

6 th standard			
S.No	Topic	Subtopic	Detail/Content
1	Operating System	1.1) What is OS?	What does the OS do? Managing Resources (files, memory, processes, I/O, Providing User Interface, Running Applications, Support for built-in Utility Programs, Control Computer Hardware
		1.2) Types of OS	Windows, MacOS, Unix, Linux, Android, iOS (some history may be interesting – talk about mainframes, punched cards before Operating Systems)
2	Windows	2.1) Windows Versions and usage of OS.	How to identify it? Where is it installed? What will get wiped out when you upgrade? Etc.
		2.2) Multi finger gestures.	Usage of gestures – two, three and four finger moves on the track pad at the same time.
		2.3) Folders, icon apps	
		2.4) File	File extensions. What happens when you single click or double click on a file? Multiple ways to reach/open a file – through an app like OpenOffice or through Windows Explorer or through search. File properties – size, type, time created, time accessed, etc. Short cuts, Rename the file, folder.
		2.5) Task manager	Usage of Task Manager, Killing a process. Processes and visible apps. System resources used by processes. Ctrl+Alt+Del, Right click --> Task manager.
3	Internet	3.1) Browsing and Navigating through website	URLs. Address bar. Hover behavior Left and Right Click behavior Scroll. Resizing of the screen. Some things re display and some do not. Forward and backward pages.
		3.2) Browser History	Hypertext browsers, Lynx, Mosaic, Netscape, Communication Protocols – Gopher, HTTP, FTP, etc. Data sharing – Usenet.
		3.3) Mail	Using E- Mail.
		3.4) Sent, Inbox and other Folders	How to send and receive? (Usage of Mail)
		3.5) Book mark	A bookmark saves or marks a specific Web page.
		3.6) App install and uninstall	How to install and uninstall in application software.
4	Basic Programming	4.1) Procedural operations	Describes a “simple” action. Take one step forward, turn right. Turn left, Angle, emit a sound, write hello. etc.
		4.2) Sequence of operations.	Take a step forward – 5 times. Mix of operations in a defined order.
		4.3) Operators	Arithmetic, boolean, relational, etc.
		4.4) Loops	For, While, Until, Do While, Nested loops, Repeated condition.
		4.5) Conditional statement	Simple If.
			If-then-else
			Else if ladder
5	Advanced programming	Using Scratch and Code.org	
		5.1) Backdrop (Stage)	How to Insert a backdrop, Upload a backdrop from the local drive, Create a new backdrop?.
		5.2) Sprite (Object)	How to Insert a sprite, upload a sprite from local drive, create a new sprite using paint?
		5.3) Costumes	How to create a new costumes using paint, Know about the default costumes.
		5.4) Motion	Move -->How to move the object. (forward, backward)
			Turn left --> Turn the specific angles in left.
			Turn right --> Turn the specific angles in right.
			Axis --> x,y positions.
		5.5) Looks	Text --> Give the information by using text
			Color --> Change the color effect to sprite.
			Show --> Show the sprite.
			Hide --> Hide the sprite.
		5.6) Sound	How to use default sound and select the various sounds from the library
			How to record sound?
		5.7) Pen	Color --> Change the color of pen and size. Pen up and down.