



GOVERNMENT OF GILGIT-BALTISTAN
BOARD OF ELEMENTARY EXAMINATION
GILGIT-BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16th 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 SESSION 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
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**SCHEME OF STUDIES AND CENTRALIZED SLO BASED
SYLLABUS BREAK-UP 2026
GRADE 7 – WINTER ZONE**



Unit/ Theme	Sub Topics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Winter Zone
			K	U	A		
Unit#01	Emerging Technologies	1. Define the term emerging technologies with examples and explain each Technology (AI, Biometric, Vision Enhancement, Robotics, CAT,3D Holographic Imaging, VR, AR, Self Driving Cars,3D Printing, Cloud Storage, Open-Source S/W		✓		10 Days	3 rd to 13 th March, 2026
		2. State advantages of biometric and robotics in real life.	✓				
		3. Differentiate between 3D & holographic imaging and Virtual Reality		✓			
		4. Define Cloud Storage (CS)	✓				
		5. Enlist the advantages of open-source software.	✓				
ICT Fundamentals	Main Components of System Unit	6. Define system unit.	✓			08 Days	14 th to 25 th March 2026
		7. Identify the purpose of motherboard.		✓			
		8. Explain Central Processing Unit (CPU)		✓			
	Memory Unit	9. Differentiate between RAM & ROM		✓			
		10. Enlist the different units of computer memory measurement.	✓				
	Some Common	11. Explain the purpose of HDMI port		✓			

Types of Communication Ports	12. Describe the function of USB port.		✓		04 Day	26th to 30th March, 2026
	13. Differentiate between VGA and S-Video Port.		✓			
	14. Describe the purpose of SATA Port and cable		✓			
	15. Define PCI-Express Port.	✓				
Peripherals of a computer	16. Define Peripheral with examples.	✓			08 Days	31st March to 9th April, 2026
	17. Define Input Device.	✓				
	18. Define output Device.	✓				
	19. Differentiate between hard copy and soft copy.		✓			
	20. Explain the function of mouse.		✓			
	21. Describe the purpose of Webcam		✓			
	22. Identify different types of output Devices (Display Screen, printer, Speaker and headset, Projector		✓			
	23. Differentiate between hard and soft copy		✓			
Computer Network	24. Define the term computer network	✓			04Day	10th to 14th April, 2026
Components of a computer Network	25. Identify the different components of computer network		✓			
	26. Differentiate between server and client.		✓			
Revision of Chapter + Exercise					04 Day	14th to 17th April

Unit# 02							
Digital Skills	Word Processor	27. Define the term word processor.	✓			04 Days	15th to 18th April, 2026
		28. Enlist some popular word processor	✓				
	Working with Microsoft Word	29. Open MS word in Windows (OS) (PRACTICAL)					
		30. Familiarize with the interface of MS word	✓				
		31. Explain the purpose of Home Tab.			✓		
		32. Describe the function of Insert Tab			✓		
		33. State the function of Page Layout.			✓		
		34. Describe the purpose of Review Tab.			✓		
		35. Identify different ribbon/Menu/Tabs in MS Word.			✓		
		36. Create a document in MS word. (PRACTICAL)				✓	
		37. Demonstrate how to insert text box, table, symbol, header and footer etc. in a MS word document. (PRACTICAL)				✓	
38. Add and modify the text (underline, bold, italicize, font style, font size, font color) to a document in the word processor (MS Word). (PRACTICAL)				✓			
	Some common Shortcut keys	39. Enlist some common shortcut key in MS word.	✓			02 Days	4th and 5th May, 2026

	Urdu Typing	40. Demonstrate how to create Urdu documents using Inpage. (PRACTICAL)			✓	02 Days	6th and 7th May, 2026
	Multimedia Presentation	41. Define Multimedia presentation.	✓			02 Days	8th and 9th May, 2026
		42. Identify different types of multimedia resources like videos, image, text and audio files.		✓			
	Working with PowerPoint	43. Create a multimedia presentation by: (PRACTICAL) <ul style="list-style-type: none"> • Adding new slides. • Adding various objects on the slides (image, text, video, audio, etc.). • Animating an object to appear on click. • Creating internal/external Hyperlinks. • Adding notes. • Creating a slideshow and an executable file. 			✓	06 Days	11th to 16th May, 2026
	E-Mail	44. Define the term Email, and Email service Provider	✓			06 Days	18th to 23rd May, 2026
		45. Explain Email address.		✓			
		46. Describe username and password.		✓			
		47. Explain the purpose of E-Mail service Provider.		✓			
		48. Create an Email Account (PRACTICAL)			✓		
		49. Explain different parts of Email message parts		✓			
		50. Demonstrate how to compose, send Email, reply email, forward email and delete email (PRACTICAL)			✓		

		51. Describe different folders of Email Account.		✓			
	Email Protocols	52. Define Protocol.	✓			02 Day	25th to 26th May, 2026
		53. Describe different protocols used for sake of sending/accessing emails.	✓				
	Authentication	54. Define authentication process	✓				
	Revision of Chapter + Exercise				04 Days		30th May to 3rd June, 2026
Unit#03	Problem Solving	55. Define a problem.	✓			06 Days	4th to 10th June, 2026
		56. Define Problem Solving.	✓				
	Problem Solving Process	57. Explain the steps in problem analysis.		✓			
		58. Analyze solution development process		✓			
		59. Describe the purpose of evaluating the solution.		✓			
	Computational Thinking	60. Define Computational Thinking.	✓				
		61. Explain the properties of Computational thinking.		✓			
		62. Define algorithm.	✓				
		63. Develop some algorithms for a given situation. (PRACTICAL)			✓		
	Solution Elements	64. Explain sequence, repetition and conditional statement with real life examples (PRACTICAL)			✓		
65. Difference between finite and infinite loop.			✓				

	Flow Charts	66. Define flow chart.	✓			06 Days	23rd June 2nd July, 2026
		67. Enlist the different symbols that are used to draw flow chart.	✓				
		68. Draw some flowcharts for the given situations. (PRACTICAL)			✓		
		69. Convert given flow chart into algorithm and vice versa (PRACTICAL)			✓		
Revision of Chapter + Exercise					04 Days	3rd to 7th July	
Unit#04							
Programming	Information Representation in Computer	70. Explain how computer process and store data.		✓		04 Days	8th to 11th July, 2026
		71. Describe different number systems used in computer		✓			
		72. Differentiate between binary and decimal number systems.		✓			
	Number System Conversion	73. Convert a given number into binary to decimal and vice versa (PRACTICAL) .			✓	03 Days	13th to 15th July, 2026
	Introduction to Scratch Interface	74. Familiarize with main components of Scratch interface	✓			05Days	16th July to 10th August,2026
		75. Explain main components of Scratch interface (Block Palette, Blocks Category, Programming area, The Stage etc.)		✓			
	Control Block in Scratch	76. Problem “Award the player a score points under certain conditions, such as if they can touch another sprite that is automatically moving, or if the player clicks on a moving sprite”.			✓	06 Days	11th to 17th August, 2026

		(apply different loops, Repeat, Repeat until & forever commands) (PRACTICAL)					
	Event Handling	77. The concept of combining events & coordinates to allow a user to move a sprite or a sprite, to move a sprite automatically without user intervention. (PRACTICAL)			✓	02 Days	18th and 19th August, 2026
	Countdown Timer	78. Create a countdown timer. (PRACTICAL)			✓	04 Days	20th to 24th August, 2026
	Revision of Chapter + Exercise				04 Days	25th Aug to 28th August 2026	
Unit#05							
Digital Citizenship	Computer Ethics	79. Define computer citizenship.	✓			03 Days	29th Aug to 1st Sep, 2026
		80. Explain computer ethics.		✓			
		81. Enlist some Ethical principles and guidelines of using computer	✓				
	Online Safety Rules	82. Enlist some online safety rules while using internet	✓			02 Day	2nd and 3rd Sep, 2026
	Improper use of Computer Resources	83. Identify Improper use of computer resources.		✓		03 Days	4th to 7th Sep, 2026
		84. Explain key concepts of copyright, plagiarism, and digital piracy.		✓			
Digital Media Bias and Messaging	85. Evaluate digital media bias and messaging		✓		02 Day	8th to 9th Sep, 2026	

	Cybercrime	86. Define cybercrime	✓			02 Day	10th and 11th Sep, 2026	
		87. Enlist different activities included in cybercrime.	✓					
	Cybercrime Categories	88. Explain the purposes of hacking.		✓			08 Days	13th to 28th Sep, 2026
		89. Differentiate between Cyber Bullying & cyber stalking		✓				
		90. Enlist the different forms of malicious software.	✓					
		91. Define computer Viruses with some common examples	✓					
		92. Enlist some main sources of spreading computer viruses from one computer to another.	✓					
		93. Explain how to protect against computer viruses		✓				
		94. Differentiate between Financial Fraud & Money Laundering		✓				
	Major Online Activities	95. Enlist some benefits of social networking.	✓				06 Days	29th Sep to 6th Oct, 2026
		96. Name some popular social networking platforms.	✓					
97. Explain the advantages of online banking.			✓					
98. Describe the purpose of Audio and Video Conferencing			✓					
99. Explain the benefits of online education.			✓					
100. Differentiate between Online Auction and Online Shopping			✓					
101. Define Medical Assistance.		✓						

