Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit–BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16t March, 2026

To,

The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary
Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

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Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
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SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE 8 – EXTREME SUMMER ZONE

Subject: Computer Science **Class: 8**

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Summer
1.	**Emerging Technologies**	❖ Students will be able to: 1. Define the different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation, IoT, Embedded System, Edge Computing, Data Analytics)	✓			Unit-1 ICT Fundamentals	16 Days	05-01-26 To 22-01-26
		2. Analyze different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation) their usage in daily life.			✓			
		3. Define the different emerging technological terms (3D and Holographic imaging, Virtual reality, Distributed application)	✓					
		4. Analyze the usage of different emerging technological terms (3D and holographic imaging, virtual reality, distributed application)			✓			
		5. Define the different emerging technological terms (Block chain and machine learning).	✓					
		6. Analyze the usage of different emerging technological terms (Block chain and machine learning) in daily life.			✓			
2.	**Computer Network**	❖ Students will be able to: 7. Identify the major components of data communication	✓				16 Days	23-01-26 To 11-02-26
		8. Illustrate client server architecture.		✓				
		9. Explain the types of computer networks.		✓				
		10. Analyze the role of computer networks in daily life.			✓			
		11. Differentiate between LAN and MAN		✓				

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Summer
		12. Differentiate between WAN and MAN		✓				
		13. Differentiate between PAN and VPN		✓				
3.	**Communication Devices**	❖ Students will be able to: 14. Identify different communication devices	✓			Unit-1 ICT Fundamentals	7 Days	12-02-26 To 19-02-26
		15. Compare Network Hub and Network switch		✓				
		16. Distinguish between Wireless Access Point (WAP) and Light Fidelity (LiFi)		✓				
4.	**Transmission Media**	❖ Students will be able to: 17. Define transmission media.	✓				10 Days	20-02-26 To 03-03-26
		18. Differentiate between guided and unguided media.		✓				
		19. Demonstrate advantage of Fiber-optic cable over coaxial and twisted pair cable		✓				
		20. Identify use of microwave communication			✓			
5.	**Wireless Communication System**	❖ Students will be able to: 21. Explain wireless communication system.		✓			10 Days	04-03-26 To 14-03-26
		22. Name components of satellite technology	✓					
		23. Analyze the usage of Global Positioning System (GPS) in daily routine.			✓			
		24. Critically analyze the role of wireless communication system in daily life.			✓			
6.	**Spreadsheet**	❖ Students will be able to: 1. Know about the spreadsheet and its function.	✓			Unit-2 Digital Skills	01 Day	16-03-26 To 16-03-26
7.	**Microsoft Excel**	❖ Students will be able to: 2. Enlist the key features of MS Excel.	✓				08 Days	17-03-26 To 27-03-26
		3. Explain the major features of Microsoft Excel.		✓				
		4. Understand the correct use of common shortcut keys in excel.		✓				
		5. Draw a result sheet in MS Excel. (**PRACTICAL**)			✓		09 Days	28-03-26 To 07-04-26
