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) 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.
		2.3) Clipboard	A place where information from a computer file is stored for a short time until it is added to another file.
3	Internet	3.1) Browsing and Navigating through websites.	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 appilication software.
		3.7)Search	Search for pictures ,videos and specific websites.
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)Events	Trigger blocks that start your scripts
		5.8) Pen	Color --> Change the color of pen and size. Pen up and down.
		5.9) Face Sensing	using AI extensions, detect and respond to a person's face and facial features
6	AI Literacy	6.1) Using AI tools	Understanding the capabilities of AI tools for content creation and creative expression across text, images, audio, and presentations.
		6.2) Understanding AI Models	Understanding how AI models are trained using data and how they recognise patterns to perform specific tasks.