



# **NATIONAL SKILLS QUALIFICATION**

## **LEVEL 3**

### **TITLE:**

*(BACK-END WEB DEVELOPMENT)*

**YEAR: 2024**

# **NATIONAL SKILLS QUALIFICATION**

## **NSQ LEVEL 3 - (*Back-End Web Development*)**

### **GENERAL INFORMATION**

#### **QUALIFICATION PURPOSE**

This Qualification is designed to equip the learner with knowledge and skills of server-side development of a web application focusing on behind-the-scenes logic, database integration and API connectivity.

#### **QUALIFICATION OBJECTIVES**

The learner should be able to: -

- i. Know fundamentals of programming with PHP or C#
- ii. Know Variable and Data types
- iii. Understand Control Structure
- iv. Know User-defined and Built-in-Functions
- v. Handle Form Data
- vi. Understand Database in PHP or C#
- vii. Know the concept of Object- Oriented Programming
- viii. Understand Information Technology Ethic

### Mandatory Units

Unit No	Reference Number	NOS Title	Credit Value	Guided Learning Hours	Remark
1	ICT/BED/001/L3	Occupational Health and Safety	2	20	Level 3
2	ICT/BED/002/L3	Communication and Interpersonal Skills	2	20	Level 3
3	ICT/BED/003/L3	Team Work	2	20	Level 3
4	ICT/BED/004/L3	Programming fundamentals with PHP, C#	3	30	Level 3
5	ICT/BED/005/L3	Variable and Data Types	3	30	Level 3
6	ICT/BED/006/L3	Control Structure	3	30	Level 3
7	ICT/BED/007/L3	User-defined and built-in Functions	3	30	Level 3
8	ICT/BED/008/L3	Handling Form Data	3	30	Level 3
9	ICT/BED/009/L3	Database in PHP or C#	4	40	Level 3
10	ICT/BED/010/L3	Concept of Object-Oriented Programming	3	30	Level 3
11	ICT/BED/011/L3	Information Technology Ethics	1	10	Level 3
			29	290	

# NATIONAL SKILLS QUALIFICATION

## LEVEL 3: *(BACK-END WEB DEVELOPMENT)*

### **Unit 01: OCCUPATIONAL HEALTH AND SAFETY**

**Unit Reference Number: ICT/BED/001/L3**

**NSQ Level: 3**

**Credit Value: 2**

**Guided Learning Hours: 20**

**Unit Purpose:** *This unit specifies the competencies required to demonstrate understanding of safe work practices, it involves learning about workplace safety correct use of signs and symbols, Identifying and reducing risks of hazards in the work environment*

#### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Reflect Journal (RJ)

## UNIT 01: OCCUPATIONAL HEALTH AND SAFETY

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type					Evidence Ref. Page No.			
The learner will:		The learner can:									
LO 1: Demonstrate Safe working Practices and Instructions	1.1	Explain safe work practice and instructions in an ICT environment									
	1.2	Carry out safe work practices and instructions in an ICT environment									
	1.3	Work in accordance with health and safety best practices in an ICT environment									
	1.4	Follow all necessary instructions related to safety in the work place									
LO 2: Demonstrate Understanding of Safety Hazards and risks	2.1	Identify work environment hazards in an ICT environment									
	2.2	State various methods to reduce the risk of identified hazards in an ICT environment									
	2.3	Demonstrate use of safety equipment applicable to ICT environment.									
LO 3: Possess the ability to take appropriate actions during accident/injury	3.1	State how to maintain hygienic, safe and secure workplace.									
	3.2	Demonstrate the uses of safety equipment in an ICT environment as required.									
	3.3	Identify basic first aid equipment									
	3.4	Illustrate basic first aid treatments									
LO 4: Demonstrate safe work habit and clean work environment	4.1	Use safe access and exit routes in the work environment									
	4.2	Dispose all wastes appropriately to designated waste facilities									