		6. Create a result card sheet on Microsoft Excel by apply functions. (SUM Function, Average Function, IF Function MAX Function and MIN Function). (**PRACTICAL**)			✓			
		7. Demonstrate the data on charts by MS Excel			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Summer
		(PRACTICAL)						
		8. Differentiate between Spreadsheet and Microsoft Excel.		✓				
8.	**Problem Solving**	❖ Students will be able to: 1. Know about the concept of problem solving.	✓			Unit-3 Algorithmic Thinking and Problem Solving	09 Days	08-04-26 To 17-04-26
		2. Identify the different problems.	✓					
		3. Explain the role of computer to solve the problem by identifying most efficient algorithmic.		✓				
		4. Get concept of halting problem.		✓				
		5. Assess the scope and limitations of problems.			✓		09 Days	18-04-26 To 28-04-26
	Pseudocode	6. Know about the concept of Pseudocode.		✓				
		7. Write a simple Pseudo-code program. **(PRACTICAL)**			✓			
		8. Explain the concepts of loop with examples		✓				
		9. Describe the function of repeat loops, and nested loops.		✓			09 Days	29-04-26 To 09-05-26
		10. Differentiate between constant and variable		✓				
		11. Use different conditional statements in a program.			✓			
		12. Apply the concepts of nesting in algorithmic design thinking.			✓			
9.	**Visual versus Textual Programming**	❖ Students will be able to: 1. Know about visual versus textual programming	✓			Unit-4 Programming	09 Days	11-05-26 To 20-05-26
		2. Know about language python.	✓					
		3. Explain the visual programming using Scratch		✓				
		4. Compare and contrast the functions of different types of loops. **(PRACTICAL)**			✓			
	Game Design with Scratch	5. Use different functions in Scratch.		✓			15 Days	21-05-26 To 10-06-26
		6. Develop mini-games using a visual programming tool by applying intermediate level constructs, functions,			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Summer
		cloning, conditional moment. **(PRACTICAL)**						
	Overview of textual programming language: Python	7. Use different conditional statements in python. **(PRACTICAL)**			✓		05 Days	11-06-26 To 15-06-26
		8. Describe the function of repeat loops, and nested loops. **(PRACTICAL)**			✓			
10.	**Digital Citizenship and Computer Ethics**	1. Apply computer ethics on the usage of internet.			✓	Unit-5 Digital Citizenship	09 Days	16-06-26 To 08-09-26
	Online Safety and Respect	2. Know about online safety and respect rules.	✓					
		3. Differentiate between copyright and plagiarism.		✓				
		4. State different software applications used to check the plagiarism.	✓					
	Malwares	5. Differentiate between types of Malwares.		✓			07 Days	09-09-26 To 17-09-26
		6. Illustrate protection of Personal Computers from security threats.		✓				
		7. Identify symptoms of Malware attacks	✓					
	Social media	8. Identify different positive and negative consequences of excessive social media use.	✓				02 Days	18-09-26 To 19-09-26
	Cybercrimes	9. Identify commonly committed cybercrimes.	✓				11 Days	28-09-26 To 09-10-26
		10. Know about Pakistan's Cybercrime laws and punishments	✓					
		11. Demonstrate activities to prevent cyber violence		✓				
		12. Describe the laws of cybercrime.		✓				
	Use of internet	13. Explain major uses of internet		✓			02 Days	10-10-26 To 12-10-26
11.	**Business plans**	❖ Students will be able to:	✓			Unit-6	14	13-10-26