		102. Write both positive and negative impact of social media		✓			
	Pakistan's Cybercrime Laws and Punishments	103. Describe different punishments for different cybercrimes activities in Pakistan.		✓		03 Days	7th to 9th Oct, 2026
	Revision + Exercise					04 Days	10th to 14th Oct, 2026
Unit#06							
Entrepreneurship in the Digital Age	Entrepreneurship & Innovation	104. Describe how innovation has changed the entrepreneurial mindset.		✓		02 Days	15th and 16th Oct, 2026
	Design Thinking	105. Explain the Design Thinking Process		✓		02 Days	17th and 18th Oct, 2026
	Stages of Design Thinking	106. State the stages of design thinking	✓			04 Days	20th to 23rd Oct, 2026
		107. Explain the stages of Design Thinking		✓			
		108. Differentiate between Ideate and Prototype		✓			
		109. Discuss the benefits to the innovation process of each design thinking step.		✓			
	Sustainable Development	110. Understand sustainable development goals in the context of the problems the world is facing that need to be solved.		✓		03 Days	24th to 27th Oct, 2026
111. Identify key challenges in sustainable development.			✓				

Revision + Exercise				04 Days	28th Oct 31st Oct, 2026
Revision All units				11 Days	2nd Nov to 16th Nov, 2026
Total	39	55	16	201 Days	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	07	10	16	00	26
2	Digital Skills	09	09	11	08	28
3	Algorithmic Thinking & Problem Solving	05	06	05	04	15
4	Programming	06	01	04	04	09
5	Digital Citizenship	08	11	14	00	25
6	Entrepreneurship in Digital Age	04	01	07	00	08
Total		38	39	55	16	110

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 x Total Marks ÷100
1	ICT Fundamentals	26	$26/110 \times 100=23.6$	$23.6 \times 80/100=19$
2	Digital Skills	28	$28/110 \times 100=25.4$	$25.4 \times 80/100=20$
3	Algorithmic Thinking & Problem Solving	15	$15/110 \times 100=13.6$	$13.6 \times 80/100=11$
4	Programming	09	$09/110 \times 100=8.2$	$8.2 \times 80/100=6$
5	Digital Citizenship	25	$25/110 \times 100=22.7$	$22.7 \times 80/100=19$
6	Entrepreneurship in Digital Age	08	$08/110 \times 100=7.2$	$7.2 \times 80/100=5$

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.

Important Note: While designing question papers for Infant to Grade 8 the following weightage will be followed:

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 levels 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	3x1=03	6x3=18	2x7=14
2	Digital Skills	4x1=04	6x3=18	2x7=14
3	Algorithmic Thinking & Problem Solving	5x1=5	4x3=12	----- -----
4	Programming	3x1=3	2x3=06	----- -----
5	Digital Citizenship	3x1=03	6x3=18	2x7=14
6	Entrepreneurship in Digital Age	2x1=2	2x3=06	----- -----
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-7

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 2026.

Practical Rubric Tables (5 Marks Each)

Unit 02 SLO # 29 Open MS Word in Windows (OS)

Criteria	Sub Criteria	Marks
Locate Program	Find MS Word icon in Start menu or desktop	2
Open Application	Opens MS Word successfully	2
Ready to Use	Waits for program to load	1
Total		5

Unit 02 SLO # 36 Create a Document in MS Word

Criteria	Sub Criteria	Marks
Create Document	Starting a new blank document	2
Enter Text	Type a short paragraph	2
Save File	Saves document with a proper name	1
Total		5

Unit 02 SLO # 37 Insert Text Box, Table, Symbol, Header and Footer

Criteria	Sub Criteria	Marks
Insert Elements	Adds text box, table, and symbol	2
Header/Footer	Adds header and footer	2
Neatness	Proper alignment of added items	1
Total		5

Unit 02 SLO # 38 Modify Text (Bold, Italic, Font Style, etc.)

Criteria	Sub Criteria	Marks
Basic Formatting	Applies bold, italic, underline	2
Font Styling	Changes font type, size, and color	2
Neat Presentation	Text looks tidy and readable	1
Total		5

Unit 02 SLO # 40 Create Urdu Document Using InPage

Criteria	Sub Criteria	Marks
Open InPage	Opens program and create new document	1
Urdu Typing	Types meaningful Urdu content	2
Formatting	Uses appropriate font style and size	2
Total		5

Unit 02 SLO # 43 Create a Multimedia Presentation

Criteria	Sub Criteria	Marks
Add Slides	Adds at least 3 different slides	1
Insert Media	Includes text, image, or video	1
Effects & Links	Uses animations and hyperlinks	2
Run Slideshow	Plays slideshow from beginning	1
Total		5

Unit 02 SLO # 47 Create and Use Email Account

Criteria	Sub Criteria	Marks
Log In	Opens and logs into Gmail successfully	1
Compose Email	Write and send a basic email	1
Reply/Forward	Replies to and forward an email	2
Delete Email	Deletes any unwanted email	1
Total		5

Unit 02 SLO # 49 Demonstrate How to Compose, Send, Reply, Forward, and Delete an Email

Criteria	Sub Criteria	Marks
Compose Email	Opens Gmail and composes a message	1
Send Email	Sends email to a correct recipient	1
Reply to Email	Replies to received email correctly	1
Forward Email	Forwards email with proper content	1
Delete Email	Deletes any email from inbox	1
Total		5

Unit 03 SLO # 62 Develop Some Algorithms for Given Situations

Criteria	Sub Criteria	Marks
Understand the Problem	Reads and understands the given scenario	1
Write Steps Clearly	Writes correct and clear step-by-step instructions	2
Logical Order	Uses correct logical flow of steps	1
Use Simple Language	Uses easy and readable language	1
Total		5

Unit 03 SLO # 63 Explain Sequence, Repetition, and Conditional Statements with Real-life Examples

Criteria	Sub Criteria	Marks
Sequence Example	Explains real-life example showing steps in a fixed order	1
Repetition Example	Gives example of a repeated task (loop)	1
Conditional Example	Gives example using "if" condition from real life	1
Clear Explanation	Explains each with simple words and logic	1
Relevance to Topic	Real-life examples match correct programming concept	1
Total		5

Unit 03 SLO # 67 Draw Some Flowcharts for Given Situations

Criteria	Sub Criteria	Marks
Use of Symbols	Correctly uses shapes (start, input, process, etc.)	2
Logical Flow	Shows proper sequence of steps	1
Neatness	Drawing is clean and symbols are labeled	1
Correct Output	Matches the solution required by the situation	1
Total		5

Unit 03 SLO # 68 Convert Given Flowchart into Algorithm and Vice Versa

Criteria	Sub Criteria	Marks
Correct Conversion	Converts flowchart to algorithm or reverse correctly	2
Clear Steps/Symbols	Uses correct steps in algorithm or flowchart shapes	1
Logical Consistency	Maintains order and meaning of the process	1
Presentation	Neat and readable work	1
Total		5

Unit 04 SLO # 75 Award the Player a Score Point Based on Conditions (Using Loops)

Criteria	Sub Criteria	Marks
Use of Loops	Correctly applies "Repeat", "Repeat Until", and "Forever" commands	2
Condition Handling	Uses "if touching" or "if clicked" to trigger score	1
Score Mechanism	Increases score correctly when the condition is met	1
Logical Flow	Code runs smoothly without errors	1
Total		5

Unit 04 SLO # 76 Combine Events & Coordinates to Move Sprite (User-Controlled and Auto Movement)

Criteria	Sub Criteria	Marks
User Movement	Sprite moves using arrow keys or user input	2
Auto Movement	Another sprite moves on its own using loops or glide commands	1
Coordinate Use	Uses correct x/y coordinates to control position	1
Event Blocks	Correctly uses blocks like "when key pressed", "when green flag clicked"	1
Total		5

Unit 04 SLO # 77 Create a Countdown Timer

Criteria	Sub Criteria	Marks
Timer Setup	Sets a timer variable (e.g., starts from 10 or 30)	1
Countdown Logic	Uses Repeat or Forever loops to reduce timer by 1 every second	2
Display Output	Shows the timer clearly on the stage	1
Timer Ends	Program does something when timer reaches zero	1
Total		5



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SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026 GRADE 7 SUMMER ZONE



