COMPUTER SYLLABUS

Class – 6

6th Class Computer Syllabus – An Overview

For Class 6, the NCERT Computer Science syllabus expands on earlier concepts and introduces more sophisticated topics. Here's a detailed breakdown of the topics and sub-topics typically covered:

Here our chapters for ITSE Examination :-

Chapter – 1 (*Introduction to Computers*)

Chapter – 2 (Computer *Hardware*)

Chapter – 3 (Software and Operating Systems)

Chapter – 4 (Using Word Processors)

Chapter - 5 (Presentation Software)

Chapter - 6 (Spreadsheets and Data Handling)

Chapter – 7 (Internet and Web Technologies)

Chapter – 8 (*Introduction to Multimedia*)

Chapter - 9 (*Basics of Coding and Programming*)

Chapter - 10 (*Ethical and Responsible use of Technology*)

Chapter - 11 (*Practical Applications and Projects*)

Chapter – 1 (Introduction to Computers)

Topics and Sub – Topics :-

- **Understanding Computers**
    - Definition and importance of computers in various fields.
    - Evolution and history of computers.
- **Types of Computers**
    - Categories based on size and function: Supercomputers, Mainframes, Desktops, Laptops, Tablets.
    - Introduction to modern devices like Smartphones and IoT devices.

Chapter – 2 (Computer Hardware)

Topics and Sub – Topics :-

- **Detailed Study of Hardware Components**
    - Internal parts: CPU, Memory (RAM, ROM), Storage (HDD, SSD).
    - External devices: Input devices (Keyboard, Mouse, Scanner), Output devices (Monitor, Printer, Speakers).
- **Storage Devices**
    - Types of storage: Hard Disk, SSD, USB Flash Drives, CD/DVD, Cloud Storage.
    - Understanding how data is stored and accessed.

Chapter – 3 (Software and Operating Systems)

Topics and Sub – Topics :-

- **Types of Software**

    - System Software: Operating Systems (Windows, macOS, Linux).
    - Application Software: Word Processors, Spreadsheets, Graphics Software.

- **Functions of an Operating System**
    - Managing hardware and software resources.
    - User interface and file management.

Chapter – 4 (Using Word Processors)

Topics and Sub – Topics :-

- **Advanced Word Processing**

    - Creating and formatting documents: Text alignment, styles, and themes.
    - Inserting and formatting images, tables, and charts.

- **Document Collaboration**

    - Track changes and comments.
    - Sharing documents for collaborative editing.

Chapter - 5 (Presentation Software)

Topics and Sub – Topics :-

- **Creating Effective Presentations**

    - Designing slides with text, images, and multimedia.
    - Using transitions and animations.

- **Delivering Presentations**
    - Tips for effective presentation delivery.

- Reviewing and printing slides.

Chapter - 6 (Spreadsheets and Data Handling)

Topics and Sub – Topics :-

- **Basics of Spreadsheets**
  - Introduction to cells, rows, columns, and worksheets.
  - Entering and formatting data.
- **Formulas and Functions**
  - Using basic mathematical and logical formulas.
  - Applying functions for data analysis (SUM, AVERAGE, COUNT).
- **Data Visualization**
  - Creating and customizing charts and graphs.
  - Using conditional formatting to highlight data.

Chapter – 7 (Internet and Web Technologies)

Topics and Sub – Topics :-

- **Understanding the Internet**
  - Basic concepts of how the internet works.
  - Introduction to web browsers and search engines.
- **Online Communication**
  - Using email and instant messaging.
  - Basics of video conferencing and online meetings.
- **Internet Safety**

- Recognizing and avoiding online threats (malware, phishing).
- Safe browsing and secure online practices.

Chapter – 8 (Introduction to Multimedia)

Topics and Sub – Topics :-

- **Elements of Multimedia**
    - Understanding text, graphics, audio, video, and animation.
    - Examples of multimedia applications in education and entertainment.
- **Creating Multimedia Projects**
    - Using software to create simple multimedia presentations.
    - Combining different media elements effectively.

Chapter - 9 (Basics of Coding and Programming)

Topics and Sub – Topics :-

- **Introduction to Programming**

- Understanding programming concepts and algorithms.
- Introduction to programming languages (Scratch, Python basics).

- **Block-based Programming**

- Creating simple programs using block-based tools like Scratch.

- Basic concepts: loops, conditionals, variables.

- **Text-based Programming**
  - Introduction to basic syntax and commands in text-based languages.
  - Writing simple scripts and programs.

Chapter - 10 (Ethical and Responsible use of Technology)

Topics and Sub – Topics :-

- **Digital Citizenship**
  - Understanding digital rights and responsibilities.
  - Respecting digital property and avoiding plagiarism.

- **Cyber Ethics**
  - Ethical behavior in online environments.
  - Importance of strong passwords and protecting personal information.

Chapter - 11 (*Practical Applications and Projects*)

Topics and Sub – Topics :-

- **Integrated Projects**
  - Applying knowledge from different topics to create comprehensive projects.
  - Examples: Creating a newsletter, designing a website, developing a simple game.

- **Hands-on Activities**
  - Practical exercises to reinforce learning.
  - Group projects to enhance teamwork and collaboration skills.