

PAKISTAN INTERNATIONAL SCHOOL BURAIDAH,
AL-QASSIM. SAUDI ARABIA.



COMPUTER SYLLABUS

CLASS VII



CamScanner

PAKISTAN INTERNATIONAL SCHOOL, BURAI DAH
SYLLABUS BREAKUP

Class: 7th Subject: Computer Science

Number of Teaching Weeks in First Term: (1 - 14)

Number of Teaching Weeks in Second Term: (15 - 28)

Name of Text Book: Computer WHIZ-7

Week No.	Chapter No.	Day	Topic	Book Page Numbers
1	Chapter # 1 Emerging Technologies	Day 1	Progression Techniques Reading	1
		Day 2	First Generation: Vacuum Tubes,	2
		Day 3	Second Generation: Transistors	2
		Day 4	Third Generation: Integrated Circuits	2
2	Chapter # 1 Emerging Technologies	Day 1	Fifth Generation: Artificial Intelligence, Emerging Technologies	3
		Day 2	Robotics, Robot	4
		Day 3	Types of Robots	4
		Day 4	Types of Robots	5
3	Chapter # 1 Emerging Technologies	Day 1	Artificial Intelligence	5
		Day 2	Self Driving Cars	5
		Day 3	3D Printing	6
		Day 4	Virtual Reality	6
4	Chapter # 1 Emerging Technologies	Day 1	Augmented Reality, 3D Holographic Imaging	7
		Day 2	Open Source, Cloud Computing	7
		Day 3	Exercise	8
		Day 4	Exercise	9
5	Chapter # 2 Hardware Components	Day 1	Test in Unit # 1	
		Day 2	Computer Hardware	10
		Day 3	Internal Hardware Components	11
		Day 4	ROM, Hard Disk Drive (HDD)	11



Week No.	Chapter No.	Day	Topic	Book Page Numbers
6	Chapter # 2 Hardware Components	Day 1	Solid State Drive (SSD), Optical Drive, Heat Sink,	12
		Day 2	Graphics Processing Unit (GPU), Network Interface Card (NIC)	12
		Day 3	External Hardware Component	13
		Day 4	Input Devices	13, 14
7	Chapter # 2 Hardware Components	Day 1	Input Devices	14
		Day 2	Output Devices	14, 15
		Day 3	Different I/O Ports of a Computer System	15
		Day 4	Types of Ports	16
8	Chapter # 2 Hardware Components	Day 1	Types of Ports	17
		Day 2	Types of Ports	18
		Day 3	How do PCIe slots work?	18
		Day 4	What is a PCI card?, What is PCIe lane?	19
9	Chapter # 3 Word Processing and Representation	Day 1	Exercise	19, 20
		Day 2	Test in Unit # 2	
		Day 3	Word Processors, MS Word	21
		Day 4	MS Word Interface	22
10	Chapter # 3 Word Processing and Representation	Day 1	Learning MS Word	23
		Day 2	Learning and Practicing MS Word	24, 25
		Day 3	Learning and Practicing MS Word	26, 27
		Day 4	Learning and Practicing MS Word	28, 29
11	Chapter # 3 Word Processing and Representation	Day 1	Learning and Practicing MS Word	30, 31
		Day 2	Learning and Practicing MS Word	32, 33
		Day 3	Learning and Practicing MS Word	34, 37
		Day 4	Learning and Practicing MS Word	38, 39



Week No.	Chapter No.	Day	Topic	Book Page Numbers
12	Chapter # 4 Communication in the Digital World	Day 1	Exercise	39, 40
		Day 2	Internet and Web	41
		Day 3	Email, Creating Email Account, Verification and Authentication	42, 43
		Day 4	Using Email	44, 45
13	Chapter # 4 Communication in the Digital World	Day 1	Using Email	46, 47
		Day 2	Exercise	48, 49
		Day 3	Test in Unit # 3	
		Day 4	Test In Unit # 4	
14		Day 1	Revision of Unit # 1	
		Day 2	Revision of Unit # 2	
		Day 3	Revision of Unit # 3	
		Day 4	Revision of Unit # 4	
15	Chapter # 5 Algorithmic Thinking and Problem Solving	Day 1	Problem Solving Process	50
		Day 2	Computational Thinking, Decomposition, Pattern recognition	51
		Day 3	Abstraction, Algorithm	52
		Day 4	Algorithm and Flow Charts	53
16	Chapter # 5 Algorithmic Thinking and Problem Solving	Day 1	Coding	54
		Day 2	Debugging and Testing	55
		Day 3	Control Flow, Loop statement	56
		Day 4	Exercise, Work station	57, 58
17	The Number System	Day 1	Test in Unit # 5	
		Day 2	Data, Information	59
		Day 3	The Number System, Decimal Number System	60
		Day 4	Binary, Octal and Hexadecimal Number System	61



Week No.	Chapter No.	Day	Topic	Book Page Numbers
18	The Number System	Day 1	Conversion of Number Systems	62
		Day 2	Binary Coding Scheme	63
		Day 3	Binary Coding Scheme	64, 65
		Day 4	Exercise	66, 67
19	Chapter # 7 Fundamentals of Programming	Day 1	Test in Unit # 6	
		Day 2	Programming Language, IDE	68
		Day 3	Programming IDE	69
		Day 4	Code Blocks, Script Editor, Sprite Control,	70
20	Chapter # 7 Fundamentals of Programming	Day 1	Sprite and Sprite Operations	71
		Day 2	Sprite Operations	72
		Day 3	Sprite Operations	73
		Day 4	Programming Concepts	75
21	Chapter # 7 Fundamentals of Programming	Day 1	Programming Concepts	76
		Day 2	Practicing Programming	77
		Day 3	Practicing Programming	78, 79
		Day 4	Exercise	80, 81
22	Chapter # 8 Digital Citizenship	Day 1	Test in Unit # 7	
		Day 2	Elements of Digital Citizenship	82
		Day 3	Digital Etiquette	82
		Day 4	Communication, E Commerce	83
23	Chapter # 8 Digital Citizenship	Day 1	Security, Rights and Responsibilities, Health and Wellness	83
		Day 2	Copyright	84
		Day 3	Importance of Copyrights and Plagiarism	84
		Day 4	Piracy and Media Bias	84



Week No.	Chapter No.	Day	Topic	Book Page Numbers
24	Chapter # 8 Digital Citizen Ship	Day 1	Importance of Being Safe and Responsible	85
		Day 2	Data Protection, and Privacy	86
		Day 3	Tips for Protecting against Data Security Threats	86
		Day 4	Tips for Protecting against Data Security Threats	87
25	Chapter # 8 Digital Citizen Ship	Day 1	Social Engineering	87
		Day 2	Malicious Code Computer Viruses	88
		Day 3	Exercise	89, 90
		Day 4	Test In Unit # 8	
26	Chapter # 9 Entrepreneurial Design Thinking	Day 1	Design Thinking	91
		Day 2	Empathies, Define, Ideate	92
		Day 3	Prototype, Test	92
		Day 4	Business Plan, Importance of Business Plan	93
27	Chapter # 9 Entrepreneurial Design Thinking	Day 1	Importance of Business Plan, Value Proposition	94
		Day 2	SEO, Promotional Marketing	95
		Day 3	Creating Instagram Ad, Payment and Transaction	96, 97
		Day 4	Exercise	
28		Day 1	Test in Unit # 9	
		Day 2	Test in Unit # 8	
		Day 3	Test in Unit # 7	
		Day 4	Test in Unit # 6	