



# Information and Communication Technology

Grade 7
(2021)
Essential Contents

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## **Information & Communication Technology**

## **Grade 7 (2021)**

#### **Essential Contents (Grade 6 & 7)**

	Competency	Competency level	Content	Learning outcomes	Duration/ Periods
1.	Identifies the organization of the Computer	1.1 Identifies the components of a computer	<ul> <li>Basic components of computer:         <ul> <li>Hardware: input, output,</li> <li>processing, storage</li> <li>Software</li> </ul> </li> <li>Components of CPU</li> </ul>	<ul> <li>Identifies and lists the components of a computer</li> <li>Explains functions of Arithmetic and Logical Unit (ALU) and Control Unit (CU)</li> </ul>	02
2.	Explores the functions of Operating systems	2.1 Describes the different types of operating systems	Windows, Mac OS, Linux,     Android, mobile OSs	<ul> <li>Lists various operating systems</li> <li>Identifies operating systems in various devices</li> </ul>	01
		2.3 Creates folders Save/open/edit/ delete/ rename/ copy/move/ files	<ul> <li>Manipulation of Folders and Files</li> <li>Copy and move files from one storage unit to another</li> </ul>	<ul> <li>Saves and opens files in folders</li> <li>Organizes files as per purposes</li> <li>List out properties of file</li> </ul>	01
3.	Uses various Safety precautions in a computer laboratory	3.1 Uses various precautionary methods to protect physical and software components of a computer	<ul> <li>Surge protection and protection against voltage drops (Fuses and UPS)</li> <li>Protection against physical damage (dust, humidity, insects etc.)</li> <li>Use of Anti-virus and other measures against malware.</li> <li>Good practices in the lab</li> </ul>	<ul> <li>Identifies hardware and software security issues.</li> <li>Takes precautions to minimize risk to hardware and software components</li> <li>Follows the good practices in the lab</li> </ul>	02

4. Uses application software to type effectively	4.1 Uses computers efficiently by using mouse and keyboard effectively	<ul> <li>Use of drawing software to use the mouse properly</li> <li>Use of text editing software to develop keyboard skills</li> </ul>	<ul> <li>Uses mouse and keyboard effectively</li> <li>Demonstrates skills in the English keyboard</li> <li>Demonstrates skills in the Sinhala/Tamil keyboards</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 a simple audio file</li> <li>Creates a simple video file</li> </ul>	02
5. Uses programming language to develop simple programs (Using Scratch)	5.1 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>	03
	5.2 Analyzes simple problems by decomposing and connecting them logically	<ul> <li>Use of flow charts.</li> <li>Sequence</li> <li>Selection (Concept of Selection)</li> <li>Iteration (Concept of Iteration)</li> </ul>	<ul> <li>Demonstrates critical and analytical thinking techniques</li> <li>Describes sequence in flowcharts</li> <li>Demonstrates the use of sequence in flowcharts appropriately</li> </ul>	
	5.3 Develops simple programs using visual development environment (Using Scratch)	<ul> <li>Introduction to Interactive         Development Environment – (IDE)         to develop computer programs</li> <li>Developing simple programs         (sequence type) using visual</li> </ul>	<ul> <li>Uses Scratch programming IDE</li> <li>Applies basic instructions sequentially to develop simple programs</li> </ul>	03

	5.4 Describe the concept of variables in programs	supports of programming language (using an Interface specially designed to teach programming to children)  Definition of variable Use of variables in programs	<ul> <li>Describes the use of variables in a program</li> <li>Writes programs with variables appropriately</li> </ul>	
6 Uses Presentation software to create presentation	6.1 Uses basic functions of Presentation software in creating a presentation	<ul> <li>Create, open, save and close a presentation</li> <li>Add Slide</li> <li>Inserting files/objects (text, picture, shapes, clip art, word art etc.)</li> <li>Formatting of Slide</li> <li>Slide transitions</li> </ul>	Creates presentation using presentation software	02
7.Uses the services of the Internet and develops web pages	7.1 Uses resources available in the Internet securely and ethically	<ul> <li>WWW, URL</li> <li>Search Engines</li> <li>Download images, audio, video etc.</li> <li>Web based free Email         <ul> <li>Creation of an account</li> <li>Use of e-mail: Subject, To, Bcc,</li> <li>Cc, Attachments, Forward,</li> </ul> </li> <li>Online conferencing</li> <li>Protection against unauthorized access and malware         <ul> <li>Hacking</li> <li>Virus attacks</li> <li>Software piracy</li> <li>Access Control</li> </ul> </li> </ul>	<ul> <li>Uses Internet for information gathering</li> <li>Communicates via e-mails</li> <li>Communicates via online conferencing</li> <li>Follows safety and security procedures</li> </ul>	02
	1		Total	20

#### **Low Prioritized Contents of Grade 7**

Competency	Competency	Content	Remarks
Competency	Level	Content	Kemarks
1. Identifies the organization of the Computer	1.2 Describes the evolution of computers	<ul> <li>Brief history of Processor element (vacuum Tube, transistor, IC etc.): clock Speed, size, heat, power consumption, cost etc.</li> </ul>	Could be completed in the first term
2. Explores the functions of Operating systems	2.2 Identifies computer storage as a collection of digital data on different media	• Hard drive, Flash Drive, CD, DVD	This section can be completed with Grade 9 competency 1
	2.4 Explores file properties	• Identification of size, type, modified date	This section can be completed with Grade 8 competency 2
5. Uses programming language to develop simple programs (Using Scratch)	5.4 Identifies the concept of errors in a program as bugs	<ul> <li>Conversion of an erroneous program to an error free programs and observation of the output</li> </ul>	This section can be completed with Grade 8 competency 4
7. Uses the services of the Internet and develops web pages	7.3 Develops web pages using HTML	<ul> <li>Creation of a web page using text, images</li> <li>Text formatting</li> <li>Colors</li> <li>Lists</li> <li>Creating links to the other pages &amp; web sites</li> </ul>	This section can be completed with Grade 8 competency 6