Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit–BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16t March, 2026

To,
The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

The BEEGB Academic team extends its gratitude to the following subject experts of SEDGB for their cooperation in preparing the syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
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SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP
GRADE VI – EXTREME SUMMER ZONE

Subject: Computer Science **Class: 6**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
Unit # 01	**ICT & ICT Devices**	1. Define ICT (Information and Communication Technology)	✓			**15 Days**	**5th Jan to 21st Jan**
		2. Define Computer.	✓				
		3. Enlist some ICT Devices.	✓				
	Developments in the history of computers	4. Compare First and Second generation of Computers		✓			
		5. Explain the properties of Fourth Generation computers		✓			
		6. Describe the Fifth generation of computers.		✓			
ICT Fundamentals	**Daily usage of ICT Devices**	7. Difference between print media & digital media.		✓		**08 Days**	**22nd Jan to 30th Jan**
		8. Explain the use of ICT devices in weather forecasting.		✓			
		9. Describe applications of ICT devices in industries		✓			
		10. Explain uses of ICT devices in business.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
	Advantages & Disadvantages of ICT Devices	11. Compare advantages & disadvantages of ICT devices		✓			
	Components of Computer	12. Define computer hardware and software.	✓			**16Days**	**31st Jan to 19th Feb**
		13. Differentiate between computer hardware and software		✓			
		14. Differentiate between system software & application software		✓			
	Hardware components of computer	15. Define input device with examples	✓				
		16. Describe the functions of biometric device.		✓			
		17. Define output device with examples	✓				
		18. Differentiate between hardcopy and softcopy.		✓			
		19. Explain the purpose of printer.		✓			
	Communication Devices	20. Define communication Devices.	✓			**03 Day**	**20th Feb to 23rd Feb**
		21. Differentiate between Network switch and Router.		✓			
		22. Describe the purpose of Wireless Access Point.(WAP)		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
	System Unit Computer Memory	23. Define System unit.	✓			**08 Days**	**24th Feb to 4th March**
		24. Differentiate between RAM & ROM.		✓			
		25. Define CPU.	✓				
		26. Describe the function of motherboard.		✓			
		27. Differentiate between Data & Information.		✓			
	Storage Devices	28. Define storage devices with examples	✓			**02 Day**	**5th March and 6th March**
		29. Compare Hard Disk Drive with Optical Storage.		✓			
Revision of Chapter No.01 + Exercise						**04 Days**	**7th March to 11th March**
Unit# 02 Digital Skills	**System Software**	30. Enlist the different types of system software.	✓			**06 Days**	**12th March to 18th March**
		31. Define Operating system.	✓				
		32. Enlist the different types of Operating Systems.	✓				
		33. Analyze the functions of an Operating System		✓			
		34. Identify some Plug & play devices		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
		35. Analyze different types of System Software.		✓			
	Stepping into Windows	36. Define the following terms File Folder, Drive.	✓			**04 Days**	**19th March to 25th March**
		37. Identify the desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
		38. Explain the functions of desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
	Working with Active Window	39. Familiarize with different control buttons (Minimize, Restore, Maximize & Close)	✓			**02 Days**	**26th March and 27th March**
	Managing Files & Folders	40. Familiarize with different terms like file, folder, shortcut etc	✓			**10 Days**	**28th March to 8th April**
		41. Demonstrate how to create new file/folder/shortcut in Windows (OS) **(PRACTICAL)**			✓		
		42. Demonstrate the operations CCDP (cut, copy, delete and paste a file/folder to another folder/location. **(PRACTICAL)**			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
		43. Demonstrate the operations drag and drop a file/folder to another folder/ location **(PRACTICAL)**			✓		
		44. Demonstrate the operations of restoring a deleted file/folder/shortcut**(PRACTICAL)**			✓		
	Application Software	45. Define application software.	✓			**02 Days**	**9th April and 10th April**
		46. Differentiate between entertainment and productivity software.		✓			
		47. Enlist the name of some Education and Reference software.	✓				
	Working with Paint 3D	48. Use image processing software (e.g. Paint, 3D Paint, Tux, etc.) for creating and editing images. **(PRACTICAL)**			✓	**06 Days**	**11th April to 17th April**
		49. Create 2D shapes **(PRACTICAL)**			✓		
	Working With 3 D Models	50. Demonstrate to create 3D shapes **(PRACTICAL)**			✓	**08 Days**	**18th April to 27th April**
		51. Demonstrate to create 3D Objects **(PRACTICAL)**			✓		
		52. Create a 3D doodles **(PRACTICAL)**			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
		53. Create a 3D text **(PRACTICAL)**			✓		
		54. Demonstrate the use of canvas and crop tool **(PRACTICAL)**			✓		
	Navigating the Internet	55. Define web browser with examples	✓			**03 Days**	**28th April to 30th April**
		56. Describe the commonly activities performed using web borrowers		✓			
		57. Explain the purpose of Search Engine.		✓			
	Using Rapid Typing Tutor	58. Define typing tutor.	✓			**06 Days**	**2nd May to 8th May**
		59. Enlist some sitting posture for typing.	✓				
Revision & Exercise						**04 Days**	**9th May to 13th May**
Unit#03	**Problem Solving**	60. Define a problem.	✓			**06 Days**	**14th May to 20th May**
		61. Differentiate between simple and complex problems.		✓			
	Problem Solving Process	62. Explain the purpose of decompose a problem		✓			
		63. Differentiate between Potential solution and ideal solution.		✓			
		64. Define algorithm.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
Algorithmic Thinking and Problem Solving	**Algorithmic Thinking**	65. Define Algorithmic thinking.	✓			**04 Days**	**21st May to 25th May**
		66. Enlist the properties of algorithm.	✓				
		67. Enlist benefits of algorithmic thinking.	✓				
		68. Apply algorithmic thinking to solve different types of problem			✓		
	Conditional & Repetition Statement	69. Explain the purpose of solution constructs.		✓		**04 Days**	**26th May to 2nd June**
		70. Differentiate between conditional statement and repetition with the help of real world examples		✓			
Revision & Exercise						**02 Days**	**3rd June to 4th June**
Unit#04 **Programming**	**Program and Algorithm**	71. Define computer program	✓			**10 Days**	**5th June to 16th June**
		72. Determine the need for a programming language.		✓			
		73. List different types of programming languages.	✓				
		74. Differentiate between algorithm and program		✓			
		75. Convert the algorithm into program **(PRACTICAL)**			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
	Scratch Programming	76. Familiarize with the interface of Scratch	✓			**08 Days**	**17th June to 8th Sept**
		77. Define sprites.	✓				
	Scratch Blocks	78. Explain the different types of block in scratch.		✓			
		79. Describe the uses of loop block		✓			
	Fundamentals of Scratch constructs	80. Define an event in Scratch.	✓			**06 Days**	**9th Sept to 15th Sept**
		81. Demonstrate the movement of sprit using loop statement **(PRACTICAL)**			✓		
		82. Define variable.	✓				
	Debugging a program	83. Analyze ways to debug a computer program		✓			
Revision & Exercise						**03 Days**	**16th Sept to 18th Sept**
Unit # 05	**Ethics and Safety in ICT**	84. Define Ethics	✓			**06Days**	**19th Sept to 2nd Oct**
		85. Define ICT Ethics	✓				
		86. Differentiate between digital plagiarism and software piracy.		✓			
		87. Describe the purpose of copyright		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
Digital Citizenship		laws.					
	Digital Civility	88. Explain the aims of digital civility.		✓		**02 Days**	**3rd Oct and 5th Oct**
	Steps to Secure Information Privacy and Confidentiality	89. Enlist online safety rules while using internet.	✓			**02Days**	**6th Oct and 7th Oct**
	Understanding internet and cyber Ethics	90. Define cyber ethics.	✓			**05 Days**	**8th Oct to 13th Oct**
		91. Describe some ethical rules for internet and cyberspace usage.		✓			
		92. Define cybercrime.	✓				
		93. Define cyber bullying.	✓				
	Health related issues of using ICT Devices	94. Identify health-related issues on the usage of ICT devices.		✓		**02 Days**	**14th Oct and 15th Oct**
	ICT Laboratory Rules	95. Enlist school ICT lab rules.	✓				
	Revision & Exercise					**02 Days**	**16th Oct and 17th Oct**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer
		Students will be able to:	**K**	**U**	**A**		
Unit #06	**Entrepreneurship & Entrepreneur**	96. Define the term Entrepreneurship.	✓			**03 Days**	**19th Oct to 21st Oct**
Entrepreneurship in Digital Age		97. Define the term Entrepreneur. Also enlist the names of some famous entrepreneurs	✓				
	Entrepreneurial Process	98. Explain the entrepreneurial process.		✓		**06 Days**	**22nd Oct to 28th Oct**
	Types of entrepreneurs	99. Compare the advantages and disadvantages of home based entrepreneurs.		✓			
		100. Differentiate between Innovators and Imitators.		✓			
		101. Explain the Hustler Entrepreneur.		✓			
	Traditional & Digital entrepreneurship	102. Differentiate between traditional & digital entrepreneurship along with examples.		✓		**02 Days**	**29th Oct and 30th Oct**
	Revision and Exercise					**03 Days**	**31st Oct to 3rd Nov**
Revision of all Units						**10 Days**	**4th Nov to 16th Nov**
Total			**41**	**47**	**14**	**Total Days 193**	