Subject: Computer Science

Class: 7

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
			K	U	A		
Unit#01	Emerging Technologies	1. Define the term emerging technologies with examples and explain each Technology (AI, Biometric, Vision Enhancement, Robotics, CAT,3D Holographic Imaging, VR, AR, Self Driving Cars,3D Printing, Cloud Storage, Open-Source S/W		✓		10 Days	6 th to 18 th Feb 2026
		2. State advantages of biometric and robotics in real life.	✓				
		3. Differentiate between 3D & holographic imaging and Virtual Reality		✓			
		4. Define Cloud Storage (CS)	✓				
		5. Enlist the advantages of open-source software.	✓				
	ICT Fundamentals	Main Components of System Unit	6. Define system unit.	✓			19 th to 27 th Feb 2026
			7. Identify the purpose of motherboard.		✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone	
		Students will be able to:	K	U	A			
Memory Unit	Memory Unit	8. Explain Central Processing Unit (CPU)		✓		08 Days	28th to 4 th March 2026	
		9. Differentiate between RAM & ROM		✓				
		10. Enlist the different units of computer memory measurement.	✓					
	Some Common Types of Communication Ports	11. Explain the purpose of HDMI port		✓		04 Day		
		12. Describe the function of USB port.		✓				
13. Differentiate between VGA and S-Video Port.		✓						
14. Describe the purpose of SATA Port and cable		✓						
15. Define PCI-Express Port.	✓							
Peripherals of a computer	Peripherals of a computer	16. Define Peripheral with examples.	✓			08 Days		5 th March to 13 th March 2026
		17. Define Input Device.	✓					
		18. Define out put Device.	✓					
		19. Differentiate between hard copy and soft copy.		✓				
		20. Explain the function of mouse.		✓				
		21. Describe the purpose of WebCam		✓				
		22. Identify different types of output Devices		✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
		(Display Screen, printer, Speaker and headset, Projector)					
		23. Differentiate between hard and soft copy		✓			
	Computer Network	24. Define the term computer network	✓			04Day	14 th to 18 th March 2026
	Components of a computer Network	25. Identify the different components of computer network		✓			
		26. Differentiate between server and client.		✓			
	Revision of Chapter+ Exercise			04 Day		19 th to 25 th March 2026	
Unit# 02							
	Word Processor	27. Define the term word processor.	✓			04 Days	26 th to 30 th March 2026
		28. Enlist some popular word processor	✓				
	Working with Microsoft Word	29. Open MS word in Windows (OS) (PRACTICAL)			✓		
		30. Familiarize with the interface of MS word	✓				
		31. Explain the purpose of Home Tab.		✓		10 Days	31 st March to 10 th April 2026
		32. Describe the function of Insert Tab		✓			
		33. State the function of Page Layout.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone	
		Students will be able to:	K	U	A			
Digital Skills		34. Describe the purpose of Review Tab.		✓				
		35. Identify different ribbon/Menu/Tabs in MS Word.		✓				
		36. Create a document in MS word . (PRACTICAL)			✓			
		37. Demonstrate how to insert text box, table, symbol, header and footer etc in a MS word document. (PRACTICAL)			✓			
		38. Add and modify the text (underline, bold, italicize, font style, font size, font color) to a document in the word processor (MS Word). (PRACTICAL)			✓			
		Some common Shortcut keys	39. Enlist some common shortcut key in MS word.	✓			02 Days	11 th to 13 th April 2026
		Urdu Typing	40. Demonstrate how to create Urdu documents using Inpage. (PRACTICAL)			✓	02 Days	14 th and 15 th April 2026
		Multimedia Presentation	41. Define Multimedia presentation.	✓			02 Days	16 th and 17 th April 2026
			42. Identify different types of multimedia resources like videos, image, text and audio files.		✓			
	Working with	43. Create a multimedia presentation by: (PRACTICAL) • Adding new slides.			✓	06 Days	18 th to 24 th April 2026	

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
	PowerPoint	<ul style="list-style-type: none"> • Adding various objects on the slides (image, text, video, audio, etc). • Animating an object to appear on click. • Creating internal/external Hyperlinks. • Adding notes. • Creating a slideshow and an executable file. 					
	E-Mail	44. Define the term Email, and Email service Provider	✓			06 Days	25 th to 2 nd May 2026
		45. Explain Email address.		✓			
		46. Describe username and password.		✓			
		47. Explain the purpose of E-Mail service Provider.		✓			
		48. Create an Email Account (PRACTICAL)			✓		
		49. Explain different parts of Email message parts		✓			
		50. Demonstrate how to compose, send Email, replying email, forward email and delete email (PRACTICAL)			✓		
		51. Describe different folders of Email Account.		✓			
	Email Protocols	52. Define Protocol.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
		53. Describe different protocols used for sake of sending/accessing emails.	✓			02 Day	4 th and 5 th May 2026
	Authentication	54. Define authentication process	✓				
Revision of Chapter + Exercise			04 Days			6 th May to 9 th May 2026	
Unit#03	Problem Solving	55. Define a problem.	✓			06 Days	11 th to 16 th May 2026
		56. Define Problem Solving.	✓				
	Problem Solving Process	57. Explain the steps in problem analysis.		✓			
		58. Analyze solution development process		✓			
		59. Describe the purpose of evaluating the solution.		✓			
Algorithmic Thinking and Problem Solving	Computational Thinking	60. Define Computational Thinking.	✓			10 Days	18 th to 1 st June 2026
		61. Explain the properties of Computational thinking.		✓			
	62. Define algorithm.	✓					
	63. Develop some algorithms for a given situation. (PRACTICAL)			✓			
	Solution Elements	64. Explain sequence, repetition and conditional statement with real life examples (PRACTICAL)			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
		65. Difference between finite and infinite loop.		✓			
Flow Charts	66. Define flow chart.	✓			06 Days	2 nd to 8 th June 2026	
	67. Enlist the different symbols that are used to draw flow chart.	✓					
	68. Draw some flowcharts for the given situations. (PRACTICAL)			✓			
	69. Convert given flow chart into algorithm and vice versa (PRACTICAL)			✓			
Revision of Chapter + Exercise			04 Days			9 th to 12 th June 2026	
Unit#04							
Programming	Information Representation in Computer	70. Explain how computer process and store data.		✓		04 Days	13 th to 17 th June 2026
		71. Describe different number systems used in computer		✓			
		72. Differentiate between binary and decimal number systems.		✓			
	Number System Conversion	73. Convert a given number into binary to decimal and vice versa (PRACTICAL) .			✓	03 Days	18 th to 20 th June 2026
	Introduction to Scratch Interface	74. Familiarize with main components of Scratch interface	✓			05Days	22 nd to 29 th June 2026
	75. Explain main components of Scratch interface (Block Palette, Blocks Category,		✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
		Programming area, The Stage etc)					
	Control Block in Scratch	76. Problem “Award the player a score points under certain conditions, such as if they can touch another sprite that is automatically moving, or if the player clicks on a moving sprite ”. (apply different loops, Repeat, Repeat until & forever commands) (PRACTICAL)			✓	06 Days	30 th to 18 th August 2026
	Event Handling	77. The concept of combining events & coordinates to allow a user to move a sprite or a sprite, to move a sprite automatically without user intervention. (PRACTICAL)			✓	02 Days	19 th and 20 th August 2026
	Countdown Timer	78. Create a countdown timer. (PRACTICAL)			✓	04 Days	21 st to 25 th August 2026
	Revision of Chapter + Exercise			04 Days		26 th to 29 th August 2026	
Unit#05							
Digital	Computer Ethics	79. Define computer citizenship.	✓			03 Days	31 st to 2 nd September 2026
		80. Explain computer ethics.		✓			
		81. Enlist some Ethical principles and guidelines of using computer	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
Citizenship	Online Safety Rules	82. Enlist some online safety rules while using internet	✓			02 Day	3 rd to 4 th August 2026
	Improper use of Computer Resources	83. Identify Improper use of computer resources.		✓		03 Days	5 th to 8 th Sep 2026
		84. Explain key concepts of copyright, plagiarism, and digital piracy.		✓			
	Digital Media Bias and Messaging	85. Evaluate digital media bias and messaging		✓		02 Day	9 th and 10 th Sep 2026
	Cybercrime	86. Define cybercrime	✓			02 Day	11 th and 12 th Sep 2026
		87. Enlist different activities included in cybercrime.	✓				
	Cybercrime Categories	88. Explain the purposes of hacking.		✓		08 Days	14 th to 29 th Sep 2026
		89. Differentiate between Cyber Bullying & cyber stalking		✓			
		90. Enlist the different forms of malicious software.	✓				
		91. Define computer Viruses with some common examples	✓				
		92. Enlist some main sources of spreading computer viruses from one computer to another.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone
		Students will be able to:	K	U	A		
		93. Explain how to protect against computer viruses		✓			
		94. Differentiate between Financial Fraud & Money Laundering		✓			
		95. Enlist some benefits of social networking.	✓				
	Major Online Activities	96. Name some popular social networking platforms.	✓			06 Days	30 th to 6 th October 2026
		97. Explain the advantages of online banking.		✓			
		98. Describe the purpose of Audio and Video Conferencing		✓			
		99. Explain the benefits of online education.		✓			
		100. Differentiate between Online Auction and Online Shopping		✓			
		101. Define Medical Assistance.	✓				
		102. Write both positive and negative impact of social media		✓			
	Pakistan's Cybercrime Laws and Punishments	103. Describe different punishments for different cybercrimes activities in Pakistan.		✓		03 Days	7 th to 9 th Oct 2026
	Revision + Exercise					04 Days	10 th Oct to 14 th Oct 2026
Unit#06							