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Summer
	Marketing	1. Know about the concept of business plan				Entrepreneurship in Digital Age	Days	To 28-10-26
		2. Identify the components of business plan.		✓				
		3. Name different methods of payment	✓					
		4. State types of digital marketing.	✓					
		5. Create different components of business plan; market need product design, costing operation and marketing.			✓			
		6. Differentiate between the traditional marketing and digital marketing.		✓			06 Days	29-10-26 To 04-11-25
		7. Develop different kinds of business plans and also know about the ways of promotion of products in the market.			✓			
12.	**Revision of course**					All Units	09days	05-11-25 To 16-11-25
Total				**29**	**21**	**72 SLOs**	**193**	

SoW

Name of Unit/ Theme	Name of Sub Topic(s)	Number of SLOs	Number of days Required	Extreme Summer Zone
ICT Fundamentals	05	24	59	5th January to 14th March
Digital Skills	02	08	18	16th March to 7th April
Algorithmic Thinking & Problem Solving	02	12	27	8th April to 9th May
Programming	03	08	29	11th May to 15th June
Digital Citizenship	06	13	20	16th June to 12th October
Entrepreneurship in Digital Age	01	07	24	13th October to 04th November
Revision Examination Preparation				5th Nov to 16th November

01-Number of Student Learning Outcomes by Cognitive level

S#	Theme/Topic	Name of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	**ICT Fundamentals**	Emerging Technologies	3	0	3	06
		Computer Network	1	5	1	07
		Communication Devices	1	2	0	03
		Transmission Media	1	2	1	04
		Wireless Communication System	1	1	2	04
	Sub. Total		7	10	**7**	**24**
2	**Digital Skills**	Spreadsheet	1	0	0	01
		Microsoft Excel	1	3	3	07
	Sub. Total		2	3	**3**	**08**
3	**Algorithm Thinking and Problem Solving**	Problem Solving	2	2	1	05
		Pseudocode	0	4	3	07
	Sub. Total		2	6	**4**	**12**
4	**Programming**	Visual versus Textual Programming	2	1	1	04
		Game Design with Scratch	0	1	1	02
		Overview of textual programming language: Python	0	0	2	02
	Sub. Total		2	2	**4**	**08**
5	**Digital Citizenship**	Digital Citizenship and Computer Ethics	0	0	1	01
		Online Safety and Respect	2	1	0	03
		Malwares	1	2	0	03
		Social media	1	0	0	01
		Cybercrimes	2	2	0	04
		Use of internet	0	1	0	01
	Sub. Total		6	6	**1**	**13**
6	**Entrepreneurship**	Business plans Marketing	3	2	2	07
	Sub. Total		**3**	**2**	**2**	**07**
Total			**22**	**29**	**21**	**72**

02-Determining Marks/Weightage for a Specific Theme/Unit

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	4×3=12	1×7=7	26
2	**Digital Skills**	1×1=1	3×3=9	-	10
3	**Algorithm Thinking and Problem Solving**	3×1=3	1×3=3	1×7=07	13
4	**Programming**	5×1=5	1×3=3	-	08
5	**Digital Citizenship**	2×1=2	2×3=6	1×7=07	15
6	**Entrepreneurship**	2×1=2	2×3=6	-	08
Sub. Total		**20 MCQs**	**39 Marks**	**21 Marks**	**80 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**100 marks**

03-Exam Specification including options

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	8×3=24	2×7=14	45
2	**Digital Skills**	1×1=1	6×3=18	-	19
3	**Algorithm Thinking and Problem Solving**	4×1=4	8×3=24	2×7=14	42
4	**Programming**	5×1=5	2×3=06	-	11
5	**Digital Citizenship**	2×1=2	4×3=12	2×7=14	28
6	**Entrepreneurship**	1×1=1	4×3=12	-	13
Sub. Total		**20 Marks**	**78 Marks**	**42 Marks**	**140 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**160 marks**

04-Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No. of Questions to be Attempted	Total Marks
1	MCQs	20	20	20
2	CRQs	26	13	78
3	ERQs	06	03	42
Total Marks in Paper				140

05-Weightage Assigned to Each Unit in Marks

Sr No	Unit/Theme/Topic	No of SLOs	Weightage in marks=$\frac{\text{NoofSLOsoftheunit} \times 80}{\text{TotalNoofSLOs}}$	Perecentage
1.	Emerging technologies	24	24 ×80/ 72= 27 marks	33%
2.	Digital Skills	08	08 ×80/ 72= 09 marks	11%
3.	Algorithm thinking and problem solving	12	12 ×80/ 72= 13 marks	17%
4.	Programming	08	08 ×80/ 72= 09 marks	11%
5.	Digital Citizenship	13	13 ×80/ 72= 14 marks	18%
6.	Entrepreneurship	07	07 ×80/ 72= 08 marks	10%
Total		72	80 marks	100%

06-Practical Evaluation Rubric – Computer Science Grade-8

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

SLO # 05- Unit-2 – Digital Skills: Draw a result sheet in MS Excel

Criteria	Sub-Criteria	Marks
Layout & Labeling	Rows, columns, headers	1
Formatting	Bold headers, alignment, borders	1
Data Entry	Sample marks for 3–5 students	1
Accuracy	Correct values, positions	1
Presentation	Clean, readable format	1

SLO # 06 - Unit-2 – Digital Skills: Create a result card using SUM, AVERAGE, IF, MAX, MIN