## **Unit 02: COMMUNICATION AND INTERPERSONAL SKILLS**

**Unit Reference Number: ICT/BED/002/L3**

**NSQ Level: 3**

**Credit Value: 2**

**Guided Learning Hours: 20**

**Unit Purpose:** *This unit specifies the competencies required to demonstrate good communication and interpersonal skills. It involves the ability to read and understand documented instructions and the ability to know how to communicate respectfully when in a bad mood or under pressure.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Reflect Journal (RJ)

## UNIT 02: COMMUNICATION AND INTERPERSONAL SKILL

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
LO 1: Know of the importance of good communication	1.1	State reasons why good communication is important								
	1.2	List ways to communicate effectively								
	1.3	Exhibit patience and a mild demeanor while communicating with colleagues, managers and clients								
	1.4	Demonstrate how to speak in a respectful manner								
	1.5	Use respectful body language even when in a bad mood or while under pressure								
LO 2: Demonstrate ability to follow documented instructions	2.1	Read and accurately follow steps in a web framework/plugins installation manual								
	2.2	Find specific Class definitions and Method descriptions in the programming language reference document.								
	2.3	Find feature descriptions in the plugin framework documentation, while using a plugins/framework,								

## UNIT 03: TEAMWORK

**Unit Reference Number: ICT/BED/003/L3**

**NSQ Level: 3**

**Credit Value: 2**

**Guided Learning Hours: 20**

**Unit Purpose:**

*This unit is aims to equip the learner with necessary skills, knowledge and understanding required to develop team spirit and positive working relationship with colleagues.*

Unit Assessment requirement

Assessment of this unit must be at a real practical work environment; simulation is not allowed unless where indicated.

Unit assessment requirements/evidence requirements

- Observation
- Work Product
- Professional Discussion
- Question and Answer



## Unit 03: Teamwork

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA The learner can:	Evidence Type				Evidence Ref. Page No.			
The learner will:										
LO 1 Positive working relationship with colleagues	1.1	Identify the need for developing positive working relationship with colleagues								
	1.2	Recognize the importance of relating with other people in a way that makes them feel valued and respected								
	1.3	Assist team members when required.								
	1.4	Report to the appropriate personnel when request for assistance fall outside area of responsibility.								
	1.5	Communicate information to colleagues about individual work that may affect team work.								
LO 2 Take responsibility within the team	2.1	Recognize own role and responsibilities within a team								
	2.2	Perform individual tasks in line with the team's rules and regulations.								
	2.3	Participate effectively in teamwork.								
LO.3 Compliance with policy of organization	3.1	Explain organizational code of conduct								
	3.2	Work in line with organizational standard								
	3.3	Use organizational code of practice								
	3.4	Adhere strictly to instructions given by the Management								

## **Unit 04: INFORMATION TECHNOLOGY ETHICS**

**Unit Reference Number: ICT/BED/004/L3**

**NSQ Level: 3**

**Credit Value: 1**

**Guided Learning Hours: 10**

**Unit Purpose:** *This unit provide learners with knowledge of Information Technology Ethics.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 04: INFORMATION TECHNOLOGY ETHICS

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type					Evidence Ref. Page No.			
<b>LO 1:</b> Understand Privacy and Security	1.1	Explain Privacy									
	1.2	Explain Security									
	1.3	Explain Digital divide									
	1.4	Explain Cybercrime and Hacking									
<b>LO2:</b> Understand Ethic	2.1	Describe how information technology can be protected									
	2.2	Describe how infrastructure can be secure internally and externally									
	2.3	Explain 5 ways information can be secure									
	2.4	Explain how systems can be prevented from malware and adware									
<b>LO3:</b> Understand Access Right	3.1	Explain Access Right									
	3.2	Explain 3 ways to grant Access									
	3.3	Demonstrate the use of Intrusion Detection System									
	3.4	Apply the use of Password in System									