	Number of Student Learning Outcomes by Cognitive level					
S#	**Theme/Units**	**No. of Sub-Topics**	**SLOs**			**Total SLOs**
			K	**U**	**A**	
1	ICT Fundamentals	09	10	18	00	28
2	Digital Skills	08	11	08	11	29
3	Algorithmic Thinking & Problem Solving	04	05	05	01	11
4	Programming	05	06	05	02	13
5	Digital Citizenship	06	06	05	00	11
6	Entrepreneurship in Digital Age	04	02	05	00	07
Total		**36**	**41**	**46**	**14**	**102**

Determining Marks / Weightage for a specific Theme /Unit

Sr No	**Theme/Unit**	**No of SLOs in the Unit**	**Weightage in % = No of SLOs in the Unit / Total No of SLOs of the Subject × 100**	**Weightage in Marks = Calculated Percentage in previous column ÷ Total Marks × 100**
1	ICT	28	28/102x100=27.5	27.5x80/100=24
2	Digital Skills	29	29/102 x100=28.4	28.4x80/100=21
3	Algorithmic Thinking & Problem Solving	11	11/102x100=10.8	11.3x80/100=10
4	Programming	13	13/102x100=12.7	13.4x80/100=10
5	Digital Citizenship	11	11/102x100=10.8	11.3x80/100=9
6	Entrepreneurship in Digital Age	07	07/102 x100=6.9	7.2x80/100=6

Cognitive Level	**Weightage**
Knowledge Based Questions	40 marks in the entire paper
Understanding Based Questions	40 marks in the entire paper
Application Based questions in which the remaining three level will also be included	20 marks in the entire paper

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	CRQs	ERQs
1	ICT Fundamentals	5x1=05	8x3=24	7x2=14
2	Digital Skills	5x1=05	6x3=18	7x2=14
3	Algorithmic Thinking & Problem Solving	3x1=3	----------	7x2=14
4	Programming	4x1=4	4x3=12	----------
5	Digital Citizenship	3x1=03	4x3=12	----------
6	Entrepreneurship in Digital Age	----------	4x3=12	----------
Total		**20x1=20**	**26x3=78**	**6x7=42**

Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No of Questions to be Attempted	Total Marks
1	**MCQs**	20	20x1	20
2	**CRQs**	26	13x3	39
3	**ERQs**	6	3x7	21
Total Marks in Paper				**80**

Practical Evaluation Rubric – Computer Science Grade-6

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

Practical Rubric Tables (5 Marks Each)

Unit 02 Practical SLO #1: Create File/Folder/Shortcut

Criteria	Sub-Criteria	Marks
File Creation	Create a new file	1
Folder Creation	Create a new folder	1
Shortcut Creation	Create a desktop shortcut	1
Naming	Use correct naming	1
Saving Location	Save in the correct directory	1

Unit 02 Practical SLO #2. Perform CCDP Operations (Cut, Copy, Delete, Paste)

Criteria	Sub-Criteria	Marks
Cut & Paste	Cut and paste to another location	1
Copy & Paste	Copy and paste to another location	1
Delete	Delete file/folder correctly	1
Restore	Restore using Recycle Bin or Undo	1
Verification	Check if file/folder is correctly moved	1

Unit 02 Practical SLO 3. Drag and Drop

Criteria	Sub-Criteria	Marks
File Selection	Select appropriate file/folder	1
Dragging	Properly drag item	1

Dropping	Drop to correct folder/location	1
Confirmation	Verify that item moved successfully	1
Repeat	Demonstrate with both file and folder	1

Unit 02 Practical SLO 4. Restore Deleted File/Folder

Criteria	Sub-Criteria	Marks
Recycle Bin Access	Open and navigate Recycle Bin	1
Selection	Select deleted file/folder	1
Restore Action	Use restore option	1
Verify Location	Confirm item is back in original location	1
Multiple Items	Attempt with file and folder	1

Unit 02 Practical SLO 5. Use Image Editing Software

Criteria	Sub-Criteria	Marks
Launch Software	Open Paint, 3D Paint, or Tux	1
Drawing Tools	Use brush, pencil, or shapes	1
Editing Tools	Add color fill, text	1
Save Work	Save with appropriate name	1
Creativity	Add stickers or decorations	1

Unit 02 Practical SLO 6. Create 2D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 2D shape tool	1
Drawing	Draw shape (circle, rectangle, etc.)	1
Coloring	Fill color in shape	1
Alignment	Create multiple aligned shapes	1
Save Work	Save drawing properly	1

Unit 02 Practical SLO 7. Create 3D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 3D shape tool	1
Drawing	Create cube, cylinder, etc.	1
Color/Texture	Apply texture or color	1
Adjusting	Rotate or resize shape	1
Save Work	Save in 3D format	1

Unit 02 Practical SLO 8. Create 3D Objects

Criteria	Sub-Criteria	Marks
Tool Use	Use object-making tool	1
Shape Combination	Combine shapes to make an object	1
Depth Adjustment	Modify size/depth	1
Decoration	Apply color/material	1
Save Work	Save/present object properly	1

Unit 02 Practical SLO 9. Create 3D Doodles

Criteria	Sub-Criteria	Marks
Tool Launch	Open 3D doodle tool	1
Drawing	Create freeform doodle	1
Inflate	Use 3D height/inflate option	1
Rotation	View from different angles	1
Save Work	Save or export doodle	1

Unit 02 Practical SLO 10. Create 3D Text

Criteria	Sub-Criteria	Marks
Text Tool	Select and open 3D text tool	1
Typing	Enter and format text	1
Effects	Apply depth or texture	1
Placement	Adjust position in canvas	1
Save Work	Save/display final text	1

Unit 02 Practical SLO 11. Use Canvas and Crop Tool

Criteria	Sub-Criteria	Marks
Canvas Selection	Open and set canvas	1
Resize Canvas	Adjust canvas dimensions	1
Crop Tool	Use crop accurately	1
Preview	Review before saving	1
Save Work	Save final image	1

Unit 04 SLO #75: Turn an Algorithm into a Program (PRACTICAL)

Criteria	Sub Criteria	Marks
Understanding Steps	Reads and understands the steps of the algorithm	1
Writing Code	Writes the program using the correct format and rules	2
Correct Output	Program gives the correct answer when run	1
Fixing Mistakes	Finds and corrects small mistakes in the code	1
TOTAL		5

Unit 04 SLO # 81: Make a Sprite Move Using a Loop (PRACTICAL)

Criteria	Sub Criteria	Marks
Using Loops	Uses a loop (like repeat or forever) in the code	2
Moving the Sprite	Sprite moves smoothly and correctly on the screen	2
Code Makes Sense	The code is simple and works as it should	1
TOTAL		5

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SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE VI – EXTREME WINTER ZONE