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Summer Zone	
		Students will be able to:	K	U	A			
Entrepreneurship in the Digital Age	Entrepreneurship & Innovation	104. Describe how innovation has changed the entrepreneurial mindset.		✓		02 Days	15 th and 16 th Oct 2026	
	Design Thinking	105. Explain the Design Thinking Process		✓		02 Days	17 th and 19 th Oct 2026	
	Stages of Design Thinking	106. State the stages of design thinking	✓			04 Days	20 th to 23 rd Oct 2026	
		107. Explain the stages of Design Thinking		✓				
		108. Differentiate between Ideate and Prototype		✓				
		109. Discuss the benefits to the innovation process of each design thinking step.		✓				
	Sustainable Development	110. Understand sustainable development goals in the context of the problems the world is facing that need to be solved.		✓		03 Days	24 th to 27 th Oct 2026	
		111. Identify key challenges in sustainable development.		✓				
	Revision + Exercise					04 Days	28 th to 31 st Oct 2026	
	Revision All units					13 Days	2 nd to 16 th Nov	
	Total				39	55	16	204 Days

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	07	10	16	00	26
2	Digital Skills	09	09	11	08	28
3	Algorithmic Thinking & Problem Solving	05	06	05	04	15
4	Programming	06	01	04	04	09
5	Digital Citizenship	08	11	14	00	25
6	Entrepreneurship in Digital Age	04	01	07	00	08
Total		38	39	55	16	111

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 x Total Marks ÷100
1	ICT Fundamentals	26	$26/111 \times 100 = 23.6$	$23.6 \times 80/100 = 19$
2	Digital Skills	28	$28/111 \times 100 = 25.2$	$25.2 \times 80/100 = 20$
3	Algorithmic Thinking & Problem Solving	15	$15/111 \times 100 = 13.5$	$13.5 \times 80/100 = 11$
4	Programming	09	$09/111 \times 100 = 8.1$	$8.1 \times 80/100 = 6$
5	Digital Citizenship	25	$25/111 \times 100 = 22.5$	$22.5 \times 80/100 = 18$
6	Entrepreneurship in Digital Age	08	$08/111 \times 100 = 7.2$	$7.2 \times 80/100 = 6$

Important Note: While designing question papers for Infant to Grade 8 the following weightage will be followed:

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 levels 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	3x1=03	6x3=18	2x7=14
2	Digital Skills	4x1=04	6x3=18	2x7=14
3	Algorithmic Thinking & Problem Solving	5x1=5	4x3=12	-----
4	Programming	3x1=3	2x3=06	-----
5	Digital Citizenship	3x1=03	6x3=18	2x7=14
6	Entrepreneurship in Digital Age	2x1=2	2x3=06	-----
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-7

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 2026.

Practical Rubric Tables (5 Marks Each)

Unit 02 SLO # 29 Open MS Word in Windows (OS)

Criteria	Sub Criteria	Marks
Locate Program	Finds MS Word icon in Start menu or desktop	2
Open Application	Opens MS Word successfully	2
Ready to Use	Waits for program to load	1
Total		5

Unit 02 SLO # 36 Create a Document in MS Word

Criteria	Sub Criteria	Marks
Create Document	Starts a new blank document	2
Enter Text	Types a short paragraph	2
Save File	Saves document with a proper name	1
Total		5

Unit 02 SLO # 37 Insert Text Box, Table, Symbol, Header and Footer

Criteria	Sub Criteria	Marks
Insert Elements	Adds text box, table, and symbol	2
Header/Footer	Adds header and footer	2
Neatness	Proper alignment of added items	1
Total		5

Unit 02 SLO # 38 Modify Text (Bold, Italic, Font Style, etc.)

Criteria	Sub Criteria	Marks
Basic Formatting	Applies bold, italic, underline	2
Font Styling	Changes font type, size, and color	2
Neat Presentation	Text looks tidy and readable	1
Total		5

Unit 02 SLO # 40 Create Urdu Document Using InPage

Criteria	Sub Criteria	Marks
Open InPage	Opens program and creates new document	1
Urdu Typing	Types meaningful Urdu content	2
Formatting	Uses appropriate font style and size	2
Total		5

Unit 02 SLO # 43 Create a Multimedia Presentation

Criteria	Sub Criteria	Marks
Add Slides	Adds at least 3 different slides	1
Insert Media	Includes text, image, or video	1
Effects & Links	Uses animations and hyperlinks	2
Run Slideshow	Plays slideshow from beginning	1
Total		5

Unit 02 SLO # 47 Create and Use Email Account

Criteria	Sub Criteria	Marks
Log In	Opens and logs into Gmail successfully	1
Compose Email	Writes and sends a basic email	1
Reply/Forward	Replies to and forwards an email	2
Delete Email	Deletes any unwanted email	1
Total		5

Unit 02 SLO # 49 Demonstrate How to Compose, Send, Reply, Forward, and Delete an Email

Criteria	Sub Criteria	Marks
Compose Email	Opens Gmail and composes a message	1
Send Email	Sends email to a correct recipient	1
Reply to Email	Replies to received email correctly	1
Forward Email	Forwards email with proper content	1
Delete Email	Deletes any email from inbox	1
Total		5

Unit 03 SLO # 62 Develop Some Algorithms for Given Situations

Criteria	Sub Criteria	Marks
Understand the Problem	Reads and understands the given scenario	1
Write Steps Clearly	Writes correct and clear step-by-step instructions	2
Logical Order	Uses correct logical flow of steps	1
Use Simple Language	Uses easy and readable language	1
Total		5

Unit 03 SLO # 63 Explain Sequence, Repetition, and Conditional Statements with Real-life Examples

Criteria	Sub Criteria	Marks
Sequence Example	Explains real-life example showing steps in a fixed order	1
Repetition Example	Gives example of a repeated task (loop)	1
Conditional Example	Gives example using "if" condition from real life	1
Clear Explanation	Explains each with simple words and logic	1
Relevance to Topic	Real-life examples match correct programming concept	1
Total		5

Unit 03 SLO # 67 Draw Some Flowcharts for Given Situations

Criteria	Sub Criteria	Marks
Use of Symbols	Correctly uses shapes (start, input, process, etc.)	2
Logical Flow	Shows proper sequence of steps	1
Neatness	Drawing is clean and symbols are labeled	1
Correct Output	Matches the solution required by the situation	1
Total		5

Unit 03 SLO # 68 Convert Given Flowchart into Algorithm and Vice Versa

Criteria	Sub Criteria	Marks
Correct Conversion	Converts flowchart to algorithm or reverse correctly	2
Clear Steps/Symbols	Uses correct steps in algorithm or flowchart shapes	1
Logical Consistency	Maintains order and meaning of the process	1
Presentation	Neat and readable work	1
Total		5

Unit 04 SLO # 75 Award the Player a Score Point Based on Conditions (Using Loops)

Criteria	Sub Criteria	Marks
Use of Loops	Correctly applies "Repeat", "Repeat Until", and "Forever" commands	2
Condition Handling	Uses "if touching" or "if clicked" to trigger score	1
Score Mechanism	Increases score correctly when the condition is met	1
Logical Flow	Code runs smoothly without errors	1
Total		5

Unit 04 SLO # 76 Combine Events & Coordinates to Move Sprite (User-Controlled and Auto Movement)

Criteria	Sub Criteria	Marks
User Movement	Sprite moves using arrow keys or user input	2
Auto Movement	Another sprite moves on its own using loops or glide commands	1
Coordinate Use	Uses correct x/y coordinates to control position	1
Event Blocks	Correctly uses blocks like "when key pressed", "when green flag clicked"	1
Total		5

Unit 04 SLO # 77 Create a Countdown Timer

Criteria	Sub Criteria	Marks
Timer Setup	Sets a timer variable (e.g., starts from 10 or 30)	1
Countdown Logic	Uses Repeat or Forever loops to reduce timer by 1 every second	2
Display Output	Shows the timer clearly on the stage	1
Timer Ends	Program does something when timer reaches zero	1
Total		5



Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit-BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16th 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 WORK AND SYLLABUS BREAKDOWN GRADE 7-EXTREME WINTER ZONE 2026



