

Blue Print for Computer Science Grade 6

Content Strand	Sub-Content Strand	SLO Number	SLO	Weightage %	
1.INTRODUCTION TO COMPUTERS	1.1 WHAT IS A COMPUTER	1.1.1	Define and recognize a computer	20%	
		1.1.2	Define Data and Information		
		1.1.3	Explain the advantages of using computers		
	1.2 THE COMPONENTS OF COMPUTER	1.2.1	1.2.1		Explain the difference between Hardware and Software
			1.2.2		Know and get familiar with the hardware components of a computer
					a) Input devices (Keyboard, Mouse)
					c) Storage Devices (Hard Disk, USB Flash Memory)
	1.3 HOW A COMPUTER WORK	1.3.1			d) Output Devices (Monitor, Printer, Speakers)
					Describe briefly the following four basic operations followed by a computer.
			a) Input Operation b) Processing Operation c) Storage Operation d) Output Operation		
2. INTRODUCTION TO WINDOWS	2.1 STEPPING INTO WINDOWS	2.1.1	Know the startup procedure to step into Windows	20%	
		2.1.2			Recognize and get familiar with the following on the screen:
					a) Desktop
					b) Start button - Start menu
					c) Taskbar
	2.3 MANGAING FILES AND FOLDERS	2.3.1			d) Notification are
					e) Desktop icons:
					My Computer
					My Documents
					Reycle Bin Internet Explorer
2.3 MANGAING FILES AND FOLDERS	2.3.2		Define a file,a folder and a drive		
			Create a new:		
			File		
			Folder		
2.3 MANGAING FILES AND FOLDERS	2.3.3		Copy a file/folder to another folder/location		
			2.3.5 Cut a file/folderand paste it to another folder/location		
			2.3.5 Cut a file/folderand paste it to another folder/location		
3-COMMONLY USED SOFTWARE	3.2 USING A TYPING TUTOR	3.2.1	Recognize keys for right and left hands on the keyboard	30%	
		3.2.2	Use the correct fingers for typing english text.		
		3.2.3	Build basic typing skills.		
	3.3 WORKING WITH WORD	3.3.1	Recognize word processor-word.		
		3.3.2	Identify title bar, menu bar, standard toolbar, formatting tool bar, scroll bars,status bar and ruler on the word screen.		
		3.3.3	Create a new document.		
3-COMMONLY USED SOFTWARE			Edit text using the following options:		
			Type text into the document		
			a) Select: Text from paragraph Entire document		

		<ul style="list-style-type: none"> b) Cut/Copy text c) Paste text d) Delete Text e) Font, font style, font size, alignment g) Check spelling and grammar 		
		3.3.4		
		3.3.5	Save a document	
		3.3.6	Print a full document	
4. THE INTERNET AND WIDE WEB WORLD	4.1 INTRODUCTION TO THE INTERNET	4.1.1	Define Internet	
		4.1.2	Know what the Internet offers	
		4.1.3	Know the principle means of connecting to the Internet a) Telephone (dialup) modem b) DSL c) Cable modem	
		4.2 THE WORLD WIDE WEB	4.2.1	Know that: a) World Wide Web (WWW) also referred to as the Web, is part of the Internet b) Web page is a document on the Web c) Web site is a collection of Web pages maintained by an organization or an individual
	4.2.2		Know what each Web page has a unique address called a URL (Uniform Resource Locator)	
	4.2.3		Know that a web browser (for example Internet Explorer) is a program that lets user view and explore information on the web	
	4.2.4		Use Internet Explorer to access and view different web pages	
	4.2.5		Know that search engines are a program that finds Web sites and Web pages	
	4.2.6		Use search engine to search information from the Web:	
			<ul style="list-style-type: none"> a) Google b) Yahoo 	
			30%	