SUBJECT: COMPUTER SCIENCE **CLASS:6**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
Unit # 01 **ICT Fundamentals**	**ICT & ICT Devices**	1. Define ICT (Information and Communication Technology)	✓			15 Days	1st April to 17th April
		2. Define Computer.	✓				
		3. Enlist some ICT Devices.	✓				
	Developments in the history of computers	4. Compare First and Second generation of Computers		✓			
		5. Explain the properties of Fourth Generation computers		✓			
		6. Describe the Fifth generation of computers.		✓			
	Daily usage of ICT Devices	7. Difference between print media & digital media.		✓		08 Days	18th April to 28th April
		8. Explain the use of ICT devices in weather forecasting.		✓			
		9. Describe applications of ICT devices in industries		✓			
		10. Explain uses of ICT devices in business.		✓			
	Advantages & Disadvantages of ICT	11. Compare advantages & disadvantages of ICT devices		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Devices						
	Components of Computer	12. Define computer hardware and software.	✓			16Days	29th April to 18th May
		13. Differentiate between computer hardware and software		✓			
		14. Differentiate between system software & application software		✓			
	Hardware components of computer	15. Define input device with examples	✓				
		16. Describe the functions of biometric device.		✓			
		17. Define output device with examples	✓				
		18. Differentiate between hardcopy and softcopy.		✓			
		19. Explain the purpose of printer.		✓			
	Communication Devices	20. Define communication Devices.	✓			03 Day	19th May to 21st May
		21. Differentiate between Network switch and Router.		✓			
		22. Describe the purpose of Wireless Access Point.(WAP)		✓			
	System Unit	23. Define System unit.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Computer Memory	24. Differentiate between RAM & ROM.		✓		08 Days	22nd May to 3rd June
		25. Define CPU.	✓				
		26. Describe the function of motherboard.		✓			
		27. Differentiate between Data & Information.		✓			
	Storage Devices	28. Define storage devices with examples	✓			02 Day	4th June and 5th June
		29. Compare Hard Disk Drive with Optical Storage.		✓			
Revision of Chapter No.01 + Exercise						04 Days	6th June to 10th June
Unit# 02 Digital Skills	**System Software**	30. Enlist the different types of system software.	✓			06 Days	11th June to 17th June
		31. Define Operating system.	✓				
		32. Enlist the different types of Operating Systems.	✓				
		33. Analyze the functions of an Operating System		✓			
		34. Identify some Plug & play devices		✓			
		35. Analyze different types of System Software.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Stepping into Windows	36. Define the following terms File Folder, Drive.	✓			04 Days	18th June to 22nd June
		37. Identify the desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
		38. Explain the functions of desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
	Working with Active Window	39. Familiarize with different control buttons (Minimize, Restore, Maximize & Close)	✓			02 Days	23rd June and 24th June
	Managing Files & Folders	40. Familiarize with different terms like file, folder, shortcut etc	✓			10 Days	27th June to 8th July
		41. Demonstrate how to create new file/folder/shortcut in Windows (OS) **(PRACTICAL)**			✓		
		42. Demonstrate the operations CCDP (cut, copy, delete and paste a file/folder to another folder/location. **(PRACTICAL)**			✓		
		43. Demonstrate the operations drag and drop a file/folder to another folder/ location **(PRACTICAL)**			✓		
		44. Demonstrate the operations of restoring a			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
		deleted file/folder/shortcut**(PRACTICAL)**					
	Application Software	45. Define application software.	✓			02 Days	9th and 10th July
		46. Differentiate between entertainment and productivity software.		✓			
		47. Enlist the name of some Education and Reference software.	✓				
	Working with Paint 3D	48. Use image processing software (e.g. Paint, 3D Paint, Tux, etc.) for creating and editing images. **(PRACTICAL)**			✓	06 Days	11th to 17th July
		49. Create 2D shapes **(PRACTICAL)**			✓		
	Working With 3 D Models	50. Demonstrate to create 3D shapes **(PRACTICAL)**			✓	08 Days	18th to 27th July
		51. Demonstrate to create 3D Objects **(PRACTICAL)**			✓		
		52. Create a 3D doodles **(PRACTICAL)**			✓		
		53. Create a 3D text **(PRACTICAL)**			✓		
		54. Demonstrate the use of canvas and crop tool **(PRACTICAL)**			✓		
	Navigating the	55. Define web browser with examples	✓				28th July to 30th July

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Internet	56. Describe the commonly activities performed using web borrowers		✓		03 Days	
		57. Explain the purpose of Search Engine.		✓			
	Using Rapid Typing Tutor	58. Define typing tutor.	✓			06 Days	31st July to 6th Aug
		59. Enlist some sitting posture for typing.	✓				
Revision & Exercise						04 Days	7th Aug to 11th Aug
Unit#03 **Algorithmic Thinking and Problem Solving**	**Problem Solving**	60. Define a problem.	✓			06 Days	12th Aug to 19th Aug
		61. Differentiate between simple and complex problems.		✓			
	Problem Solving Process	62. Explain the purpose of decompose a problem		✓			
		63. Differentiate between Potential solution and ideal solution.		✓			
	Algorithmic Thinking	64. Define algorithm.	✓			04 Days	20th Aug to 24th Aug
		65. Define Algorithmic thinking.	✓				
		66. Enlist the properties of algorithm.	✓				
		67. Enlist benefits of algorithmic thinking.	✓				
		68. Apply algorithmic thinking to solve different types of problem			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Conditional & Repetition Statement	69. Explain the purpose of solution constructs.		✓		04 Days	25th Aug to 29th Aug
		70. Differentiate between conditional statement and repetition with the help of real world examples 71.		✓			
Revision & Exercise						02 Days	31st Aug and 1st Nov
Unit#04 Programming	**Program and Algorithm**	72. Define computer program	✓			10 Days	2nd Sep to 12th Sep
		73. Determine the need for a programming language.		✓			
		74. List different types of programming languages.	✓				
		75. Differentiate between algorithm and program		✓			
		76. Convert the algorithm into program **(PRACTICAL)**			✓		
	Scratch Programming	77. Familiarize with the interface of Scratch	✓			08 Days	14th to 29th Sep
		78. Define sprites.	✓				
	Scratch Blocks	79. Explain the different types of block in scratch.		✓			
		80. Describe the uses of loop block		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Fundamentals of Scratch constructs	81. Define an event in Scratch.	✓			06 Days	30th Sep to 6th Oct
		82. Demonstrate the movement of sprit using loop statement **(PRACTICAL)**			✓		
		83. Define variable.	✓				
	Debugging a program	84. Analyze ways to debug a computer program		✓			
Revision & Exercise						03 Days	7th Oct to 9th Oct
Unit # 05 **Digital Citizenship**	**Ethics and Safety in ICT**	85. Define Ethics	✓			06Days	10th Oct to 16th Oct
		86. Define ICT Ethics	✓				
		87. Differentiate between digital plagiarism and software piracy.		✓			
		88. Describe the purpose of copyright laws.		✓			
	Digital Civility	89. Explain the aims of digital civility.		✓		02 Days	17th Oct and 19th Oct
	Steps to Secure Information Privacy and Confidentiality	90. Enlist online safety rules while using internet.	✓			02Days	20th Oct and 21st Oct
	Understanding internet and cyber	91. Define cyber ethics.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Ethics	92. Describe some ethical rules for internet and cyberspace usage.		✓		05 Days	22nd Oct to 27th Oct
		93. Define cybercrime.	✓				
		94. Define cyber bullying.	✓				
	Health related issues of using ICT Devices	95. Identify health-related issues on the usage of ICT devices.		✓		02 Days	28th Oct and 29th Oct
	ICT Laboratory Rules	96. Enlist school ICT lab rules.	✓				
	Revision & Exercise					02 Days	30th Oct and 31st Oct
Unit #06 Entrepreneurship in Digital Age	**Entrepreneurship & Entrepreneur**	97. Define the term Entrepreneurship.	✓			03 Days	2nd Nov to 4th Nov
		98. Define the term Entrepreneur. Also enlist the names of some famous entrepreneurs	✓				
	Entrepreneurial Process	99. Explain the entrepreneurial process.		✓		06 Days	5th Nov to 12th Nov
	Types of entrepreneurs	100. Compare the advantages and disadvantages of home based entrepreneurs.		✓			
		101. Differentiate between Innovators and Imitators.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
		Students will be able to:	**K**	**U**	**A**		
		102. Explain the Hustler Entrepreneur.		✓			
	Traditional & Digital entrepreneurship	103. Differentiate between traditional & digital entrepreneurship along with examples.		✓		02 Days	13th Nov and 14th Nov
	Revision and Exercise					02 Days	15th Nov and 16th Nov
Revision of all Units						0 Days	
Total			**41**	**47**	**14**	**Total Days 182**	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	09	10	18	00	28
2	Digital Skills	08	11	08	11	29
3	Algorithmic Thinking & Problem Solving	04	05	05	01	11
4	Programming	05	06	05	02	13
5	Digital Citizenship	06	06	05	00	11
6	Entrepreneurship in Digital Age	04	02	05	00	07
Total		**36**	**41**	**46**	**14**	**102**

