THE LEARNING STAGE
WHERE YOUR SKILLS REALLY MATTER

PROGRAM CURRICULUM · 2 MONTHS

# Product Management

Learn the basics of building products people want. You'll talk to users, frame a problem, sketch a simple solution, prioritise what to build first, and write the kind of clear document a team can act on — all through small, beginner-friendly exercises.

DURATION
**2 months · Training + Internship**

FORMAT
**Mentor-led + full LMS access**

PROJECTS
**5+ live, deployed projects**

CERTIFICATE
**Verifiable on completion**

## Program overview

Learn the basics of building products people want. You'll talk to users, frame a problem, sketch a simple solution, prioritise what to build first, and write the kind of clear document a team can act on — all through small, beginner-friendly exercises.

## How the two months work

MONTH 1 · TRAINING

**Learn by building**

Hands-on, mentor-led sessions. You work through the curriculum and build the core project.

MONTH 2 · INTERNSHIP

**Apply it on real work**

You apply it on real work, reviewed by the same mentors, and finish with something you can show.

## Who it's for & prerequisites

WHO SHOULD JOIN

- Students & early-career builders — any branch — great for business & management
- Turn an idea into a simple, prioritised plan a team can build.
- Anyone who wants job-ready, portfolio-backed skills

PREREQUISITES

- **Beginner-friendly** — starts from fundamentals
- No prior experience required; basic laptop comfort helps
- A laptop, internet, and time to practise between sessions

## The skills you'll walk away with

User Discovery · Prioritisation · Specs · Metrics

*Exact libraries and tools are kept current and beginner-friendly; the concepts transfer across the field.*

## What you'll master

| | |
|---|---|
| **User Discovery** | Find the real problem. |
| **Prioritisation** | Decide what to build first. |
| **Specs** | Write a clear, buildable plan. |
| **Metrics** | Know if it worked. |



## By the end, you will be able to

- **User Discovery** — Find the real problem.
- **Prioritisation** — Decide what to build first.
- **Specs** — Write a clear, buildable plan.
- **Metrics** — Know if it worked.
- Finish with **5+ portfolio projects** and a capstone you can show in interviews

# Training curriculum — topics & what you'll do

Hands-on, mentor-led sessions. You work through the curriculum and build the core project. Lesson counts are shown per module; your mentor keeps the pace friendly for every level.

## 1 PM Foundations

6 lessons

- What a product manager does
- The build-measure-learn loop
- Talking to users
- Framing a real problem

## 2 Discovery

6 lessons

- Simple user interviews
- Spotting real needs
- Personas made easy
- Turning notes into insight

## 3 Prioritisation

6 lessons

- Too many ideas, one plan
- Simple prioritisation frameworks
- Saying no, kindly
- Building a roadmap

### 4 Specs & Wireframes

6 lessons

- Writing a clear one-pager
- Basic wireframes
- Working with designers & devs
- Defining 'done'

### 5 Metrics & Capstone

6 lessons

- Choosing success metrics
- Reading simple product data
- Iterating on feedback
- **Capstone.** a full product one-pager

## Month 2 — the internship

**Real work, same mentors, something to show**

With the training behind you, month 2 puts your skills to work on real, scoped tasks. The same mentors who taught you now review your work — and you finish with a shippable project and a verifiable certificate tied to it.

| YOU DO | MENTORS DO | YOU FINISH WITH |
|---|---|---|
| Apply your skills on real, guided work. | Review your work regularly and unblock you. | A project you can show and a certificate you can verify. |

# Projects you'll build

Hands-on builds across the program — each one portfolio-ready. Your capstone ties it all together.

### User Interview

Run a short interview and dig out the real problem behind what people say.

Discovery · Docs

### Feature Prioritisation

Take a long list of ideas and decide what to build first.

Prioritisation · Sheets

### Product One-Pager

Write a crisp spec a designer and developer could build from.

Specs · Docs

### Simple Wireframe

Sketch the key screen of your idea so a team can picture it.

Wireframing · Figma

### Success Metrics

Decide upfront how you'd know if the product actually worked.

Metrics · Sheets

## Your tools & tech

Discovery · Docs · Prioritisation · Sheets · Specs · Wireframing · Figma · Metrics

*These are the core tools you'll use across the projects. Your mentor confirms the exact versions on day one.*

## What you'll need

**BRING**

- A laptop (4 GB RAM or more) and its charger
- A stable internet connection
- A few hours to practise between sessions

**PROVIDED**

- Full LMS access & starter files
- Mentor support throughout
- A verifiable certificate on completion

### Getting set up

Everything you need is free or provided. Your mentor shares the exact tools to install and any starter files in your welcome email — so you're ready from day one, with nothing to buy.

## Reserve your place

Confirm your seat today with the registration fee. It holds your place and counts towards your program fee.

### Registration fee

reserves your seat

Pay the one-time **registration fee** to lock in your place. It counts towards your program fee — not an extra charge — and the balance is confirmed when you enrol. Payments are secure, and your seat is booked the moment it clears.

## Choose your plan

### Core

The full two months, training and internship.

- Month 1 — full training curriculum
- Month 2 — internship on real work
- Verifiable certificate

### Pro POPULAR

The same two months, with more mentor time.

- Everything in Core
- Extended mentor sessions
- Project review before demo

## Your certificate

### A verifiable certificate of completion

Finish the program and you receive a certificate tied to the projects you built and their live links — independently checkable at **thelearningstage.in/verify**, so it holds up when a recruiter looks it up.

## Enrol in five steps

1. Visit **thelearningstage.in** and open the **Product Management** program.
2. Choose your plan — **Core** or **Pro**.
3. Confirm your seat with the **registration fee** — it counts towards your program fee.
4. Get your welcome email with **LMS access** and your start date.
5. Join Month 1 training, then move into your Month 2 internship.

## Eligibility

**OPEN TO**

- Students & early-career builders — any branch — great for business & management
- No prior experience required

**YOU'LL NEED**

- A laptop and reliable internet
- A few hours to practise between sessions

## Companies hiring for these skills

Flipkart · SWIGGY · ZOHO · Razorpay · PhonePe · Groww · freshworks · CRED

*These employers actively hire for skills like the ones this program builds — a signal of demand, not partners of The Learning Stage and not a placement guarantee. The program gives you the shippable skills and portfolio that make you a stronger candidate.*

# Frequently asked questions

### Do I need a tech background?

No. Product management is about users and clear thinking. We keep everything beginner-friendly and non-technical.

### Is it hands-on?

Yes — you produce the real documents PMs use, from problem statements to a one-pager and wireframe.

### Will I get a certificate?

Yes — a verifiable certificate tied to your product project.

### Which companies hire for this?

Product roles are among the most sought-after in tech. The logos shown are examples of employers actively recruiting for these skills.

## Ready to start? 🚀

Two months from now, you could have real, shippable skills, a portfolio of projects, and a certificate to prove it. Come learn the way real teams work.

**Enrol at thelearningstage.in · support@thelearningstage.in · +91 96527 16677**

*Curriculum is indicative and may be refined to suit the cohort. Fees and plans current at time of print. © 2026 The Learning Stage.*