100%

Blue Print for Computer Science Grade 7

Content Strand	Sub-Content Strand	SLO Number	SLO	Weightage%
1. HARDWARE BASICS	1.1 The Sytem Unit	1.1.1	Define System Unit.	6.5%
		1.1.2	Recognize and Explain Mother Board Processor Control Unit Arithmetic Logic Unit	
		1.1.3	Explain Memory RAM ROM	
	1.2 Cutting Edge Technologies	1.2.1	Explain briefly Barcode reader Robot	
2. SOFTWARE BASICS	2.1 System Software	2.1.1	Define System Software	11.3%
		2.1.2	Know the following basic componets of system software Operating System Device Drivers Utility Programs	
		2.1.3	Define Operating System	
		2.1.4	Know important functions of the operating system: Booting and providing a user interface. Managing Programs File Management Configuring devices	
		2.1.5	Define device drivers	
	2.2 Application Software	2.2.1	Define application software.	
	2.2.2	Distinguish among following kinds of application software. Entertainment Software(e.g., games,music/video players) Productivity Software(e.g.,word processor,multimedia presentation software) Education and reference software(e.g.,encuclopedias, typing tutors)		
3.1 Changing Display of Document	3.1.4	Split document into separate sections.		
3.2 Editing Text	3.2.1	Insert/delete text in the document.		
	3.2.2	Move or Copy text to a new location in the document.		
	3.2.3	Undo/redo last edited changes in the document.		
	3.2.4	Insert the current date and time into the document.		
	3.2.5	Count the number of words in a document.		
	3.2.6	Use the Find feature to locate a word or phrase in a document.		
	3.2.7	Find and replace a word or phrase in a document.		
	3.2.8	Use thesaurus on Research task pane to replace a word in the document.		
	3.2.9	Insert symbols that do not appear on the keyboard.		
3.2.10	Add a comment to text in the document.			
3.3 Fomattting Text	3.3.1	Change font of text		

3. CUSTOMIZING A WORD DOCUMENT	3.4 Formatting Paragraphs	3.3.2	Change style (bold, italic, underline) of the text	53.2%
		3.3.3	Change color of the text	
		3.3.4	Highligh text in the document	
		3.3.5	Change allignment of the text	
		3.3.6	Change the line spacing	
		3.4.1	Create a bulleted or Numbered List	
	3.4.2	Indent text in the paragraph of a document		
	3.4.3	Use tabs to line up information in a document		
	3.4.4	Add a border to text in the document		
	3.4.5	Add shadding to the document to emphasize an area of text		
	3.5 Formatting Pages	3.5.1	Insert a page break in the document	
		3.5.2	Insert section brak to divide a document into sections	
		3.5.3	Add page number in the document	
		3.5.4	Add a header or footer to display additional information each page of the document	
		3.5.5	Add footnotes or endnoted to provie additional information about text in the document	
		3.5.6	Change the margins in the document	
		3.5.7	Centre vertically, the text on a page	
		3.5.8	Change orientation of pages in the document	
		3.5.9	Add a watermark to display a faint picture or text behind information in the document	
3.5.10		Create newspaper columns		
3.6 Printing a Document	3.6.1	Preview a document before prnting		
	3.6.2	Use different print options to print document		
	3.6.3	Change paper size and source		
4. MULTIMEDIA PRESENTATION	4.1 Creating a Powerpoint Presentation	4.1.1	Defne Multimedia Presentation Slide and Slide show	11.3%
		4.1.2	Know that PowerPoint uses graphics, animation, sound and data or information to make visual presentation	
		4.1.3	Recognize the following options in the New Presentation task pane: Blank Presentation Design tamplate	
		4.1.5	Select an appropriate slide layout	
		4.1.6	Add following to the placeholder in the presentation: Text Clip Art Drawing	
		4.2 Adding Animation	4.2.1	
	4.2.2		Run the slide show by choosing Slide Show from the View menu	
	5.1 Introduction to E-mail	5.1.1	Define: E-mail E-mail account and E-mail address User name and password	
5.1.2		Know that: Yahoo Mail Hotmail		

5. ELECTRONIC MAIL	5.2 Sending and Receiving E-mail		offers web based E-mail services	17.7%
		5.2.1	Create/sign-in an e-mail account	
		5.2.2	Recognize the following part of an e-mail message: To: Subject: Cc: Attach files:	
		5.2.3	Compose an e-mail message	
		5.2.4	Attach a file to the e-mail	
		5.2.5	Send an E-mail	
		5.2.6	Use the following folders: Inbox Sent Trash	
		5.2.7	Check an E-mail	
		5.2.8	Reply an e-mail	
		5.2.9	Sign out an e-mail account	