Subject: Computer Science

Class: 7

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
Unit#01 ICT Fundamentals	Emerging Technologies	1. Define the term emerging technologies with examples and explain each Technology (AI, Biometric, Vision Enhancement, Robotics, CAT, 3D Holographic Imaging, VR, AR, Self Driving Cars, 3D Printing, Cloud Storage, Open-Source S/W		✓		10 Days	1st April to 13th April
		2. State advantages of biometric and robotics in real life.	✓				
		3. Differentiate between 3D & holographic imaging and Virtual Reality		✓			
		4. Define Cloud Storage (CS)	✓				
		5. Enlist the advantages of open-source software.	✓				
	Main Components of System Unit	6. Define system unit.	✓			08 Days	14th to 22nd April
		7. Identify the purpose of motherboard.		✓			
		8. Explain Central Processing Unit (CPU)		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
Memory Unit		9. Differentiate between RAM & ROM		✓			
		10. Enlist the different units of computer memory measurement.	✓				
Some Common Types of Communication Ports		11. Explain the purpose of HDMI port		✓		04 Day	
		12. Describe the function of USB port.		✓			
		13. Differentiate between VGA and S-Video Port.		✓			
		14. Describe the purpose of SATA Port and cable		✓			
		15. Define PCI-Express Port.	✓				
Peripherals of a computer		16. Define Peripheral with examples.	✓			08 Days	
		17. Define Input Device.	✓				
		18. Define output Device.	✓				
		19. Differentiate between hard copy and soft copy.		✓			
		20. Explain the function of mouse.		✓			
		21. Describe the purpose of WebCam		✓			
		22. Identify different types of output Devices (Display Screen, printer, Speaker and headset, Projector		✓			
		23. Differentiate between hard and soft copy		✓			
						23rd to 27th April	
						30th April to 7th May	

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
	Computer Network	24. Define the term computer network	✓			04Day	8th to 12th May
	Components of a computer Network	25. Identify the different components of computer network		✓			
		26. Differentiate between server and client.		✓			
	Revision of Chapter + Exercise		04 Day			13th to 16th May	
Unit# 02							
Digital Skills	Word Processor	27. Define the term word processor.	✓			04 Days	18th to 21st May
		28. Enlist some popular word processor	✓				
	Working with Microsoft Word	29. Open MS word in Windows (OS) (PRACTICAL)			✓		
		30. Familiarize with the interface of MS word	✓				
		31. Explain the purpose of Home Tab.		✓			
		32. Describe the function of Insert Tab		✓			
		33. State the function of Page Layout.		✓			
		34. Describe the purpose of Review Tab.		✓			
		35. Identify different ribbon/Menu/Tabs in MS Word.		✓			
					10 Days	22nd May to 6th June	

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
		36. Create a document in MS word . (PRACTICAL)			✓		
		37. Demonstrate how to insert text box, table, symbol, header and footer etc. in a MS word document. (PRACTICAL)			✓		
		38. Add and modify the text (underline, bold, italicize, font style, font size, font color) to a document in the word processor (MS Word). (PRACTICAL)			✓		
	Some common Shortcut keys	39. Enlist some common shortcut key in MS word.	✓			02 Days	8th and 9th June
	Urdu Typing	40. Demonstrate how to create Urdu documents using Inpage. (PRACTICAL)			✓	02 Days	10th and 11th June
	Multimedia Presentation	41. Define Multimedia presentation.	✓			02 Days	12th and 3rd June
		42. Identify different types of multimedia resources like videos, image, text and audio files.		✓			
	Working with PowerPoint	43. Create a multimedia presentation by: (PRACTICAL) <ul style="list-style-type: none"> • Adding new slides. • Adding various objects on the slides (image, text, video, audio, etc). • Animating an object to appear on click. • Creating internal/external Hyperlinks. 			✓	06 Days	15th to 20th June

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
		<ul style="list-style-type: none"> Adding notes. Creating a slideshow and an executable file. 					
	E-Mail	44. Define the term Email, and Email service Provider	✓			06 Days	22nd to 30th June
		45. Explain Email address.		✓			
		46. Describe username and password.		✓			
		47. Explain the purpose of E-Mail service Provider.		✓			
		48. Create an Email Account (PRACTICAL)			✓		
		49. Explain different parts of Email message parts		✓			
		50. Demonstrate how to compose, send Email, replying email, forward email and delete email (PRACTICAL)			✓		
		51. Describe different folders of Email Account.		✓			
	Email Protocols	52. Define Protocol.	✓			02 Day	01st July to 2nd July
		53. Describe different protocols used for sake of sending/accessing emails.	✓				
	Authentication	54. Define authentication process	✓				
Revision of Chapter + Exercise			04 Days			3rd July to 7th July	

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
Unit#03 Algorithmic Thinking and Problem Solving	Problem Solving	55. Define a problem.	✓			06 Days	8th to 14th July
		56. Define Problem Solving.	✓				
	Problem Solving Process	57. Explain the steps in problem analysis.		✓			
		58. Analyze solution development process		✓			
		59. Describe the purpose of evaluating the solution.		✓			
	Computational Thinking	60. Define Computational Thinking.	✓				
		61. Explain the properties of Computational thinking.		✓			
		62. Define algorithm.	✓				
		63. Develop some algorithms for a given situations. (PRACTICAL)			✓		
	Solution Elements	64. Explain sequence, repetition and conditional statement with real life examples (PRACTICAL)			✓		
		65. Difference between finite an infinite loop.		✓			
	Flow Charts	66. Define flow chart.	✓			06 Days	27th to 01st August
		67. Enlist the different symbols that are used to draw flow chart.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone	
		Students will be able to:	K	U	A			
		68. Draw some flowchartsfor the given situations. (PRACTICAL)			✓			
		69. Convert given flow chart into algorithm and vise versa (PRACTICAL)			✓			
Revision of Chapter + Exercise			04 Days			3rd August to 6th August		
Unit#04								
Programming	Information Representation in Computer	70. Explain how computer process and store data.		✓		04 Days	7th to 14th August	
		71. Describe different number system used in computer		✓				
		72. Differentiate between binary and decimal number systems.		✓				
	Number System Conversion	73. Convert a given number into binary to decimal and vise versa (PRACTICAL) .			✓	03 Days	15th to 18th August	
	Introduction to Scratch Interface	74. Familiarize with main components of Scratch interface	✓			05Days	19th to 24th August	
		75. Explain main components of Scratch interface (Block Palette, Blocks Category, Programming area,, The Stage etc)		✓				
Control Block in Scratch	76. Problem “Award the player a score point under certain conditions, such as if they can touch another sprite that is automatically moving, or if the player clicks on a moving sprite ”.			✓	06 Days	25th to 31st August		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
		(apply different loops, Repeat , Repeat until & forever commands) (PRACTICAL)					
	Event Handling	77. The concept of combining events & coordinates to allow a user to move a sprite or a sprite, to move a sprite automatically without user intervention. (PRACTICAL)			✓	02 Days	1st September and 2nd September
	Countdown Timer	78. Create a countdown timer. (PRACTICAL)			✓	04 Days	3rd to 7th Sep
	Revision of Chapter + Exercise			04 Days		8th to 11th Sep	
Unit#05							
Digital Citizenship	Computer Ethics	79. Define computer citizenship.	✓			03 Days	12th to 15th Sep
		80. Explain computer ethics.		✓			
		81. Enlist some Ethical principles and guidelines of using computer	✓				
	Online Safety Rules	82. Enlist some online safety rules while using internet	✓			02 Day	16th and 17th Sep
	Improper use of Computer Resources	83. Identify Improper use of computer resources.		✓		03 Days	15th to 17th Sep
84. Explain key concepts of copyright, plagiarism, and digital piracy.			✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
		Students will be able to:					
	Digital Media Bias and Messaging	85. Evaluate digital media bias and messaging		✓		02 Day	18th to 28th Sep
	Cybercrime	86. Define cybercrime	✓			02 Day	29th to 30th Sep
		87. Enlist different activities included in cybercrime.	✓				
	Cybercrime Categories	88. Explain the purposes of hacking.		✓		08 Days	1st to 9th Oct
		89. Differentiate between Cyber Bullying & cyber stalking		✓			
		90. Enlist the different form of malicious software.	✓				
		91. Define computer Viruses with some common examples	✓				
		92. Enlist the some main source of spreading computer viruses from one computer to another.	✓				
		93. Explain how to protects against computer viruses		✓			
	Major Online	94. Differentiate between Financial Fraud & Money Laundering		✓		06 Days	10th to 16th Oct
		95. Enlist some benefits of social networking.	✓				
		96. Name the some poplar social networking platforms.	✓				
		97. Explain the advantages of online banking.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
	Activities	Students will be able to:					
		98. Describe the purpose of Audio and Video Conferencing		✓			
		99. Explain the benefit of online education.		✓			
		100. Differentiate between Online Auction and Online Shopping		✓			
		101. Define Medical Assistance.	✓				
		102. Write both positive and negative impact of social media		✓			
	Pakistan's Cybercrime Laws and Punishments	103. Describe different punishments for different cybercrimes activities in Pakistan.		✓		03 Days	17th to 20th Oct
	Revision + Exercise					04 Days	21st to 24th Oct
Unit#06							
	Entrepreneurship & Innovation	104. Describe how innovation has changed the entrepreneurial mindset.		✓		02 Days	26th and 27th Oct
	Design Thinking	105. Explain the Design Thinking Process		✓		02 Days	28th and 29th Oct
	Stages of Design	106. State the stages of design thinking	✓				30th Oct to 3rd Nov
		107. Explain the stages of Design Thinking		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Winter Zone
			K	U	A		
Entrepreneurship in the Digital Age	Thinking	Students will be able to:					
		108. Differentiate between Ideate and Prototype		✓		04 Days	
		109. Discuss the benefits to the innovation process of each design thinking step.		✓			
	Sustainable Development	110. Understand sustainable development goals in the context of the problems the world is facing that need to be solved.		✓		03 Days	04th to 6th Nov
		111. Identify key challenges in sustainable development.		✓			
Revision + Exercise						04 Days	7th to 12th Nov
Revision All units						03 Days	13th to 16th Nov
Total			39	55	16	182 Days	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	07	10	16	00	26
2	Digital Skills	09	09	11	08	28
3	Algorithmic Thinking & Problem Solving	05	06	05	04	15
4	Programming	06	01	04	04	09
5	Digital Citizenship	08	11	14	00	25
6	Entrepreneurship in Digital Age	04	01	07	00	08
Total		38	39	55	16	111