## **Unit 05: PROGRAMMING FUNDAMENTALS WITH PHP OR C#**

**Unit Reference Number: ICT/BED/005/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit aims to equip the learners with skills and knowledge of programming using PHP or C#.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 05: PROGRAMMING FUNDAMENTALS WITH PHP, C#

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type					Evidence Ref. Page No.			
<b>LO 1:</b> Understand the fundamentals of PHP	1.1	Explain PHP basics									
	1.2	Explain PHP basic Syntax									
	1.3	Describe PHP tags									
	1.4	Describe Variables Data types									
	1.5	Describe Operators (Arithmetic, Comparisons, Logical)									
	1.6	Describe Control Structure (Conditionals, Loops)									
	1.7	Explain Functions									
	1.8	Explain Forms and Input handling									
<b>LO2:</b> Understand the fundamentals of C#	2.1	Explain fundamental of C#									
	2.2	Explain C# basic syntax									
	2.3	Describe primitive data type in C#									
	2.4	Explain Classes and Object									
	2.5	Describe Exception Handling									
<b>LO 3:</b> Setup PHP Environment	3.1	Select IDE									
	3.2	Install Server									
	3.3	Install PHP Parser									
	3.4	Configure Database and connect using PHP									
	3.5	Develop PHP Code									
	3.6	Analyze and test code									
<b>LO 4:</b> Setup C# Environment	4.1	Install IDE e.g VsCode									
	4.2	Create a new project									
	4.3	Explain Design Patterns									
	4.4	Develop C# code									
	4.5	Analyze code by testing									
	4.6	Observe error									

## **Unit 06: VARIABLES AND DATA TYPES**

**Unit Reference Number: ICT/BED/006/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit aims to equip the learner with skills and knowledge to use Variables and data types in PHP or C#.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

#### ***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 06: VARIABLES AND DATA TYPES

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1:</b> Understand Variable and Data Types in PHP	1.1	Explain Variables and their roles in storing and manipulating data								
	1.2	Describe primitive Data Types.								
	1.3	Describe Operators and Operator precedence								
	1.4	Develop a simple program with Variables and Data types.								
	1.5	Declare Variable								
	1.6	Implement Program Logic								
	1.7	Develop user input								
	1.8	Evaluate the Program								
	1.8	Document the Program								
<b>LO 2:</b> Understand Variable and Data Types in C#	2.1	Explain Variables and Data Types.								
	2.2	Differentiate between PHP and C# Variable and Data Type using Coding								
	2.3	Develop a simple program with Variables and Data types.								
	2.4	Create an Arithmetic Program using Variable								
<b>LO3:</b> Understand Variable Scope	3.1	Explain Variable Scope								
	3.2	Describe Local Variable with code								
	3.3	Describe Global Variable with code								
	3.4	Describe Static Variable with code								

## **Unit 07: CONTROL STRUCTURE**

**Unit Reference Number: ICT/BED/007/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit aims to equip the learners with skills and knowledge of control structures and how to manage the flow of execution in program.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)



## UNIT 07: CONTROL STRUCTURE

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type					Evidence Ref. Page No.			
LO1:  Understand Control Structure	1.1	Explain Control Structure in PHP and C#									
	1.2	Use control structure in PHP, C# to solve basic problem									
	1.3	Develop a program with Loop Conditional Statement to control the flow of program execution									
	1.4	Develop a program with IF-ELSE Statement, to control the flow of program execution									
	1.5	Develop a program with DO-WHILE Statement to control the flow of program execution									
	1.5	Describe Control flow keyword									
LO2: Understand the Syntax of Control Structure	2.1	Explain Syntax of Control Structure									
	2.2	Explain three types of Control Structure									
	2.3	Apply selection, iteration, and sequential operations with basic examples									
	2.4	Develop a program that break line									
	2.5	Develop a program that involves syntax for opening and closing of Script									
	2.6	Develop a program that involve syntax of switch case control structure									
	2.7	Develop a program that involve syntax of swap									
LO3: Understand Jump Statement, Loop Statement in C#	3.1	Explain how Jump Statement Interact									
	3.2	Create code using Jump Statement									
	3.3	Create code using Loop Statement									
	3.4	Describe the difference between Looping Statement and Jump Statement									