Criteria	Sub-Criteria	Marks
Formula Application	3+ functions used correctly	2
Cell Referencing	Correct usage (absolute/relative)	1
Structure	Proper result card layout	1
Presentation	Clear, visually neat formatting	1

SLO # 07- Unit-2 – Digital Skills: Demonstrate data on charts by Excel

Criteria	Sub-Criteria	Marks
Chart Selection	Appropriate chart (bar/pie/line)	1
Data Range	Correct selection for chart	1
Labeling	Titles, axis, legend	1
Formatting	Colors, fonts, readability	1
Integration	Positioned meaningfully in sheet	1

SLO # 07- Unit-3 – Algorithmic Thinking and Problem Solving: Write a simple Pseudo-code program

Criteria	Sub-Criteria	Marks
Logical Flow	Clear sequence: input → process → output	2
Use of Terms	`if`, `print`, `while`, etc.	1
Syntax & Readability	Indentation, clarity	1
Completeness	Working solution	1

SLO # 04 - Unit-4 - Programming: Compare types of loops using code

Criteria	Sub-Criteria	Marks
Code Implementation	Two loop types shown (for/while)	2
Output Display	Output matches code logic	1
Syntax	Correct loop structure	1
Explanation	Verbal or comments in code	1

SLO # 06 - Unit-4 - Programming: Develop mini-game in Scratch

Criteria	Sub-Criteria	Marks
Functionality	Game runs & responds properly	2
Coding Techniques	Use of control, clones, broadcast	1
Creativity	Visual appeal & idea originality	1
Debugging	No glitches/errors in logic	1

SLO # 07- Unit-4 - Programming: Use conditional statements in Python

Criteria	Sub-Criteria	Marks
Logic	Conditions match intended logic	2
Syntax	No syntax errors	1
Output	Matches expected result	1
Code Formatting	Indentation & naming	1

SLO # 08- Unit-4 - Programming: Describe repeat & nested loops

Criteria	Sub-Criteria	Marks
Loop Structure	Nesting shown correctly	2
Output Display	Correct loop output	1
Syntax or Blocks	Python or Scratch correct use	1
Explanation	Student describes behavior	1

Practical Award List – Computer Science Grade-8 (Selected 4 Practical)

Each student will perform any 4 Practical/Lab. Activities of 5 marks each from a total of 8 available Practical/Lab. Activities. The teacher will select any four based on the available resources at the school.

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
14.								
15.								
16.								

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SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE 8 – EXTREME WINTER ZONE

Subject: Computer Science **Class: 8**

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Winter
1. \	Emerging Technologies	❖ Students will be able to: 1. Define the different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation, IoT, Embedded System, Edge Computing, Data Analytics)	✓			Unit-1 ICT Fundamentals	16 Days	01-04-26 To 18-04-26
		2. Analyze different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation) their usage in daily life.			✓			
		3. Define the different emerging technological terms (3D and Holographic imaging, Virtual reality, Distributed application)	✓					
		4. Analyze the usage of different emerging technological terms (3D and holographic imaging, virtual reality, distributed application)			✓			
		5. Define the different emerging technological terms (Block chain and machine learning).	✓					
		6. Analyze the usage of different emerging technological terms (Block chain and machine learning) in daily life.			✓			
2.	Computer Network	❖ Students will be able to: 7. Identify the major components of data communication	✓				16 Days	20-04-26 To 08-05-26
		8. Illustrate client server architecture.		✓				
		9. Explain the types of computer networks.		✓				
		10. Analyze the role of computer networks in daily life.			✓			
		11. Differentiate between LAN and MAN		✓				
		12. Differentiate between WAN and MAN		✓				
		13. Differentiate between PAN and VPN		✓				
3.	Communication	❖ Students will be able to: 14. Identify different communication devices	✓			Unit-1	7	09-05-26