Determining Marks / Weightage for a specific Theme /Unit

Sr No	Theme/Unit	No of SLOs in the Unit	Weightage in % = No of SLOs in the Unit / Total No of SLOs of the Subject × 100	Weightage in Marks = Calculated Percentage in previous column ÷ Total Marks × 100
1	**ICT**	28	28/102x100=27.5	27.5x80/100=24
2	**Digital Skills**	29	29/102 x100=28.4	28.4x80/100=21
3	**Algorithmic Thinking & Problem Solving**	11	11/102x100=10.8	11.3x80/100=10
4	**Programming**	13	13/102x100=12.7	13.4x80/100=10
5	**Digital Citizenship**	11	11/102x100=10.8	11.3x80/100=9
6	**Entrepreneurship in Digital Age**	07	07/102 x100=6.9	7.2x80/100=6

Cognitive Level	Weightage
Knowledge Based Questions	40 marks in the entire paper
Understanding Based Questions	40 marks in the entire paper
Application Based questions in which the remaining three level will also be included	20 marks in the entire paper

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	**CRQs**	**ERQs**
1	ICT Fundamentals	5x1=05	8x3=24	7x2=14
2	Digital Skills	5x1=05	6x3=18	7x2=14
3	Algorithmic Thinking & Problem Solving	3x1=3	----------	7x2=14
4	Programming	4x1=4	4x3=12	----------
5	Digital Citizenship	3x1=03	4x3=12	----------
6	Entrepreneurship in Digital Age	----------	4x3=12	----------
Total		**20x1=20**	**26x3=78**	**6x7=42**

Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No of Questions to be Attempted	Total Marks
1	**MCQs**	20	20x1	20
2	**CRQs**	26	13x3	39
3	**ERQs**	6	3x7	21
Total Marks in Paper				**80**

Practical Evaluation Rubric – Computer Science Grade-6

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

Practical Rubric Tables (5 Marks Each)

Unit 02 Practical SLO #1: Create File/Folder/Shortcut

Criteria	Sub-Criteria	Marks
File Creation	Create a new file	1
Folder Creation	Create a new folder	1
Shortcut Creation	Create a desktop shortcut	1
Naming	Use correct naming	1
Saving Location	Save in the correct directory	1

Unit 02 Practical SLO #2. Perform CCDP Operations (Cut, Copy, Delete, Paste)

Criteria	Sub-Criteria	Marks
Cut & Paste	Cut and paste to another location	1
Copy & Paste	Copy and paste to another location	1
Delete	Delete file/folder correctly	1
Restore	Restore using Recycle Bin or Undo	1
Verification	Check if file/folder is correctly moved	1

Unit 02 Practical SLO 3. Drag and Drop

Criteria	Sub-Criteria	Marks
File Selection	Select appropriate file/folder	1
Dragging	Properly drag item	1
Dropping	Drop to correct folder/location	1
Confirmation	Verify that item moved successfully	1
Repeat	Demonstrate with both file and folder	1

Unit 02 Practical SLO 4. Restore Deleted File/Folder

Criteria	Sub-Criteria	Marks
Recycle Bin Access	Open and navigate Recycle Bin	1
Selection	Select deleted file/folder	1
Restore Action	Use restore option	1
Verify Location	Confirm item is back in original location	1
Multiple Items	Attempt with file and folder	1

Unit 02 Practical SLO 5. Use Image Editing Software

Criteria	Sub-Criteria	Marks
Launch Software	Open Paint, 3D Paint, or Tux	1
Drawing Tools	Use brush, pencil, or shapes	1
Editing Tools	Add color fill, text	1
Save Work	Save with appropriate name	1
Creativity	Add stickers or decorations	1

Unit 02 Practical SLO 6. Create 2D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 2D shape tool	1
Drawing	Draw shape (circle, rectangle, etc.)	1
Coloring	Fill color in shape	1
Alignment	Create multiple aligned shapes	1
Save Work	Save drawing properly	1

Unit 02 Practical SLO 7. Create 3D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 3D shape tool	1
Drawing	Create cube, cylinder, etc.	1
Color/Texture	Apply texture or color	1

Adjusting	Rotate or resize shape	1
Save Work	Save in 3D format	1

Unit 02 Practical SLO 8. Create 3D Objects

Criteria	Sub-Criteria	Marks
Tool Use	Use object-making tool	1
Shape Combination	Combine shapes to make an object	1
Depth Adjustment	Modify size/depth	1
Decoration	Apply color/material	1
Save Work	Save/present object properly	1

Unit 02 Practical SLO 9. Create 3D Doodles

Criteria	Sub-Criteria	Marks
Tool Launch	Open 3D doodle tool	1
Drawing	Create freeform doodle	1
Inflate	Use 3D height/inflate option	1
Rotation	View from different angles	1
Save Work	Save or export doodle	1

Unit 02 Practical SLO 10. Create 3D Text

Criteria	Sub-Criteria	Marks
Text Tool	Select and open 3D text tool	1
Typing	Enter and format text	1
Effects	Apply depth or texture	1

Placement	Adjust position in canvas	1
Save Work	Save/display final text	1

Unit 02 Practical SLO 11. Use Canvas and Crop Tool

Criteria	Sub-Criteria	Marks
Canvas Selection	Open and set canvas	1
Resize Canvas	Adjust canvas dimensions	1
Crop Tool	Use crop accurately	1
Preview	Review before saving	1
Save Work	Save final image	1

Unit 04 SLO #75: Turn an Algorithm into a Program (PRACTICAL)

Criteria	Sub Criteria	Marks
Understanding Steps	Reads and understands the steps of the algorithm	1
Writing Code	Writes the program using the correct format and rules	2
Correct Output	Program gives the correct answer when run	1
Fixing Mistakes	Finds and corrects small mistakes in the code	1
TOTAL		5

Unit 04 SLO # 81: Make a Sprite Move Using a Loop (PRACTICAL)

Criteria	Sub Criteria	Marks
Using Loops	Uses a loop (like repeat or forever) in the code	2
Moving the Sprite	Sprite moves smoothly and correctly on the screen	2
Code Makes Sense	The code is simple and works as it should	1
TOTAL		5

Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit–BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16ᵗ March, 2026

To,
The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary
Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

The BEEGB Academic team extends its gratitude to the following subject experts of SEDGB for their cooperation in preparing the syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB Technical Support: Mr. Akbar Ali DD IT BEEGB				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
3	Mathematics	Mr. Aziz Ahmad CPLIC, TSDC	Mr. Sajjad Hussain DD Finance & SE Maths, BEEGB	Mr. Dlair Shah Subject Expert (SE) Maths, BEEGB
4	Science	Mr. Asghar Ali CPLIC, TSDC	Mr. Abdul Bari DD Conduct & SE Science, BEEGB	Mr. Abdul Ghaffar AD Secrecy & SE Science, BEEGB
5	Islamiat	Mr. Nasir Hussain OT, BMS Jutal	Dr. Ikram uddin CPLIC, TSDC	Mr. Faqir Muhammad DD Admin and SE Islamiat, BEEGB
6	Geography	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
7	History	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
8	Computer Science	Ms. Nida Shaheen IT Expert, BEEGB	Mr. Shoukat Ali AD Conduct and SE, BEEGB	Ms. Nida Shaheen IT Expert, BEEGB
9	Agriculture	Mr. Ghulam Rasool TGT, HS No.1 Skardu	Mr. Maqsood Hussain TG, BHS Keris	Mr. Tariq Hussain CPLIC, TSDC

