

Format for syllabus development of Skill development course

Title of course-	Indian Tribal & Folk Art
Nodal Department of HEI to run course	Department of Drawing & Painting
Broad Area/Sector-	Indian Folk Art
Sub Sector-	Decorative art
Nature of course - Independent / Progressive	Progressive
Name of suggestive Sector Skill Council	
Aliened NSQF level	
Expected fees of the course –Free/Paid	Free
Stipend to student expected from industry	
Number of Seats-.....	20 (Maximum)
Course Code-.....	Credits- 03 (1 Theory, 2 Practical)
Max Marks...100..... Minimum Marks.....	Theory – 40%, Practical - 60%
Name of proposed skill Partner (Please specify, Name of industry, company etc for Practical /training/ internship/OJT	KMGGPGC, Badalpur
Job prospects-Expected Fields of Occupation where student will be able to get job after completing this course in (Please specify name/type of industry, company etc.)	Freelance Artist, Textile Industry

Syllabus

Unit	Topics	General/ Skill component	Theory/ Practical/ OJT/ Internship/ Training	No of theory hours (Total-15 Hours=1 credit)	No of skill Hours (Total-60 Hours=2 credits)
I	<ol style="list-style-type: none"> 1. Tribal Art (Meaning and definition) 2. Folk Art (Meaning and definition) 	General & Skill	Theory and Practical	2 hours	01 hour
II	Warli Painting <ul style="list-style-type: none"> • Introductio • Characteristics • Relevance in Present scenario 	General & Skill	Theory and Practical	2 hours	11 hours
III	Madhubani Painting <ul style="list-style-type: none"> • Origin & History • Characteristics • Subject matter • Madhubani artists • Madhubani Painting in present time 	General & Skill	Theory and Practical	4 hours	12 hours
IV	Kalamkari <ul style="list-style-type: none"> • History • Characteristics 	General & Skill	Theory and Practical	3 hours	12 hours

	<ul style="list-style-type: none"> • Technique • Kalamkari in present time 				
V	<p>Rangoli</p> <ul style="list-style-type: none"> • Origin & Introduction • Medium & motifs • Technique • Changing form with time 	General & Skill	Theory and Practical	2 hours	12 hours
VI	<p>Alpana</p> <ul style="list-style-type: none"> • Introduction • Material & motifs • Technique 	General & Skill	Theory and Practical	2 hours	12 hours

Suggested Readings:

1. Indian Folk and Tribal Painting - Gupta, C.S. 2008.
2. Indian Folk and Tribal Art – Anup Kumar
3. Indian Folk and Tribal Paintings - Charu Smita Gupta
4. Indian Folk Art Painting - Kumuda Krovvidi & Shivali Mathur
5. Folk Arts & Crafts - Jasleen Dhamija
6. Indian Folk Art ABC - Desai, Manu Manu
7. Warli (Traditional Folk Art from India) - k. Prakash, Pradoosh k. Raman
8. Unknown Masterpieces of Indian Folk and Tribal Art - Subhasini Aryan, B. N. Aryan

Suggested Digital platforms/ web links for reading-

- <https://www.youtube.com/watch?v=E-1LEGutSVg>
<https://www.youtube.com/watch?v=mLQifUv5nfg>
<https://www.youtube.com/watch?v=cjAbBkKGA00>

Suggested OJT/ Internship/ Training/ Skill partner

Suggested Continuous Evaluation Methods: Descriptive paper & practical exams

Course Pre-requisites:

- No pre-requisite required, open to all
- To study this course, a student must have the subject ...Drawing & Painting..... in class/12th/ certificate/diploma
- If progressive, to study this course a student must have passed previous courses of this series.

Suggested equivalent online courses:

Any remarks/ suggestions:

Notes:

- Number of units in Theory/Practical may vary as per need
- Total credits/semester-3 (it can be more credits, but students will get only 3credit/ semester or 6credits/ year)
- Credits for Theory =01 (Teaching Hours = 15)
- Credits for Internship/OJT/Training/Practical = 02 (Training Hours = 60)