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 x Total Marks ÷100
1	ICT Fundamentals	26	$26/111 \times 100 = 23.4$	$23.4 \times 80/100 = 19$
2	Digital Skills	28	$28/111 \times 100 = 25.2$	$25.2 \times 80/100 = 20$
3	Algorithmic Thinking & Problem Solving	15	$15/111 \times 100 = 13.5$	$13.5 \times 80/100 = 11$

4	Programming	09	$09/111 \times 100 = 8.1$	$8.1 \times 80/100 = 6$
5	Digital Citizenship	25	$25/111 \times 100 = 22.5$	$22.5 \times 80/100 = 18$
6	Entrepreneurship in Digital Age	08	$08/111 \times 100 = 7.2$	$7.2 \times 80/100 = 6$

Table of Specification

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	CRQs	ERQs
1	ICT Fundamentals	$3 \times 1 = 03$	$6 \times 3 = 18$	$2 \times 7 = 14$
2	Digital Skills	$4 \times 1 = 04$	$6 \times 3 = 18$	$2 \times 7 = 14$
3	Algorithmic Thinking & Problem Solving	$5 \times 1 = 5$	$4 \times 3 = 12$	-----
4	Programming	$3 \times 1 = 3$	$2 \times 3 = 06$	-----
5	Digital Citizenship	$3 \times 1 = 03$	$6 \times 3 = 18$	$2 \times 7 = 14$
6	Entrepreneurship in Digital Age	$2 \times 1 = 2$	$2 \times 3 = 06$	-----
Total		$20 \times 1 = 20$	$26 \times 3 = 78$	$6 \times 7 = 42$

Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No of Questions to be Attempted	Total Marks
1	MCQs	20	20×1	20
2	CRQs	26	13×3	39
3	ERQs	6	3×7	21
Total Marks in Paper				80

Practical Evaluation Rubric – Computer Science Grade-7

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 2026.

Practical Rubric Tables (5 Marks Each)

Unit 02 SLO # 29 Open MS Word in Windows (OS)

Criteria	Sub Criteria	Marks
Locate Program	Finds MS Word icon in Start menu or desktop	2
Open Application	Opens MS Word successfully	2
Ready to Use	Waits for program to load	1
Total		5

Unit 02 SLO # 36 Create a Document in MS Word

Criteria	Sub Criteria	Marks
Create Document	Starts a new blank document	2
Enter Text	Types a short paragraph	2
Save File	Saves document with a proper name	1
Total		5

Unit 02 SLO # 37 Insert Text Box, Table, Symbol, Header and Footer

Criteria	Sub Criteria	Marks
Insert Elements	Adds text box, table, and symbol	2
Header/Footer	Adds header and footer	2
Neatness	Proper alignment of added items	1
Total		5

Unit 02 SLO # 38 Modify Text (Bold, Italic, Font Style, etc.)

Criteria	Sub Criteria	Marks
Basic Formatting	Applies bold, italic, underline	2
Font Styling	Changes font type, size, and color	2
Neat Presentation	Text looks tidy and readable	1
Total		5

Unit 02 SLO # 40 Create Urdu Document Using InPage

Criteria	Sub Criteria	Marks
Open InPage	Opens program and creates new document	1
Urdu Typing	Types meaningful Urdu content	2
Formatting	Uses appropriate font style and size	2
Total		5

Unit 02 SLO # 43 Create a Multimedia Presentation

Criteria	Sub Criteria	Marks
Add Slides	Adds at least 3 different slides	1
Insert Media	Includes text, image, or video	1
Effects & Links	Uses animations and hyperlinks	2
Run Slideshow	Plays slideshow from beginning	1
Total		5

Unit 02 SLO # 47 Create and Use Email Account

Criteria	Sub Criteria	Marks
Log In	Opens and logs into Gmail successfully	1
Compose Email	Writes and sends a basic email	1
Reply/Forward	Replies to and forwards an email	2
Delete Email	Deletes any unwanted email	1
Total		5

Unit 02 SLO # 49 Demonstrate How to Compose, Send, Reply, Forward, and Delete an Email

Criteria	Sub Criteria	Marks
Compose Email	Opens Gmail and composes a message	1
Send Email	Sends email to a correct recipient	1
Reply to Email	Replies to received email correctly	1
Forward Email	Forwards email with proper content	1
Delete Email	Deletes any email from inbox	1
Total		5

Unit 03 SLO # 62 Develop Some Algorithms for Given Situations

Criteria	Sub Criteria	Marks
Understand the Problem	Reads and understands the given scenario	1
Write Steps Clearly	Writes correct and clear step-by-step instructions	2
Logical Order	Uses correct logical flow of steps	1
Use Simple Language	Uses easy and readable language	1
Total		5

Unit 03 SLO # 63 Explain Sequence, Repetition, and Conditional Statements with Real-life Examples

Criteria	Sub Criteria	Marks
Sequence Example	Explains real-life example showing steps in a fixed order	1
Repetition Example	Gives example of a repeated task (loop)	1
Conditional Example	Gives example using "if" condition from real life	1
Clear Explanation	Explains each with simple words and logic	1
Relevance to Topic	Real-life examples match correct programming concept	1
Total		5

Unit 03 SLO # 67 Draw Some Flowcharts for Given Situations

Criteria	Sub Criteria	Marks
Use of Symbols	Correctly uses shapes (start, input, process, etc.)	2
Logical Flow	Shows proper sequence of steps	1
Neatness	Drawing is clean and symbols are labeled	1
Correct Output	Matches the solution required by the situation	1
Total		5

Unit 03 SLO # 68 Convert Given Flowchart into Algorithm and Vice Versa

Criteria	Sub Criteria	Marks
Correct Conversion	Converts flowchart to algorithm or reverse correctly	2
Clear Steps/Symbols	Uses correct steps in algorithm or flowchart shapes	1
Logical Consistency	Maintains order and meaning of the process	1
Presentation	Neat and readable work	1
Total		5

Unit 04 SLO # 75 Award the Player a Score Point Based on Conditions (Using Loops)

Criteria	Sub Criteria	Marks
Use of Loops	Correctly applies "Repeat", "Repeat Until", and "Forever" commands	2
Condition Handling	Uses "if touching" or "if clicked" to trigger score	1
Score Mechanism	Increases score correctly when the condition is met	1
Logical Flow	Code runs smoothly without errors	1
Total		5

Unit 04 SLO # 76 Combine Events & Coordinates to Move Sprite (User-Controlled and Auto Movement)

Criteria	Sub Criteria	Marks
User Movement	Sprite moves using arrow keys or user input	2
Auto Movement	Another sprite moves on its own using loops or glide commands	1
Coordinate Use	Uses correct x/y coordinates to control position	1
Event Blocks	Correctly uses blocks like "when key pressed", "when green flag clicked"	1
Total		5

Unit 04 SLO # 77 Create a Countdown Timer

Criteria	Sub Criteria	Marks
Timer Setup	Sets a timer variable (e.g., starts from 10 or 30)	1
Countdown Logic	Uses Repeat or Forever loops to reduce timer by 1 every second	2
Display Output	Shows the timer clearly on the stage	1
Timer Ends	Program does something when timer reaches zero	1
Total		5



GOVERNMENT OF GILGIT-BALTISTAN
BOARD OF ELEMENTARY EXAMINATION
GILGIT-BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16th 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

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
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
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 GRADE-7 EXTREME SUMMER ZONE



