

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



COMPUTER SYLLABUS

CLASS VI

PAKISTAN INTERNATIONAL SCHOOL, BURAIDAH
SYLLABUS BREAKUP

Class: SIX 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 6**

Week No.	Chapter No.	Day	Topic	Book Page Numbers
1	Chapter # 1 Computer Devices, Hardware, and Software	Day 1	Computer, ICT, Reading and Explanation	1
		Day 2	Applications of ICT in Daily Life	2
		Day 3	Communication Applications, ICT for Measurement	3
		Day 4	ICT Application in Manufacturing, Search Engine,	3
2	Chapter # 1 Computer Devices, Hardware, and Software	Day 1	Development in the History of Computers	4
		Day 2	Generations of Computer	5
		Day 3	Advantages and Disadvantages of ICT, Components of Computer System	6
		Day 4	Hardware, Input Devices	7
3	Chapter # 1 Computer Devices, Hardware, and Software	Day 1	Input Devices	8
		Day 2	Processing Devices	8
		Day 3	Storage Devices	9
		Day 4	Storage Devices	10
4	Chapter # 1 Computer Devices, Hardware, and Software	Day 1	Output Devices	11
		Day 2	Output Devices	12
		Day 3	Software and its types	13
		Day 4	Exercise	14
5	Chapter # 2 System Software and Operating System	Day 1	Exercise	15
		Day 2	Test in Chapter # 1	
		Day 3	Tasks of Computer, Resources of a Computer	16
		Day 4	Operating System and its Components	17

Week No.	Chapter No.	Day	Topic	Book Page Numbers
6	Chapter # 2 System Software and Operating System	Day 1	Function of File and Folders	18
		Day 2	Operations of Files and Folder	19
		Day 3	Topics about Desktop	20
		Day 4	Comparison between Operating System and Application Software	21
7	Chapter # 2 System Software and Operating System	Day 1	Types of Operating System	22
		Day 2	Types of Operating System	23
		Day 3	Functions of Operating System	24
		Day 4	Functions of Operating System	25
8	Chapter # 2 System Software and Operating System	Day 1	Exercise	26
		Day 2	Exercise	27
		Day 3	Test in Chapter # 2	
		Day 4	Practical Activity	
9	Chapter # 3 Application Software	Day 1	Image Processing Software	28
		Day 2	Tux Paint	28
		Day 3	Installing and Configuring Tux Paint	29
		Day 4	Using Tux Paint	30
10	Chapter # 3 Application Software	Day 1	Introduction to Microsoft Paint	31
		Day 2	Using Microsoft Paint	31
		Day 3	Using Microsoft Paint	32
		Day 4	Drawing in MS Paint	33
11	Chapter # 3 Application Software	Day 1	Introduction to MS 3D Paint	34
		Day 2	Using MS 3D Paint	35
		Day 3	Practical Activity Tux Paint	
		Day 4	Practical Activity MS Paint	

Week No.	Chapter No.	Day	Topic	Book Page Numbers
12	Chapter # 3 Application Software	Day 1	Practical Activity MS 3D Paint	
		Day 2	Using MS 3D Paint	36
		Day 3	Exercise	37
		Day 4	Exercise	38
13	Chapter # 4 Problem Solving	Day 1	Test in Chapter # 3	
		Day 2	Problem Reading	39
		Day 3	Types of Problems	40
		Day 4	Solving Problem	40
14		Day 1	Revision test of Chapter # 1	
		Day 2	Revision Test of Chapter # 2	
		Day 3	Revision Test of Chapter # 3	
		Day 4	Revision	
15	Chapter # 4 Problem Solving	Day 1	Algorithm	41
		Day 2	Building Blocks of Algorithm	41
		Day 3	Iteration	42
		Day 4	Loops, Solving Problems Using Sequence	42
16	Chapter # 4 Problem Solving	Day 1	Algorithmic Thinking	43
		Day 2	Algorithmic Thinking	44
		Day 3	Practicing Algorithm	45
		Day 4	Testing Algorithms	46
17	Chapter # 4 Problem Solving	Day 1	Testing Algorithms	47
		Day 2	Exercise	48
		Day 3	Exercise	49
		Day 4	Test in Chapter # 4	

Week No.	Chapter No.	Day	Topic	Book Page Numbers
18	Chapter # 5 Computer Programming	Day 1	Computer Program	50
		Day 2	Application of Computer Programming	51
		Day 3	Difference between an Algorithm and Program	52
		Day 4	Dabbing a Computer Program	52
19	Chapter # 5 Computer Programming	Day 1	Components of Computer Program	53
		Day 2	Components of Computer Program	54
		Day 3	Programming in Scratch	55
		Day 4	Understanding the Interface of Scratch	55
20	Chapter # 5 Computer Programming	Day 1	Understanding the Interface of Scratch	56
		Day 2	Understanding the Interface of Scratch	57
		Day 3	Block Drawers and Blocks Palette	57, 58
		Day 4	Game Development in Scratch	59
21	Chapter # 5 Computer Programming	Day 1	Game Development in Scratch	60
		Day 2	Development in Scratch (A ball following the mouse)	61
		Day 3	Scratch Script	62
		Day 4	Scratch Script	63
22	Chapter # 5 Computer Programming	Day 1	Programming in Scratch	64
		Day 2	Programming in Python	65
		Day 3	Programming in Python	66
		Day 4	Practicing Python	
23	Chapter # 5 Computer Programming	Day 1	Practicing Python	67
		Day 2	Components of Python Program	68
		Day 3	Component of Python Program	69
		Day 4	Components of Python Program	70

Week No.	Chapter No.	Day	Topic	Book Page Numbers
24	Chapter # 5 Computer Programming	Day 1	Components of Python Program	71
		Day 2	Exercise	72
		Day 3	Exercise	73
		Day 4	Test in Chapter # 5	
25	Chapter # 6 Digital Citizenship	Day 1	Digital Ethics, Digital Citizenship	75
		Day 2	Safe and Responsible use of ICT	76
		Day 3	Plagiarism, Digital Privacy, Ethical Standards	77
		Day 4	Malware	78
26	Chapter # 6 Digital Citizenship	Day 1	Steps to Secure Information and confidentiality	79, 80
		Day 2	Exercise	81
		Day 3	Test in Chapter # 6	
		Day 4	Entrepreneurship in Digital Age	83
27	Chapter # 7 Entrepreneurship in Digital Age	Day 1	Characteristics and Types of Entrepreneurs	84
		Day 2	The Entrepreneurship Process	85
		Day 3	Difference between Traditional and Digital Entrepreneurship	88
		Day 4	Exercise	87
28		Day 1	Revision Test in Chapter # 7	
		Day 2	Revision Test in Chapter # 6	
		Day 3	Revision Test in Chapter # 5	
		Day 4	Revision Test in Chapter # 4	