability to publish a mobile app.

## **6. Curricular Goal 14: Demonstrates teamwork and presentation skills.**

**Competency 14.1:** Demonstrates empathetic communication skills at visual and verbal levels.

**Competency 14.2:** Develops the attitude and skills of collaboration and teamwork.