Subject: Computer Science

Class: 7

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
Unit#01 ICT Fundamentals	Emerging Technologies	1. Define the term emerging technologies with examples and explain each Technology (AI, Biometric, Vision Enhancement, Robotics, CAT,3D Holographic Imaging, VR, AR, Self Driving Cars,3D Printing, Cloud Storage, Open-Source S/W		✓		10 Days	5 th to 15 th Jan, 2026
		2. State advantages of biometric and robotics in real life.	✓				
		3. Differentiate between 3D & holographic imaging and Virtual Reality		✓			
		4. Define Cloud Storage (CS)	✓				
		5. Enlist the advantages of open-source software.	✓				
	Main Components	6. Define system unit.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
	of System Unit	Students will be able to:	K	U	A		
	of System Unit	7. Identify the purpose of motherboard.		✓		08 Days	17 th to 24 th Jan 2026
		8. Explain Central Processing Unit (CPU)		✓			
	Memory Unit	9. Differentiate between RAM & ROM		✓			
		10. Enlist the different units of computer memory measurement.	✓				
	Some Common Types of Communication Ports	11. Explain the purpose of HDMI port		✓		04 Day	26 th to 29 th Jan 2026
		12. Describe the function of USB port.		✓			
		13. Differentiate between VGA and S-Video Port.		✓			
		14. Describe the purpose of SATA Port and cable		✓			
		15. Define PCI-Express Port.	✓				
	Peripherals of a computer	16. Define Peripheral with examples.	✓			08 Days	30 st Jan to 9 Feb 2026
		17. Define Input Device.	✓				
		18. Define output Device.	✓				
		19. Differentiate between hard copy and soft copy.		✓			
		20. Explain the function of mouse.		✓			

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
		Students will be able to:					
		21. Describe the purpose of WebCam		✓			
		22. Identify different types of output Devices (Display Screen, printer, Speaker and headset, Projector		✓			
		23. Differentiate between hard and soft copy		✓			
	Computer Network	24. Define the term computer network	✓			04 Day	10 th to 13 th Feb 2026
	Components of a computer Network	25. Identify the different components of computer network		✓			
		26. Differentiate between server and client.		✓			
	Revision of Chapter + Exercise		04 Day			14 th to 18 th Feb 2026	
Unit# 02							
	Word Processor	27. Define the term word processor.	✓			04 Days	19 th to 23 rd Feb 2026
		28. Enlist some popular word processor	✓				
	Working with Microsoft Word	29. Open MS word in Windows (OS) (PRACTICAL)			✓		
		30. Familiarize with the interface of MS word	✓				
		31. Explain the purpose of Home Tab.		✓			
		32. Describe the function of Insert Tab		✓			24 th Feb to 6 th

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
Digital Skills		Students will be able to:					
		33. State the function of Page Layout.		✓		10 Days	March 2026
		34. Describe the purpose of Review Tab.		✓			
		35. Identify different ribbon/Menu/Tabs in MS Word.		✓			
		36. Create a document in MS word . (PRACTICAL)			✓		
		37. Demonstrate how to insert text box, table, symbol, header and footer etc in a MS word document. (PRACTICAL)			✓		
		38. Add and modify the text (underline, bold, italicize, font style, font size, font color) to a document in the word processor (MS Word). (PRACTICAL)			✓		
	Some common Shortcut keys	39. Enlist some common shortcut key in MS word.	✓			02 Days	7 th and 9 th March 2026
	Urdu Typing	40. Demonstrate how to create Urdu documents using Inpage. (PRACTICAL)			✓	02 Days	10 th and 11 th March 2026
Multimedia Presentation	41. Define Multimedia presentation.	✓			02 Days	12 th and 13 th March 2026	
	42. Identify different types of multimedia resources like videos, image, text and audio files.		✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
		Students will be able to:	K	U	A		
	Working with PowerPoint	43. Create a multimedia presentation by: (PRACTICAL) <ul style="list-style-type: none"> • Adding new slides. • Adding various objects on the slides (image, text, video, audio, etc.). • Animating an object to appear on click. • Creating internal/external Hyperlinks. • Adding notes. • Creating a slideshow and an executable file. 			✓	06 Days	14 th to 20 th March 2026
	E-Mail	44. Define the term Email, and Email service Provider	✓			06 Days	24 th to 30 th March 2026
		45. Explain Email address.		✓			
		46. Describe username and password.		✓			
		47. Explain the purpose of E-Mail service Provider.		✓			
		48. Create an Email Account (PRACTICAL)			✓		
		49. Explain different parts of Email message parts		✓			
		50. Demonstrate how to compose, send Email, replying email, forward email and delete email (PRACTICAL)			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
		Students will be able to:					
		51. Describe different folders of Email Account.		✓			
	Email Protocols	52. Define Protocol.	✓			02 Day	31 March to 1 st April 2026
		53. Describe different protocols used for sake of sending/accessing emails.	✓				
	Authentication	54. Define authentication process	✓				
	Revision of Chapter + Exercise				04 Days	2 nd April to 6 th April 2026	
Unit#03	Problem Solving	55. Define a problem.	✓			06 Days	7 th to 13 th April 2026
		56. Define Problem Solving.	✓				
	Problem Solving Process	57. Explain the steps in problem analysis.		✓			
		58. Analyze solution development process		✓			
		59. Describe the purpose of evaluating the solution.		✓			
Algorithmic Thinking and Problem Solving	Computational Thinking	60. Define Computational Thinking.	✓			10 Days	14 th to 24 th April 2026
		61. Explain the properties of Computational thinking.		✓			
		62. Define algorithm.	✓				
		63. Develop some algorithms for a given situation. (PRACTICAL)			✓		

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
		Students will be able to:	K	U	A		
	Solution Elements	64. Explain sequence, repetition and conditional statement with real life examples (PRACTICAL)			✓		
		65. Difference between finite and infinite loop.		✓			
	Flow Charts	66. Define flow chart.	✓			06 Days	25 th April to 2 nd May 2026
		67. Enlist the different symbols that are used to draw flow chart.	✓				
		68. Draw some flowcharts for the given situations. (PRACTICAL)			✓		
		69. Convert given flow chart into algorithm and vice versa (PRACTICAL)			✓		
Revision of Chapter + Exercise			04 Days			4 th to 7 th May 2026	
Unit#04							
Programming	Information Representation in Computer	70. Explain how computer process and store data.		✓		04 Days	8 th to 12 th May 2026
		71. Describe different number systems used in computer		✓			
		72. Differentiate between binary and decimal number systems.		✓			
	Number System	73. Convert a given number into binary to			✓	03 Days	13 th to 15 th

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
		Students will be able to:	K	U	A		
	Conversion	decimal and vice versa (PRACTICAL).					May 2026
	Introduction to Scratch Interface	74. Familiarize with main components of Scratch interface	✓			05Days	16 th to 21 st May 2026
		75. Explain main components of Scratch interface (Block Palette, Blocks Category, Programming area, The Stage etc.)		✓			
	Control Block in Scratch	76. Problem “Award the player a score points under certain conditions, such as if they can touch another sprite that is automatically moving, or if the player clicks on a moving sprite”. (apply different loops, Repeat, Repeat until & forever commands) (PRACTICAL)			✓	06 Days	22 nd May to 1 st June 2026
	Event Handling	77. The concept of combining events & coordinates to allow a user to move a sprite or a sprite, to move a sprite automatically without user intervention. (PRACTICAL)			✓	02 Days	2 nd and 3 rd June 2026
	Countdown Timer	78. Create a countdown timer. (PRACTICAL)			✓	04 Days	4 th to 8 th June 2026
	Revision of Chapter + Exercise		04 Days			9 th to 12 th June 2026	
Unit#05							

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			Students will be able to:	K	U		
Digital Citizenship	Computer Ethics	79. Define computer citizenship.	✓			03 Days	13 th Jun to 16 Jun 2026
		80. Explain computer ethics.		✓			
		81. Enlist some Ethical principles and guidelines of using computer	✓				
	Online Safety Rules	82. Enlist some online safety rules while using internet	✓			02 Day	17 Jun to 1 st Sep 2026
	Improper use of Computer Resources	83. Identify Improper use of computer resources.		✓		03 Days	2 nd to 4 th Sep 2026
		84. Explain key concepts of copyright, plagiarism, and digital piracy.		✓			
	Digital Media Bias and Messaging	85. Evaluate digital media bias and messaging		✓		02 Day	5 th to 7 th Sep 2026
	Cybercrime	86. Define cybercrime	✓			02 Day	8 th to 9 th Sep 2026
		87. Enlist different activities included in cybercrime.	✓				
	Cybercrime Categories	88. Explain the purposes of hacking.		✓		08 Days	10 th to 18 th Sep 2026
		89. Differentiate between Cyber Bullying & cyber stalking		✓			
		90. Enlist the different forms of malicious software.	✓				