## **Unit 08: USER-DEFINED AND BUILT IN FUNCTIONS**

**Unit Reference Number: ICT/BED/008/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit aims to equip the learners with skills and knowledge to user-defined and built in functions for various tasks.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 08: USER DEFINE AND BUILT IN FUNCTIONS

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type					Evidence Ref. Page No.	
LO1: Understand Functions, String Manipulation and Arrays.	2.1	Explain Functions and Function Syntax							
	2.2	Explain Basic String Manipulation Functions in PHP, C#							
	2.3	Explain Arrays							
	2.4	Develop custom functions, and utilize built-in functions( <i>substr()</i> , <i>implode()</i> , <i>explode()</i> , <i>strlen()</i> ) to manipulate strings							
	2.5	Develop array variables, manipulate, and iterate through items of the array. Add, remove, and replace values in an array.							
LO2: Know how to retrieve and clean Request DATA in GET, POST, and other Global variables.	2.1	Explain Handling Requests and Responses							
	2.2	Explain \$ GET and \$ POST.							
	2.3	Develop a PHP script that will collect data from a user, do some basic manipulation and operations on the data, and return a response to the user.							
	2.4	Develop a program to Retrieve data from the GET and POST variables. Guide students to:							
	2.5	Develop a code sample showing the cleaning of Data from untrusted sources passed as parameters to an endpoint.							
LO3: Understand Method in C#	3.1	Explain the basic type of user defined Method							
	3.2	Create code to call a Method							
	3.3	Describe Static Method							
	3.4	Create code that show Method Overloading							

## **Unit 09: HANDLING FORM DATA**

**Unit Reference Number: ICT/BED/009/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit provides learners with skills and knowledge of receiving and processing data submitted from an HTML form.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 09: HANDLING FORM DATA

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA	Evidence Type	Evidence Ref. No.	Page
The learner will:		The learner can:			
<b>LO 1:</b> Understand handling form data Creation in PHP	1.1	Explain handling form data			
	1.2	Describe step by step the process involves in handling form data			
	1.3	Develop HTML Form that users can fill out and submit			
	1.4	develop PHP Script to handle the form submitted			
LO2: Understand basic error handling in PHP	2.1	Explain errors in PHP, including Exceptions, syntax errors, runtime errors, and logical errors			
	2.2	Explain Error Handling in PHP using try and catch to handle exceptions			
	2.3	Develop a program showing various errors and identify their causes			
	2.4	Develop code for error handling by using try, catch in PHP.			
	2.5	Also, throw and handle custom exceptions that will show relevant errors to the user			
<b>LO3:</b> Understand Retrieving Form Data in PHP	3.1	Explain Reprieving Form data			
	3.2	Develop code using \$ POST			
	3.3	Develop code using \$ GET			
	3.4	Differentiate \$ POST from \$ GET			
<b>LO4:</b> Understand Validating Form Data in PHP	4.1	Explain Form Data Validation Process			
	4.2	Explain how to check for email format			
	4.3	Develop code using built in functions like filter var () to validate form data			
	4.4	Develop code to check for error during validation			
<b>LO5:</b> Understand Data Security	5.1	Explain Data Security			
	5.2	Explain five forms of data security			
	5.3	Use prepared statement with parameterized queries to prevent SQL Injection			
	5.4	Develop code to Secure data in transit by using HTTPS			

## **Unit 010: HOW TO USE DATABASE IN PHP**

**Unit Reference Number: ICT/BED/010/L3**

**NSQ Level: 3**

**Credit Value: 4**

**Guided Learning Hours: 40**

**Unit Purpose:** *This unit provides learners with skills and knowledge to interact with databases using PHP.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)