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB Technical Support: Mr. Akbar Ali DD IT BEEGB				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
10	Drawing	Mr. Kacho Sadaqat FP, BEEGB Office Skardu	Mr. Ali Muhammad TGT, BHS Keris	Mr. Khadim Hussain AD IT & SE, BEEGB
11	Home Economics	Ms. Siddiqa Batool EST, GHS Skardu	Ms. Amber Rehman EST, GHSS Kashrote Gilgit	Ms. Muneera Akhtar Instructor, CoE for Women Gilgit
12	Arabic	Mr. Abdul Aziz OT BHS No.1 Gilgit	Mr. Abdul Basit OT BHS Hatoon Ghizer	Mr. Qasim Iqbal OT BHS Konodass Gilgit

SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE VI – SUMMER ZONE

Subject: Computer Science **Class: 6**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
Unit # 01	**ICT & ICT Devices**	1. Define ICT (Information and Communication Technology)	✓			**15 Days**	**6th Feb to 24th Feb**
		2. Define Computer.	✓				
		3. Enlist some ICT Devices.	✓				
	Developments in the history of computers	4. Compare First and Second generation of Computers		✓			
		5. Explain the properties of Fourth Generation computers		✓			
		6. Describe the Fifth generation of computers.		✓			
ICT Fundamentals	**Daily usage of ICT Devices**	7. Difference between print media & digital media.		✓		**08 Days**	**25th Feb to 5th Mar**
		8. Explain the use of ICT devices in weather forecasting.		✓			
		9. Describe applications of ICT devices in industries		✓			
		10. Explain uses of ICT devices in business.		✓			
	Advantages & Disadvantages of ICT Devices	11. Compare advantages & disadvantages of ICT devices		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
	Components of Computer	12. Define computer hardware and software.	✓			**16Days**	**6th Mar to 26th Mar**
		13. Differentiate between computer hardware and software		✓			
		14. Differentiate between system software & application software		✓			
	Hardware components of computer	15. Define input device with examples	✓				
		16. Describe the functions of biometric device.		✓			
		17. Define output device with examples	✓				
		18. Differentiate between hardcopy and softcopy.		✓			
		19. Explain the purpose of printer.		✓			
	Communication Devices	20. Define communication Devices.	✓			**03 Day**	**27th Mar to 30th Mar**
		21. Differentiate between Network switch and Router.		✓			
		22. Describe the purpose of Wireless Access Point.(WAP)		✓			
	System Unit Computer Memory	23. Define System unit.	✓			**08 Days**	**31st Mar to 8thApril**
		24. Differentiate between RAM & ROM.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		25. Define CPU.	✓				
		26. Describe the function of motherboard.		✓			
		27. Differentiate between Data & Information.		✓			
	Storage Devices	28. Define storage devices with examples	✓			**02 Day**	**9th April and 10th April**
		29. Compare Hard Disk Drive with Optical Storage.		✓			
Revision of Chapter No.01 + Exercise						**04 Days**	**11th April to 15th April**
Unit# 02 Digital Skills	**System Software**	30. Enlist the different types of system software.	✓			**06 Days**	**16th April to 22nd April**
		31. Define Operating system.	✓				
		32. Enlist the different types of Operating Systems.	✓				
		33. Analyze the functions of an Operating System		✓			
		34. Identify some Plug & play devices		✓			
		35. Analyze different types of System Software.		✓			
	Stepping into Windows	36. Define the following terms File Folder, Drive.	✓				**23rd April to 27th April**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		37. Identify the desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓		**04 Days**	
		38. Explain the functions of desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
	Working with Active Window	39. Familiarize with different control buttons (Minimize, Restore, Maximize & Close)	✓			**02 Days**	**28th April and 29th April**
	Managing Files & Folders	40. Familiarize with different terms like file, folder, shortcut etc	✓			**10 Days**	**30th April to 8th May**
		41. Demonstrate how to create new file/folder/shortcut in Windows (OS)**(PRACTICAL)**			✓		
		42. Demonstrate the operations CCDP (cut, copy, delete and paste a file/folder to another folder/location. **(PRACTICAL)**			✓		
		43. Demonstrate the operations drag and drop a file/folder to another folder/ location **(PRACTICAL)**			✓		
		44. Demonstrate the operations of restoring a deleted file/folder/shortcut**(PRACTICAL)**			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
	Application Software	45. Define application software.	✓			**02 Days**	**9th May to 11th May**
		46. Differentiate between entertainment and productivity software.		✓			
		47. Enlist the name of some Education and Reference software.	✓				
	Working with Paint 3D	48. Use image processing software (e.g. Paint, 3D Paint, Tux, etc.) for creating and editing images. **(PRACTICAL)**			✓	**06 Days**	**12th May to 18th May**
		49. Create 2D shapes**(PRACTICAL)**			✓		
	Working With 3 D Models	50. Demonstrate to create 3D shapes**(PRACTICAL)**			✓	**08 Days**	**19th May to 30th May**
		51. Demonstrate to create 3D Objects**(PRACTICAL)**			✓		
		52. Create a 3D doodles**(PRACTICAL)**			✓		
		53. Create a 3D text**(PRACTICAL)**			✓		
		54. Demonstrate the use of canvas and crop tool**(PRACTICAL)**			✓		
	Navigating the Internet	55. Define web browser with examples	✓				
		56. Describe the commonly activities performed using web borrowers		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		57. Explain the purpose of Search Engine.		✓		**03 Days**	**1st June to 3rd June**
	Using Rapid Typing Tutor	58. Define typing tutor.	✓			**06 Days**	**4th June to 13th June**
		59. Enlist some sitting posture for typing.	✓				
Revision & Exercise						**04 Days**	**15th June to 18th June**
Unit#03	**Problem Solving**	60. Define a problem.	✓			**06 Days**	**19th June to 27th June**
		61. Differentiate between simple and complex problems.		✓			
	Problem Solving Process	62. Explain the purpose of decompose a problem		✓			
		63. Differentiate between Potential solution and ideal solution.		✓			
Algorithmic Thinking and Problem Solving	**Algorithmic Thinking**	64. Define algorithm.	✓			**04 Days**	**29th June to 15th Aug**
		65. Define Algorithmic thinking.	✓				
		66. Enlist the properties of algorithm.	✓				
		67. Enlist benefits of algorithmic thinking.	✓				
		68. Apply algorithmic thinking to solve different types of problem			✓		
	Conditional & Repetition Statement	69. Explain the purpose of solution constructs.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		70. Differentiate between conditional statement and repetition with the help of real world examples		✓		**04 Days**	**17th Aug to 20th Aug**
Revision & Exercise						**02 Days**	**21st Aug and 22nd Aug**
Unit#04 **Programming**	**Program and Algorithm**	71. Define computer program	✓			**10 Days**	**24th Aug to 4th Sep**
		72. Determine the need for a programming language.		✓			
		73. List different types of programming languages.	✓				
		74. Differentiate between algorithm and program		✓			
		75. Convert the algorithm into program**(PRACTICAL)**			✓		
	Scratch Programming	76. Familiarize with the interface of Scratch	✓			**08 Days**	**5th Sep to 14th Sep**
		77. Define sprites.	✓				
	Scratch Blocks	78. Explain the different types of block in scratch.		✓			
		79. Describe the uses of loop block		✓			
	Fundamentals of Scratch constructs	80. Define an event in Scratch.	✓			**06 Days**	**15th Sep to 28th Sep**
		81. Demonstrate the movement of sprit using			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		loop statement **(PRACTICAL)**					
		82. Define variable.	✓				
	Debugging a program	83. Analyze ways to debug a computer program		✓			
Revision & Exercise						**03 Days**	**29th Sep to 1st Oct**
Unit # 05	**Ethics and Safety in ICT**	84. Define Ethics	✓			**06Days**	**2nd Oct to 8th Oct**
Digital Citizenship		85. Define ICT Ethics	✓				
		86. Differentiate between digital plagiarism and software piracy.		✓			
		87. Describe the purpose of copyright laws.		✓			
	Digital Civility	88. Explain the aims of digital civility.		✓		**02 Days**	**9th Oct and 10th Oct**
	Steps to Secure Information Privacy and Confidentiality	89. Enlist online safety rules while using internet.	✓			**02Days**	**12th Oct and 13th Oct**
	Understanding internet and cyber Ethics	90. Define cyber ethics.	✓			**05 Days**	**14th Oct to 19th Oct**
		91. Describe some ethical rules for internet and cyberspace usage.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
		92. Define cybercrime.	✓				
		93. Define cyber bullying.	✓				
	Health related issues of using ICT Devices	94. Identify health-related issues on the usage of ICT devices.		✓		**02 Days**	**20th Oct and 21st Oct**
	ICT Laboratory Rules	95. Enlist school ICT lab rules.	✓				
	Revision & Exercise					**02 Days**	**22nd Oct and 23rd Oct**
Unit #06	**Entrepreneurship & Entrepreneur**	96. Define the term Entrepreneurship.	✓			**03 Days**	**24th Oct to 27th Oct**
Entrepreneurship in Digital Age		97. Define the term Entrepreneur. Also enlist the names of some famous entrepreneurs	✓				
	Entrepreneurial Process	98. Explain the entrepreneurial process.		✓		**06 Days**	**28th Oct to 3rd Nov**
	Types of entrepreneurs	99. Compare the advantages and disadvantages of home based entrepreneurs.		✓			
		100. Differentiate between Innovators and Imitators.		✓			
		101. Explain the Hustler Entrepreneur.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	**K**	**U**	**A**		
	Traditional & Digital entrepreneurship	102. Differentiate between traditional & digital entrepreneurship along with examples.		✓		**02 Days**	**4th Nov and 5th Nov**
	Revision and Exercise					**03 Days**	**7th Nov to 11th Nov**
Revision of all Units						**04 Days**	**12th Nov to 16th Nov**
Total			**41**	**47**	**14**	**Total Days 189**	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	09	10	18	00	28
2	Digital Skills	08	11	08	11	29
3	Algorithmic Thinking & Problem Solving	04	05	05	01	11
4	Programming	05	06	05	02	13
5	Digital Citizenship	06	06	05	00	11
6	Entrepreneurship in Digital Age	04	02	05	00	07
Total		**36**	**41**	**46**	**14**	**102**