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Winter
	Devices	15. Compare Network Hub and Network switch		✓		ICT Fundamentals	Days	To 16-05-26
		16. Distinguish between Wireless Access Point (WAP) and Light Fidelity (LiFi)		✓				
4.	**Transmission Media**	❖ Students will be able to: 17. Define transmission media.	✓				10 Days	18-05-26 To 01-06-26
		18. Differentiate between guided and unguided media.		✓				
		19. Demonstrate advantage of Fiber-optic cable over coaxial and twisted pair cable		✓				
		20. Identify use of microwave communication			✓			
5.	**Wireless Communication System**	❖ Students will be able to: 21. Explain wireless communication system.		✓			10 Days	02-06-26 To 12-06-26
		22. Name components of satellite technology	✓					
		23. Analyze the usage of Global Positioning System (GPS) in daily routine.			✓			
		24. Critically analyze the role of wireless communication system in daily life.			✓			
6.	**Spreadsheet**	❖ Students will be able to: 1. Know about the spreadsheet and its function.	✓			Unit-2 Digital Skills	01 Day	13-06-26 To 13-06-26
7.	**Microsoft Excel**	❖ Students will be able to: 2. Enlist the key features of MS Excel.	✓				08 Days	15-06-26 To 23-06-26
		3. Explain the major features of Microsoft Excel.		✓				
		4. Understand the correct use of common shortcut keys in excel.		✓				
		5. Draw a result sheet in MS Excel. (**PRACTICAL**)			✓		09 Days	24-06-26 To 06-07-26
		6. Create a result card sheet on Microsoft Excel by apply functions. (SUM Function, Average Function, IF Function MAX Function and MIN Function). (**PRACTICAL**)			✓			
		7. Demonstrate the data on charts by MS Excel (**PRACTICAL**)			✓			
		8. Differentiate between Spreadsheet and Microsoft Excel.		✓				
8.	**Problem Solving**	❖ Students will be able to: 1. Know about the concept of problem solving.	✓			Unit-3	09 Days	07-07-26 To

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Winter
		2. Identify the different problems.	✓			Algorithmic Thinking and Problem Solving		16-07-26
		3. Explain the role of computer to solve the problem by identifying most efficient algorithmic.		✓				
		4. Get concept of halting problem.		✓				
		5. Assess the scope and limitations of problems.			✓		09 Days	17-07-26 To 27-07-26
	Pseudocode	6. Know about the concept of Pseudocode.		✓				
		7. Write a simple Pseudo-code program. **(PRACTICAL)**			✓			
		8. Explain the concepts of loop with examples		✓				
		9. Describe the function of repeat loops, and nested loops.		✓			09 Days	28-07-26 To 06-08-26
		10. Differentiate between constant and variable		✓				
		11. Use different conditional statements in a program.			✓			
		12. Apply the concepts of nesting in algorithmic design thinking.			✓			
9.	**Visual versus Textual Programming**	❖ Students will be able to: 1. Know about visual versus textual programming	✓			Unit-4 Programming	09 Days	07-08-26 To 18-08-26
		2. Know about language python.	✓					
		3. Explain the visual programming using Scratch		✓				
		4. Compare and contrast the functions of different types of loops. **(PRACTICAL)**			✓			
	Game Design with Scratch	5. Use different functions in Scratch.		✓			15 Days	19-08-26 To 05-09-26
		6. Develop mini-games using a visual programming tool by applying intermediate level constructs, functions, cloning, conditional moment. **(PRACTICAL)**			✓			
	Overview of textual programming	7. Use different conditional statements in python. **(PRACTICAL)**			✓		05 Days	07-09-26 To 11-09-26