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
		Students will be able to:					
		91. Define computer Viruses with some common examples	✓				
		92. Enlist some main sources of spreading computer viruses from one computer to another.	✓				
		93. Explain how to protect against computer viruses		✓			
		94. Differentiate between Financial Fraud & Money Laundering		✓			
	Major Online Activities	95. Enlist some benefits of social networking.	✓			06 Days	19 th Sep to 2 nd Oct 2026
		96. Name some popular social networking platforms.	✓				
		97. Explain the advantages of online banking.		✓			
		98. Describe the purpose of Audio and Video Conferencing		✓			
		99. Explain the benefits of online education.		✓			
		100. Differentiate between Online Auction and Online Shopping		✓			
		101. Define Medical Assistance.	✓				
		102. Write both positive and negative impact of social media		✓			
	Pakistan's	103. Describe different punishments for		✓		03 Days	3 rd to 6 th Oct

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
			K	U	A		
	Cybercrime Laws and Punishments	different cybercrimes activities in Pakistan.					2026
	Revision + Exercise					04 Days	7 th to 9 th Oct 2026
Unit#06							
Entrepreneurship in the Digital Age	Entrepreneurship & Innovation	104. Describe how innovation has changed the entrepreneurial mindset.		✓		02 Days	10 th to 12 th Oct 2026
	Design Thinking	105. Explain the Design Thinking Process		✓		02 Days	13 th and 14 th Oct 2026
	Stages of Design Thinking	106. State the stages of design thinking	✓			04 Days	15 th to 19 th Oct 2026
		107. Explain the stages of Design Thinking		✓			
		108. Differentiate between Ideate and Prototype		✓			
	109. Discuss the benefits to the innovation process of each design thinking step.		✓				
Sustainable Development	110. Understand sustainable development goals in the context of the problems the world is facing that need to be solved.		✓			20 th to 22 nd Oct 2026	

Unit/ Theme	Subtopics	Students Learning Outcomes	Cognitive Levels			Duration/ No. of Days	Extreme Summer Zone
		Students will be able to:	K	U	A		
		111. Identify key challenges in sustainable development.		✓			
Revision + Exercise					04 Days	23 rd to 27 th Oct 2026	
Revision All units					16 Days	28 th Oct to 16 th Nov 2026	
Total			39	55	16	193 Days	

Number of Student Learning Outcomes by Cognitive level

S#	Theme/Units	No. of Sub- Topics	SLOs			Total SLOs
			K	U	A	
1	ICT Fundamentals	07	10	16	00	26
2	Digital Skills	09	09	11	08	28
3	Algorithmic Thinking & Problem Solving	05	06	05	04	15
4	Programming	06	01	04	04	09
5	Digital Citizenship	08	11	14	00	25
6	Entrepreneurship in Digital Age	04	01	07	00	08
Total		38	39	55	16	111

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 x Total Marks ÷100
1	ICT Fundamentals	26	26/111 x100=23.6	23.6x80/100=19
2	Digital Skills	28	28/111 x100=25.2	25.2x80/100=20
3	Algorithmic Thinking & Problem Solving	15	15/111 x100=13.5	13.5x80/100=11
4	Programming	09	09/111 x100=8.1	8.1x80/100=6
5	Digital Citizenship	25	25/111 x100=22.5	22.5x80/100=18
6	Entrepreneurship in Digital Age	08	08/111 x100=7.2	7.2x80/100=6

Table of Specification

S#	Theme/Unit	Marks Distribution (including choices)		
		MCQs	CRQs	ERQs
1	ICT Fundamentals	3x1=03	6x3=18	2x7=14
2	Digital Skills	4x1=04	6x3=18	2x7=14
3	Algorithmic Thinking & Problem Solving	5x1=5	4x3=12	-----
4	Programming	3x1=3	2x3=06	-----
5	Digital Citizenship	3x1=03	6x3=18	2x7=14
6	Entrepreneurship in Digital Age	2x1=2	2x3=06	-----
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-7

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 2026.

Practical Rubric Tables (5 Marks Each)

Unit 02 SLO # 29 Open MS Word in Windows (OS)

Criteria	Sub Criteria	Marks
Locate Program	Finds MS Word icon in Start menu or desktop	2
Open Application	Opens MS Word successfully	2
Ready to Use	Waits for program to load	1
Total		5

Unit 02 SLO # 36 Create a Document in MS Word

Criteria	Sub Criteria	Marks
Create Document	Starts a new blank document	2
Enter Text	Types a short paragraph	2
Save File	Saves document with a proper name	1
Total		5

Unit 02 SLO # 37 Insert Text Box, Table, Symbol, Header and Footer

Criteria	Sub Criteria	Marks
Insert Elements	Adds text box, table, and symbol	2
Header/Footer	Adds header and footer	2
Neatness	Proper alignment of added items	1
Total		5

Unit 02 SLO # 38 Modify Text (Bold, Italic, Font Style, etc.)

Criteria	Sub Criteria	Marks
Basic Formatting	Applies bold, italic, underline	2
Font Styling	Changes font type, size, and color	2
Neat Presentation	Text looks tidy and readable	1
Total		5

Unit 02 SLO # 40 Create Urdu Document Using InPage

Criteria	Sub Criteria	Marks
Open InPage	Opens program and creates new document	1
Urdu Typing	Types meaningful Urdu content	2
Formatting	Uses appropriate font style and size	2
Total		5

Unit 02 SLO # 43 Create a Multimedia Presentation

Criteria	Sub Criteria	Marks
Add Slides	Adds at least 3 different slides	1
Insert Media	Includes text, image, or video	1
Effects & Links	Uses animations and hyperlinks	2
Run Slideshow	Plays slideshow from beginning	1
Total		5

Unit 02 SLO # 47 Create and Use Email Account

Criteria	Sub Criteria	Marks
Log In	Opens and logs into Gmail successfully	1
Compose Email	Writes and sends a basic email	1
Reply/Forward	Replies to and forwards an email	2
Delete Email	Deletes any unwanted email	1
Total		5

Unit 02 SLO # 49 Demonstrate How to Compose, Send, Reply, Forward, and Delete an Email

Criteria	Sub Criteria	Marks
Compose Email	Opens Gmail and composes a message	1
Send Email	Sends email to a correct recipient	1
Reply to Email	Replies to received email correctly	1
Forward Email	Forwards email with proper content	1
Delete Email	Deletes any email from inbox	1
Total		5

Unit 03 SLO # 62 Develop Some Algorithms for Given Situations

Criteria	Sub Criteria	Marks
Understand the Problem	Reads and understands the given scenario	1
Write Steps Clearly	Writes correct and clear step-by-step instructions	2
Logical Order	Uses correct logical flow of steps	1
Use Simple Language	Uses easy and readable language	1
Total		5

Unit 03 SLO # 63 Explain Sequence, Repetition, and Conditional Statements with Real-life Examples

Criteria	Sub Criteria	Marks
Sequence Example	Explains real-life example showing steps in a fixed order	1
Repetition Example	Gives example of a repeated task (loop)	1
Conditional Example	Gives example using "if" condition from real life	1
Clear Explanation	Explains each with simple words and logic	1
Relevance to Topic	Real-life examples match correct programming concept	1
Total		5

Unit 03 SLO # 67 Draw Some Flowcharts for Given Situations

Criteria	Sub Criteria	Marks
Use of Symbols	Correctly uses shapes (start, input, process, etc.)	2
Logical Flow	Shows proper sequence of steps	1
Neatness	Drawing is clean and symbols are labeled	1
Correct Output	Matches the solution required by the situation	1
Total		5

Unit 03 SLO # 68 Convert Given Flowchart into Algorithm and Vice Versa

Criteria	Sub Criteria	Marks
Correct Conversion	Converts flowchart to algorithm or reverse correctly	2
Clear Steps/Symbols	Uses correct steps in algorithm or flowchart shapes	1
Logical Consistency	Maintains order and meaning of the process	1
Presentation	Neat and readable work	1
Total		5

Unit 04 SLO # 75 Award the Player a Score Point Based on Conditions (Using Loops)

Criteria	Sub Criteria	Marks
Use of Loops	Correctly applies "Repeat", "Repeat Until", and "Forever" commands	2
Condition Handling	Uses "if touching" or "if clicked" to trigger score	1
Score Mechanism	Increases score correctly when the condition is met	1
Logical Flow	Code runs smoothly without errors	1
Total		5

Unit 04 SLO # 76 Combine Events & Coordinates to Move Sprite (User-Controlled and Auto Movement)

Criteria	Sub Criteria	Marks
User Movement	Sprite moves using arrow keys or user input	2
Auto Movement	Another sprite moves on its own using loops or glide commands	1
Coordinate Use	Uses correct x/y coordinates to control position	1
Event Blocks	Correctly uses blocks like "when key pressed", "when green flag clicked"	1
Total		5

Unit 04 SLO # 77 Create a Countdown Timer

Criteria	Sub Criteria	Marks
Timer Setup	Sets a timer variable (e.g., starts from 10 or 30)	1
Countdown Logic	Uses Repeat or Forever loops to reduce timer by 1 every second	2
Display Output	Shows the timer clearly on the stage	1
Timer Ends	Program does something when timer reaches zero	1
Total		5