Determining Marks / Weightage for a specific Theme /Unit

Sr No	Theme/Unit	No of SLOs in the Unit	Weightage in % = No of SLOs in the Unit / Total No of SLOs of the Subject × 100	Weightage in Marks = Calculated Percentage in previous column ÷ Total Marks × 100
1	ICT	28	28/102x100=27.5	27.5x80/100=24
2	Digital Skills	29	29/102 x100=28.4	28.4x80/100=21
3	Algorithmic Thinking & Problem Solving	11	11/102x100=10.8	11.3x80/100=10
4	Programming	13	13/102x100=12.7	13.4x80/100=10
5	Digital Citizenship	11	11/102x100=10.8	11.3x80/100=9
6	Entrepreneurship in Digital Age	07	07/102 x100=6.9	7.2x80/100=6

Note: The table mentioned above should be used to determine the weightage/marks of a specific theme/unit. However, subject experts should also consider the relevance and significance of the topic when finalizing the weightage/marks

Table of Specification

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	**CRQs**	**ERQs**
1	ICT Fundamentals	5x1=05	8x3=24	7x2=14
2	Digital Skills	5x1=05	6x3=18	7x2=14
3	Algorithmic Thinking & Problem Solving	3x1=3	----------	7x2=14
4	Programming	4x1=4	4x3=12	----------
5	Digital Citizenship	3x1=03	4x3=12	----------
6	Entrepreneurship in Digital Age	----------	4x3=12	----------
Total		**20x1=20**	**26x3=78**	**6x7=42**

Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No of Questions to be Attempted	Total Marks
1	**MCQs**	20	20x1	20
2	**CRQs**	26	13x3	39
3	**ERQs**	6	3x7	21
Total Marks in Paper				**80**

Practical Evaluation Rubric – Computer Science Grade-6

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

Practical Rubric Tables (5 Marks Each)

Unit 02 Practical SLO #1: Create File/Folder/Shortcut

Criteria	Sub-Criteria	Marks
File Creation	Create a new file	1
Folder Creation	Create a new folder	1
Shortcut Creation	Create a desktop shortcut	1
Naming	Use correct naming	1
Saving Location	Save in the correct directory	1

Criteria	Sub-Criteria	Marks
Cut & Paste	Cut and paste to another location	1
Copy & Paste	Copy and paste to another location	1
Delete	Delete file/folder correctly	1
Restore	Restore using Recycle Bin or Undo	1

Criteria	Sub-Criteria	Marks
File Selection	Select appropriate file/folder	1
Dragging	Properly drag item	1
Dropping	Drop to correct folder/location	1

Confirmation	Verify that item moved successfully	1
Repeat	Demonstrate with both file and folder	1

\Criteria	Sub-Criteria	Marks
Recycle Bin Access	Open and navigate Recycle Bin	1
Selection	Select deleted file/folder	1
Restore Action	Use restore option	1
Verify Location	Confirm item is back in original location	1
Multiple Items	Attempt with file and folder	1

Criteria	**Sub-Criteria**	**Marks**
Launch Software	Open Paint, 3D Paint, or Tux	1
Drawing Tools	Use brush, pencil, or shapes	1
Editing Tools	Add color fill, text	1
Save Work	Save with appropriate name	1
Creativity	Add stickers or decorations	1

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 2D shape tool	1
Drawing	Draw shape (circle, rectangle, etc.)	1
Coloring	Fill color in shape	1
Alignment	Create multiple aligned shapes	1

Save Work	Save drawing properly	1
Criteria	Sub-Criteria	Marks
Tool Selection	Choose 3D shape tool	1
Drawing	Create cube, cylinder, etc.	1
Color/Texture	Apply texture or color	1
Adjusting	Rotate or resize shape	1
Save Work	Save in 3D format	1
Criteria	Sub-Criteria	Marks
Tool Use	Use object-making tool	1
Shape Combination	Combine shapes to make an object	1
Depth Adjustment	Modify size/depth	1
Decoration	Apply color/material	1
Save Work	Save/present object properly	1
Criteria	Sub-Criteria	Marks
Tool Launch	Open 3D doodle tool	1
Drawing	Create freeform doodle	1
Inflate	Use 3D height/inflate option	1
Rotation	View from different angles	1
Save Work	Save or export doodle	1
Criteria	Sub-Criteria	Marks
Text Tool	Select and open 3D text tool	1
Typing	Enter and format text	1
Effects	Apply depth or texture	1

Placement	Adjust position in canvas	1
Save Work	Save/display final text	1
Criteria	Sub-Criteria	Marks
Canvas Selection	Open and set canvas	1
Resize Canvas	Adjust canvas dimensions	1
Crop Tool	Use crop accurately	1
Preview	Review before saving	1
Save Work	Save final image	1

Unit 04 SLO #75: Turn an Algorithm into a Program (PRACTICAL)

Criteria	Sub Criteria	Marks
Understanding Steps	Reads and understands the steps of the algorithm	1
Writing Code	Writes the program using the correct format and rules	2
Correct Output	Program gives the correct answer when run	1
Fixing Mistakes	Finds and corrects small mistakes in the code	1
TOTAL		5

Unit 04 SLO # 81: Make a Sprite Move Using a Loop (PRACTICAL)

Criteria	Sub Criteria	Marks
Using Loops	Uses a loop (like repeat or forever) in the code	2
Moving the Sprite	Sprite moves smoothly and correctly on the screen	2

Criteria	Sub Criteria	Marks
Code Makes Sense	The code is simple and works as it should	1
TOTAL		5

Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit–BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16t March, 2026

To,
The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

The BEEGB Academic team extends its gratitude to the following subject experts of SEDGB for their cooperation in preparing the syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
3	Mathematics	Mr. Aziz Ahmad CPLIC, TSDC	Mr. Sajjad Hussain DD Finance & SE Maths, BEEGB	Mr. Dlair Shah Subject Expert (SE) Maths, BEEGB
4	Science	Mr. Asghar Ali CPLIC, TSDC	Mr. Abdul Bari DD Conduct & SE Science, BEEGB	Mr. Abdul Ghaffar AD Secrecy & SE Science, BEEGB
5	Islamiat	Mr. Nasir Hussain OT, BMS Jutal	Dr. Ikram uddin CPLIC, TSDC	Mr. Faqir Muhammad DD Admin and SE Islamiat, BEEGB
6	Geography	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
7	History	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
8	Computer Science	Ms. Nida Shaheen IT Expert, BEEGB	Mr. Shoukat Ali AD Conduct and SE, BEEGB	Ms. Nida Shaheen IT Expert, BEEGB
9	Agriculture	Mr. Ghulam Rasool TGT, HS No.1 Skardu	Mr. Maqsood Hussain TG, BHS Keris	Mr. Tariq Hussain CPLIC, TSDC
10	Drawing	Mr. Kacho Sadaqat FP, BEEGB Office Skardu	Mr. Ali Muhammad TGT, BHS Keris	Mr. Khadim Hussain AD IT & SE, BEEGB