## UNIT 010: HOW TO USE DATA BASE IN PHP

LEARNING OBJECTIVE (LO)  The learner will:		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1:</b> Understand how to use Database in PHP	1.1	Explain Relational Database								
	1.2	Describe MySQL Command								
	1.3	Install and configure MongoDB and MySQL Correctly								
	1.4	Develop PHP Code to connect PHP to MySQL (Database)								
	1.5	Develop PHP Code to execute SQL queries to insert, update, or select data								
<b>LO2:</b> Understand Document Database	2.1	Explain Document Database 2.3								
	2.2	Explain Collections in Document Databases.								
	2.3	Create a database in MongoDB and store any information in a collection								
	2.4	Create a table in a MySQL Database								
		Populate the table with at least 2 rows of information								
	2.5	Create a new collection and save different data with different schemas in the same collection								
<b>LO3:</b> Know Aggregate Functions in Queries	3.1	Explain Aggregate Functions								
	3.2	Describe the <code>_group by</code> , and <code>_having</code> keywords in aggregate queries								
	3.3	Use aggregate functions to get grouped data in a query								
	3.4	Use the <i>having</i> keyword to control selection								
	4.1	Explain Object Relational Mapper								
	4.2	Explain the benefits of using ORM.								
	4.3	Configure an ORM correctly								
	4.4	Use ORM o make queries to a database								

## **Unit 011: OBJECT-ORIENTED PROGRAMMING CONCEPT**

**Unit Reference Number: ICT/BED/011/L3**

**NSQ Level: 3**

**Credit Value: 3**

**Guided Learning Hours: 30**

**Unit Purpose:** *This unit aims to provides learners with knowledge and skills of object-oriented programming concepts.*

### **Unit assessment requirements/ evidence requirements:**

Assessment must be carried out in real workplace environment in which learning and human development is carried out.

***Assessment methods to be used include:***

1. Direct Observation/oral questions (DO)
2. Question and Answer (QA)
3. Professional Discussion (PD)
4. Assignment (ASS)



## UNIT 011: OBJECT ORIENTED CONCEPT

LEARNING OBJECTIVE (LO)		PERFORMANCE CRITERIA  The learner can:	Evidence Type				Evidence Ref. Page No.			
<b>LO 1:</b> Understand Object Oriented Programming and its principles in PHP	1.1	Discuss the concepts of OOP								
	1.2	Explain stack: the procedural-oriented approach vs. OOP								
	1.3	Develop a program that implements the principles of OOP.								
	1.4	Design programs to demonstrate: 1) classes and static components, 2) objects inside objects, 3) compare objects and pointers								
<b>LO2:</b> Know the Principles of Object-Oriented Programming	2.1	Explain the core principles of OOP								
	2.2	Develop PHP Code using Polymorphism								
		Develop PHP Code using Inheritance								
	2.4	Develop PHP Code using Abstraction								
	2.5	Explain the difference between Inheritance and Polymorphism								
<b>LO3:</b> Understand Classes and Object	3.1	Identify classes and Object								
	3.2	Develop a program with classes and objects								
	3.3	Observe the relationship between classes								
	3.4	Apply encapsulation to program								
	3.5	Apply UML Diagrams								
<b>L4:</b> Know Constructor and Destructor in PHP	4.1	Explain Constructor and Destructor								
	4.2	Differentiate constructor and Destructor using code								
	4.3	Develop code showing the characteristics of constructor								
	4.4	Develop code showing the characteristics of destructor								
<b>LO5:</b> Understand Access in PHP	5.1	Describe Access								
	5.2	Explain types of Access								
	5.3	Develop code showing Public Access								
	5.4	Develop code showing Private Access								
		Develop code showing Protected Access								

# PARTICIPANT FOR CRITIQUE WORKSHOP

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