100%

Result.pk

Blue Print for Computer Science Grade 8

Content Strand	Sub-Content Strand	SLO #	SLO	Weightage
1. NETWORKS AND COMMUNICATIONS	1.1 Computer Networks	1.1.1	Define a computer Network	14.7%
		1.1.2	Know that A Sending device A receiving device Communication device A transmission medium are required for communication to take place	
		1.1.3	Define a client and a server	
		1.1.4	Explain the types of computer networks: LAN WAN MAN	
	1.2 Cutting Edge Teachnologies	1.2.1	Explain the following in the simplest possible terms (preferably with diagrams) Cellular communication Satelite communication	
	2. COMPUTER SECURITY THREATS	2.1 Computer Security Threats	2.1.1	
2.1.2			Know that a virus, worm and adware can spreas through: Infected flash drives or floppy disks E-mail attachments Surfing insecure websites Installing oirated software	
2.2 Managing Antivirus		2.2.3	Scan a computer for virus	
3.1 Introduction to Spreadsheet		3.1.1	Define spreadsheet	
		3.1.2	Know the purpose of spreadsheet	
		3.1.3	Recognize sreadsheet software - Excel	
		3.1.4	Explain workbook and workshet	
		3.1.6	Identify: Columns Rows Cells Cell address	
		3.1.7	Manipulate data (numeric and non-numeric) into cell/range of cells by: Entering data	

3. SPREADSHEET IN EXCEL		<table border="1"> <tbody> <tr> <td>3.1.8</td> <td>Enter a formula</td> </tr> <tr> <td></td> <td>Insert functions: SUM</td> </tr> <tr> <td></td> <td>POWER</td> </tr> <tr> <td></td> <td>MAX</td> </tr> <tr> <td>3.1.9</td> <td>MIN</td> </tr> <tr> <td>3.1.10</td> <td>Create a spreadsheet such as monthly report of expenses, students resul sheet and salary reort etc.</td> </tr> <tr> <td>3.1.11</td> <td>Save a spreadsheet</td> </tr> <tr> <td rowspan="3">3.2 Formatting Workshet Elements</td> <td>3.2.1</td> <td>Format Text Alignment</td> </tr> <tr> <td>3.2.2</td> <td>Apply borders and shading to a cell/range of cells</td> </tr> <tr> <td>3.2.3</td> <td>Insert new rows/columns</td> </tr> <tr> <td rowspan="2">3.3 Inserting Charts</td> <td>3.3.1</td> <td>Use Chart wizard to insert a: Columns Into a worsheet</td> </tr> </tbody> </table>	3.1.8	Enter a formula		Insert functions: SUM		POWER		MAX	3.1.9	MIN	3.1.10	Create a spreadsheet such as monthly report of expenses, students resul sheet and salary reort etc.	3.1.11	Save a spreadsheet	3.2 Formatting Workshet Elements	3.2.1	Format Text Alignment	3.2.2	Apply borders and shading to a cell/range of cells	3.2.3	Insert new rows/columns	3.3 Inserting Charts	3.3.1	Use Chart wizard to insert a: Columns Into a worsheet	41.2%
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5. COMPUTER PROGRAMMING		5.1.4	Arithmetic operators: +, -, *, /, ^, and their order of precedence Assignment operator '=' Relational operators <>, <=, >=, <>	20.6%
	5.2 Programing in BASIC	5.2.1	Get familiar with the use of: Basic commands LIST, RUN, LOAD and SAVE PRINT statement, to display text on the screen INPUT statement, to accept data READ and DATA statement, to take input IF-THEN-ELSE statement	
		5.2.2	Assign a variable to an arithmetic expression	
		5.2.3	Write a program to solve a problem, like: To find the sum and average of five given numbers To find the product of five given numbers To convert Celsius to Fahrenheit and vice versa, using appropriate formula	

100%

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