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB Technical Support: Mr. Akbar Ali DD IT BEEGB				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
11	Home Economics	Ms. Siddiqa Batool EST, GHS Skardu	Ms. Amber Rehman EST, GHSS Kashrote Gilgit	Ms. Muneera Akhtar Instructor, CoE for Women Gilgit
12	Arabic	Mr. Abdul Aziz OT BHS No.1 Gilgit	Mr. Abdul Basit OT BHS Hatoon Ghizer	Mr. Qasim Iqbal OT BHS Konodass Gilgit

SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026

GRADE VI – WINTER ZONE

Subject: Computer Science **Class: 6**

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
Unit # 01	**ICT & ICT Devices**	1. Define ICT (Information and Communication Technology)	✓			15 Days	2nd Mar to 18th Mar
		2. Define Computer.	✓				
		3. Enlist some ICT Devices.	✓				
	Developments in the history of computers	4. Compare First and Second generation of Computers		✓			
		5. Explain the properties of Fourth Generation computers		✓			
		6. Describe the Fifth generation of computers.		✓			
ICT Fundamentals	**Daily usage of ICT Devices**	7. Difference between print media & digital media.		✓		08 Days	19th Mar to 30th March
		8. Explain the use of ICT devices in weather forecasting.		✓			
		9. Describe applications of ICT devices in industries		✓			
		10. Explain uses of ICT devices in business.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Advantages & Disadvantages of ICT Devices	11. Compare advantages & disadvantages of ICT devices		✓			
	Components of Computer	12. Define computer hardware and software.	✓			16Days	31st Mar to 17th April
		13. Differentiate between computer hardware and software		✓			
		14. Differentiate between system software & application software		✓			
	Hardware components of computer	15. Define input device with examples	✓				
		16. Describe the functions of biometric device.		✓			
		17. Define output device with examples	✓				
		18. Differentiate between hardcopy and softcopy.		✓			
		19. Explain the purpose of printer.		✓			
	Communication Devices	20. Define communication Devices.	✓			03 Day	18th April to 20th April
		21. Differentiate between Network switch and Router.		✓			
		22. Describe the purpose of Wireless Access Point.(WAP)		✓			
	System Unit	23. Define System unit.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Computer Memory	24. Differentiate between RAM & ROM.		✓		08 Days	21st April to 29th April
		25. Define CPU.	✓				
		26. Describe the function of motherboard.		✓			
		27. Differentiate between Data & Information.		✓			
	Storage Devices	28. Define storage devices with examples	✓			02 Day	30th April to 2nd May
		29. Compare Hard Disk Drive with Optical Storage.		✓			
Revision of Chapter No.01 + Exercise						04 Days	4th May and 7th May
Unit# 02 **Digital Skills**	**System Software**	30. Enlist the different types of system software.	✓			06 Days	8th May to 14th May
		31. Define Operating system.	✓				
		32. Enlist the different types of Operating Systems.	✓				
		33. Analyze the functions of an Operating System		✓			
		34. Identify some Plug & play devices		✓			
		35. Analyze different types of System Software.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Stepping into Windows	36. Define the following terms File Folder, Drive.	✓			04 Days	15th May to 19th May
		37. Identify the desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
		38. Explain the functions of desktop icons (File Explorer, start button, start menu, taskbar, notification area, volume adjustment, Date/Time)		✓			
	Working with Active Window	39. Familiarize with different control buttons (Minimize, Restore, Maximize & Close)	✓			02 Days	20th May and 21st May
	Managing Files & Folders	40. Familiarize with different terms like file, folder, shortcut etc	✓			10 Days	22nd May to 5th June
		41. Demonstrate how to create new file/folder/shortcut in Windows (OS) **(PRACTICAL)**			✓		
		42. Demonstrate the operations CCDP (cut, copy, delete and paste a file/folder to another folder/location. **(PRACTICAL)**			✓		
		43. Demonstrate the operations drag and drop a file/folder to another folder/ location **(PRACTICAL)**			✓		
		44. Demonstrate the operations of restoring a			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
		deleted file/folder/shortcut**(PRACTICAL)**					
	Application Software	45. Define application software.	✓			02 Days	6th June and 8th June
		46. Differentiate between entertainment and productivity software.		✓			
		47. Enlist the name of some Education and Reference software.	✓				
	Working with Paint 3D	48. Use image processing software (e.g. Paint, 3D Paint, Tux, etc.) for creating and editing images. **(PRACTICAL)**			✓	06 Days	9th June to 15th June
		49. Create 2D shapes **(PRACTICAL)**			✓		
	Working With 3 D Models	50. Demonstrate to create 3D shapes **(PRACTICAL)**			✓	08 Days	16th June to 24th June
		51. Demonstrate to create 3D Objects **(PRACTICAL)**			✓		
		52. Create a 3D doodles **(PRACTICAL)**			✓		
		53. Create a 3D text **(PRACTICAL)**			✓		
		54. Demonstrate the use of canvas and crop tool **(PRACTICAL)**			✓		
	Navigating the	55. Define web browser with examples	✓				27th June to 30th June

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Internet	56. Describe the commonly activities performed using web borrowers		✓		03 Days	
		57. Explain the purpose of Search Engine.		✓			
	Using Rapid Typing Tutor	58. Define typing tutor.	✓			06 Days	1st July to 7th July
		59. Enlist some sitting posture for typing.	✓				
Revision & Exercise						04 Days	8th July to 11th July
Unit#03	**Problem Solving**	60. Define a problem.	✓			06 Days	13th July to 18th July
		61. Differentiate between simple and complex problems.		✓			
	Problem Solving Process	62. Explain the purpose of decompose a problem		✓			
		63. Differentiate between Potential solution and ideal solution.		✓			
Algorithmic Thinking and Problem Solving	**Algorithmic Thinking**	64. Define algorithm.	✓			04 Days	20th July to 12th August
		65. Define Algorithmic thinking.	✓				
		66. Enlist the properties of algorithm.	✓				
		67. Enlist benefits of algorithmic thinking.	✓				
		68. Apply algorithmic thinking to solve different types of problem			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Conditional & Repetition Statement	69. Explain the purpose of solution constructs.		✓		04 Days	13th Aug to 18th August
		70. Differentiate between conditional statement and repetition with the help of real world examples		✓			
Revision & Exercise						04 Days	19th Aug to 22nd Aug
Unit#04 **Programming**	**Program and Algorithm**	71. Define computer program	✓			10 Days	24th Aug to 4th Sep
		72. Determine the need for a programming language.		✓			
		73. List different types of programming languages.	✓				
		74. Differentiate between algorithm and program		✓			
		75. Convert the algorithm into program **(PRACTICAL)**			✓		
	Scratch Programming	76. Familiarize with the interface of Scratch	✓			08 Days	5th Sep to 14th Sep
		77. Define sprites.	✓				
	Scratch Blocks	78. Explain the different types of block in scratch.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
		79. Describe the uses of loop block		✓			
	Fundamentals of Scratch constructs	80. Define an event in Scratch.	✓			06 Days	15th Sep to 28th Sep
		81. Demonstrate the movement of sprit using loop statement **(PRACTICAL)**			✓		
		82. Define variable.	✓				
	Debugging a program	83. Analyze ways to debug a computer program		✓			
Revision & Exercise						03 Days	29th Sep to 1st Oct
Unit # 05	**Ethics and Safety in ICT**	84. Define Ethics	✓			06Days	2nd Oct to 8th Oct
Digital Citizenship		85. Define ICT Ethics	✓				
		86. Differentiate between digital plagiarism and software piracy.		✓			
		87. Describe the purpose of copyright laws.		✓			
	Digital Civility	88. Explain the aims of digital civility.		✓		02 Days	9th Oct and 10th Oct
	Steps to Secure Information Privacy and Confidentiality	89. Enlist online safety rules while using internet.	✓			02Days	12th Oct and 13th Oct

