



## Information and Communication Technology

# Grade 6

### (2021) Essential Contents

Department of Information Technology Faculty of Science and Technology National Institute of Education Maharagama - Sri Lanka www.nie.lk

#### Information & Communication Technology

#### Grade 6 (2021)

#### **Essential Contents**

Competency	Competency Level	Content	Learning Outcome	Duration / Periods
1. Appreciates the importance of computers	1.1 Explains the functions of the computer and its characteristics	<ul> <li>Basic components of computer <ul> <li>Input</li> <li>Processing</li> <li>Output</li> <li>Storage</li> </ul> </li> <li>Computer vs. Human <ul> <li>Speed and Efficiency</li> <li>Accuracy</li> <li>Reliability</li> <li>Consistency</li> <li>Capacity of storage</li> <li>Cost</li> <li>Intelligence</li> </ul> </li> </ul>	<ul> <li>Identify the basic components of a computer</li> <li>Lists the functions and characteristics of a computer</li> </ul>	02
	1.2 Identifies computer components	<ul><li>Input devices</li><li>Output devices</li><li>Storage devices</li></ul>	<ul> <li>Lists various input devices</li> <li>Lists various output devices</li> <li>Lists various storage devices</li> </ul>	02
	1.3 Describes the need for software	<ul> <li>Need for software</li> <li>Examples of software <ul> <li>Games</li> <li>Media player</li> <li>Drawing software,etc</li> </ul> </li> </ul>	<ul> <li>Explains the need of software</li> <li>Lists various software</li> </ul>	01

	1.4 Appreciates the use of a computer to carry out routine work	<ul> <li>Identification of areas of application (educational software, library management system etc.) in the school and other fields</li> <li>The Role of the computer in <ul> <li>Schools</li> <li>Banks</li> <li>Hospitals</li> <li>Factories</li> <li>Farms</li> </ul> </li> </ul>	• Describes potential application areas in education and other fields	01
2. Appreciates the need for using computers safely	2.1 Uses the computer laboratory properly	<ul> <li>Good practices to follow <ul> <li>Keeping the lab dust free</li> <li>Avoiding food and drinks in the lab</li> <li>Leaving the items used in the lab in the proper order</li> </ul> </li> </ul>	<ul> <li>Comprehends the good practices in the lab</li> <li>Follows the good practices in the lab</li> </ul>	01
	2.2 Uses computers and peripherals safely	<ul> <li>Correct posture to minimize health issues</li> <li>Ethics of using the computer</li> <li>Use of passwords to avoid unauthorized access</li> <li>Management of e-waste (Safe disposal of computer hardware)</li> </ul>	<ul> <li>Uses the computer ethically</li> <li>Safely dispose obsolete computers/ peripherals</li> <li>Understands and practices the safe use of computers</li> </ul>	01
3. Uses of operating systems	3.1 Handles files	<ul> <li>Correct steps to Start the computer</li> <li>File handling using a simple drawing software <ul> <li>Create</li> <li>Save</li> <li>Open</li> <li>Edit</li> </ul> </li> </ul>	<ul> <li>Follows the correct steps to Start/ Shutdown the computer</li> <li>Creates and saves a file</li> <li>Opens and edits a file</li> <li>Practices to maximize/ minimize/ resize a window</li> </ul>	02

		<ul> <li>Close</li> <li>Minimizing / Maximizing / Resizing of a window</li> <li>Correct steps to Shut down the computer</li> </ul>		
4. Uses application software appropriately	4.1 Uses text editing and drawing software effectively	<ul> <li>Use of drawing software to use the mouse properly</li> <li>Use of typing software to develop keyboard skills</li> </ul>	<ul> <li>Uses mouse and keyboard effectively</li> <li>Types using correct finger movements</li> <li>Draws pictures with mouse</li> </ul>	02
	4.2 Uses audio software and video software effectively	<ul> <li>Use of audio software to create an audio clip</li> <li>Use of video software to create a video clip</li> </ul>	<ul> <li>Creates an audio file</li> <li>Creates a video file</li> </ul>	02
5. Appreciates the concept of algorithms and develops simple programs	5.1 Relates practical problem solving process to an algorithm	• Making of a composition according to a recipe (Ex. Making a cake)	• Identifies the process of problem solving as a series of steps	01
	5.2 Draws flowcharts to explain a process	<ul> <li>Introduction to flowchart symbols         <ul> <li>Start/Stop</li> <li>Input/ Output</li> <li>Process</li> </ul> </li> <li>Flowcharts to explain the simple sequential processes of day to day tasks</li> </ul>	<ul> <li>Identifies flowchart symbols</li> <li>Represents a process with a flowchart</li> </ul>	02
6. Appreciates the Internet for information gathering and	6.1 Identifies the Internet as a collection of information	<ul> <li>Introduction to the Internet</li> <li>Accessing educational websites to practice browsing</li> </ul>	<ul> <li>Defines the Internet</li> <li>Accesses the Internet</li> <li>Obtains information through</li> </ul>	01

communication	resources in a shareable pool		educational websites	
	6.2 Uses search engines to obtain information	<ul> <li>Introduction to search engines</li> <li>Information searching on a specific topic using Search Engines</li> </ul>	<ul> <li>Lists different Search Engines</li> <li>Obtains information using Search Engines</li> </ul>	01
	6.3 Uses computers and data safely and securely	• Application of access control mechanisms (Username, Passwords, etc.)	<ul> <li>Follows safety and security procedures</li> <li>Realizes the importance of guidance of trusted mentors</li> </ul>	01
			Total	20

#### Low Prioritized Contents of Grade 6

Competency	<b>Competency Level</b>	Content	Remarks
1. Appreciates	1.1. Explains the	• Devices with embedded computers	This section can be completed with
the	functions of the	<ul> <li>Mobile Phones</li> </ul>	Grade 8 competency 5
importance of	computer and its	<ul> <li>Modern Televisions</li> </ul>	
computers	characteristics	<ul> <li>Washing Machines</li> </ul>	
		<ul> <li>Automobiles</li> </ul>	
	1.2. Identifies	• CPU	This section can be completed with
	computer	• Memory	Grade7 competency 1, competency 7 and
	components	<ul> <li>Communication devices</li> </ul>	Grade 9 competency1
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