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
	Understanding internet and cyber Ethics	90. Define cyber ethics.	✓			05 Days	14th Oct to 19th Oct
		91. Describe some ethical rules for internet and cyberspace usage.		✓			
		92. Define cybercrime.	✓				
		93. Define cyber bullying.	✓				
	Health related issues of using ICT Devices	94. Identify health-related issues on the usage of ICT devices.		✓		02 Days	20th Oct and 21st Oct
	ICT Laboratory Rules	95. Enlist school ICT lab rules.	✓				
	Revision & Exercise					02 Days	22nd Oct and 23rd Oct
Unit #06	**Entrepreneurship & Entrepreneur**	96. Define the term Entrepreneurship.	✓			03 Days	24th Oct to 27th Oct
Entrepreneurship in Digital Age		97. Define the term Entrepreneur. Also enlist the names of some famous entrepreneurs	✓				
	Entrepreneurial Process	98. Explain the entrepreneurial process.		✓		06 Days	28th Oct to 3rd Nov
	Types of entrepreneurs	99. Compare the advantages and disadvantages of home based entrepreneurs.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
		Students will be able to:	**K**	**U**	**A**		
		100. Differentiate between Innovators and Imitators.		✓			
		101. Explain the Hustler Entrepreneur.		✓			
	Traditional & Digital entrepreneurship	102. Differentiate between traditional & digital entrepreneurship along with examples.		✓		02 Days	4th Nov and 5th Nov
	Revision and Exercise					03 Days	6th Nov to 10th Nov
Revision of all Units						06 Days	11th Nov to 16th Nov
Total			**41**	**47**	**14**	Total Days 185	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	09	10	18	00	28
2	Digital Skills	08	11	08	11	29
3	Algorithmic Thinking & Problem Solving	04	05	05	01	11
4	Programming	05	06	05	02	13
5	Digital Citizenship	06	06	05	00	11
6	Entrepreneurship in Digital Age	04	02	05	00	07
Total		**36**	**41**	**46**	**14**	**102**

Determining Marks / Weightage for a specific Theme /Unit

Sr No	Theme/Unit	No of SLOs in the Unit	Weightage in % = No of SLOs in the Unit / Total No of SLOs of the Subject × 100	Weightage in Marks = Calculated Percentage in previous column ÷ Total Marks × 100
1	**ICT**	28	28/102x100=27.5	27.5x80/100=24
2	**Digital Skills**	29	29/102 x100=28.4	28.4x80/100=21
3	**Algorithmic Thinking & Problem Solving**	11	11/102x100=10.8	11.3x80/100=10
4	**Programming**	13	13/102x100=12.7	13.4x80/100=10
5	**Digital Citizenship**	11	11/102x100=10.8	11.3x80/100=9
6	**Entrepreneurship in Digital Age**	07	07/102 x100=6.9	7.2x80/100=6

Cognitive Level	Weightage
Knowledge Based Questions	40 marks in the entire paper
Understanding Based Questions	40 marks in the entire paper
Application Based questions in which the remaining three level will also be included	20 marks in the entire paper

Table of Specification

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	**CRQs**	**ERQs**
1	**ICT Fundamentals**	5x1=05	8x3=24	7x2=14
2	**Digital Skills**	5x1=05	6x3=18	7x2=14
3	**Algorithmic Thinking & Problem Solving**	3x1=3	----------	7x2=14
4	**Programming**	4x1=4	4x3=12	----------
5	**Digital Citizenship**	3x1=03	4x3=12	----------
6	**Entrepreneurship in Digital Age**	----------	4x3=12	----------
Total		**20x1=20**	**26x3=78**	**6x7=42**

Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No of Questions to be Attempted	Total Marks
1	**MCQs**	20	20x1	20
2	**CRQs**	26	13x3	39
3	**ERQs**	6	3x7	21
Total Marks in Paper				**80**

Practical Evaluation Rubric – Computer Science Grade-6

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

Practical Rubric Tables (5 Marks Each)

Unit 02 Practical SLO #1: Create File/Folder/Shortcut

Criteria	Sub-Criteria	Marks
File Creation	Create a new file	1
Folder Creation	Create a new folder	1
Shortcut Creation	Create a desktop shortcut	1
Naming	Use correct naming	1
Saving Location	Save in the correct directory	1

Unit 02 Practical SLO #2. Perform CCDP Operations (Cut, Copy, Delete, Paste)

Criteria	Sub-Criteria	Marks
Cut & Paste	Cut and paste to another location	1
Copy & Paste	Copy and paste to another location	1
Delete	Delete file/folder correctly	1
Restore	Restore using Recycle Bin or Undo	1
Verification	Check if file/folder is correctly moved	1

Unit 02 Practical SLO 3. Drag and Drop

Criteria	Sub-Criteria	Marks
File Selection	Select appropriate file/folder	1
Dragging	Properly drag item	1
Dropping	Drop to correct folder/location	1
Confirmation	Verify that item moved successfully	1
Repeat	Demonstrate with both file and folder	1

Unit 02 Practical SLO 4. Restore Deleted File/Folder

Criteria	Sub-Criteria	Marks
Recycle Bin Access	Open and navigate Recycle Bin	1
Selection	Select deleted file/folder	1
Restore Action	Use restore option	1
Verify Location	Confirm item is back in original location	1
Multiple Items	Attempt with file and folder	1

Unit 02 Practical SLO 5. Use Image Editing Software

Criteria	Sub-Criteria	Marks
Launch Software	Open Paint, 3D Paint, or Tux	1
Drawing Tools	Use brush, pencil, or shapes	1
Editing Tools	Add color fill, text	1
Save Work	Save with appropriate name	1
Creativity	Add stickers or decorations	1

Unit 02 Practical SLO 6. Create 2D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 2D shape tool	1
Drawing	Draw shape (circle, rectangle, etc.)	1
Coloring	Fill color in shape	1
Alignment	Create multiple aligned shapes	1
Save Work	Save drawing properly	1

Unit 02 Practical SLO 7. Create 3D Shapes

Criteria	Sub-Criteria	Marks
Tool Selection	Choose 3D shape tool	1
Drawing	Create cube, cylinder, etc.	1
Color/Texture	Apply texture or color	1
Adjusting	Rotate or resize shape	1
Save Work	Save in 3D format	1

Unit 02 Practical SLO 8. Create 3D Objects

Criteria	Sub-Criteria	Marks
Tool Use	Use object-making tool	1
Shape Combination	Combine shapes to make an object	1
Depth Adjustment	Modify size/depth	1
Decoration	Apply color/material	1
Save Work	Save/present object properly	1

Unit 02 Practical SLO 9. Create 3D Doodles

Criteria	Sub-Criteria	Marks
Tool Launch	Open 3D doodle tool	1
Drawing	Create freeform doodle	1
Inflate	Use 3D height/inflate option	1
Rotation	View from different angles	1
Save Work	Save or export doodle	1

Unit 02 Practical SLO 10. Create 3D Text

Criteria	Sub-Criteria	Marks
Text Tool	Select and open 3D text tool	1
Typing	Enter and format text	1
Effects	Apply depth or texture	1

Placement	Adjust position in canvas	1
Save Work	Save/display final text	1

Unit 02 Practical SLO 11. Use Canvas and Crop Tool

Criteria	Sub-Criteria	Marks
Canvas Selection	Open and set canvas	1
Resize Canvas	Adjust canvas dimensions	1
Crop Tool	Use crop accurately	1
Preview	Review before saving	1
Save Work	Save final image	1

Unit 04 SLO #75: Turn an Algorithm into a Program (PRACTICAL)

Criteria	Sub Criteria	Marks
Understanding Steps	Reads and understands the steps of the algorithm	1
Writing Code	Writes the program using the correct format and rules	2
Correct Output	Program gives the correct answer when run	1
Fixing Mistakes	Finds and corrects small mistakes in the code	1
TOTAL		5

Unit 04 SLO # 81: Make a Sprite Move Using a Loop (PRACTICAL)

Criteria	Sub Criteria	Marks
Using Loops	Uses a loop (like repeat or forever) in the code	2
Moving the Sprite	Sprite moves smoothly and correctly on the screen	2
Code Makes Sense	The code is simple and works as it should	1
TOTAL		5