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Winter
	language: Python	8. Describe the function of repeat loops, and nested loops. **(PRACTICAL)**			✓			
10.	**Digital Citizenship and Computer Ethics**	1. Apply computer ethics on the usage of internet.			✓	Unit-5 Digital Citizenship	09 Days	12-09-26 To 29-09-26
	Online Safety and Respect	2. Know about online safety and respect rules.	✓					
		3. Differentiate between copyright and plagiarism.		✓				
		4. State different software applications used to check the plagiarism.	✓					
	Malwares	5. Differentiate between types of Malwares.		✓			07 Days	30-09-26 To 07-10-26
		6. Illustrate protection of Personal Computers from security threats.		✓				
		7. Identify symptoms of Malware attacks	✓					
	Social media	8. Identify different positive and negative consequences of excessive social media use.	✓				02 Days	08-10-26 To 09-10-26
	Cybercrimes	9. Identify commonly committed cybercrimes.	✓				10 Days	10-10-26 To 21-10-26
		10. Know about Pakistan's Cybercrime laws and punishments	✓					
		11. Demonstrate activities to prevent cyber violence		✓				
		12. Describe the laws of cybercrime.		✓				
	Use of internet	13. Explain major uses of internet		✓			02 Days	22-10-26 To 23-10-26
11.	**Business plans Marketing**	❖ Students will be able to: 1. Know about the concept of business plan	✓			Unit-6 Entrepreneurship in Digital Age	13 Days	24-10-26 To 07-11-26
		2. Identify the components of business plan.		✓				
		3. Name different methods of payment	✓					
		4. State types of digital marketing.	✓					

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Extreme Winter
		5. Create different components of business plan; market need product design, costing operation and marketing.			✓			
		6. Differentiate between the traditional marketing and digital marketing.		✓			06 Days	09-11-26 To 16-11-26
		7. Develop different kinds of business plans and also know about the ways of promotion of products in the market.			✓			
12.	**Revision of course**					All Units	0days	
Total				**29**	**21**	**72 SLOs**	**182**	

SoW

Name of Unit/ Theme	Name of Sub Topic(s)	Number of SLOs	Number of days Required	Extreme Winter Zone
ICT Fundamentals	05	24	59	1st April to 12th Jume
Digital Skills	02	08	18	13th June to 6th July
Algorithmic Thinking & Problem Solving	02	12	27	7th July to 6th August
Programming	03	08	29	7th August to 11th September
Digital Citizenship	06	13	20	12th September to 23rd October
Entrepreneurship in Digital Age	01	07	24	24th October to 16th November
Revision Examination Preparation				

01-Number of Student Learning Outcomes by Cognitive level

S#	Theme/Topic	Name of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	**ICT Fundamentals**	Emerging Technologies	3	0	3	06
		Computer Network	1	5	1	07
		Communication Devices	1	2	0	03
		Transmission Media	1	2	1	04
		Wireless Communication System	1	1	2	04
	Sub. Total		7	10	**7**	**24**
2	**Digital Skills**	Spreadsheet	1	0	0	01
		Microsoft Excel	1	3	3	07
	Sub. Total		2	3	**3**	**08**
3	**Algorithm Thinking and Problem Solving**	Problem Solving	2	2	1	05
		Pseudocode	0	4	3	07
	Sub. Total		2	6	**4**	**12**
4	**Programming**	Visual versus Textual Programming	2	1	1	04
		Game Design with Scratch	0	1	1	02
		Overview of textual programming language: Python	0	0	2	02
	Sub. Total		2	2	**4**	**08**
5	**Digital Citizenship**	Digital Citizenship and Computer Ethics	0	0	1	01
		Online Safety and Respect	2	1	0	03
		Malwares	1	2	0	03
		Social media	1	0	0	01
		Cybercrimes	2	2	0	04
		Use of internet	0	1	0	01
	Sub. Total		6	6	**1**	**13**
6	**Entrepreneurship**	Business plans Marketing	3	2	2	07
	Sub. Total		**3**	**2**	**2**	**07**
Total			**22**	**29**	**21**	**72**

02-Determining Marks/Weightage for a Specific Theme/Unit

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	4×3=12	1×7=7	26
2	**Digital Skills**	1×1=1	3×3=9	-	10
3	**Algorithm Thinking and Problem Solving**	3×1=3	1×3=3	1×7=07	13
4	**Programming**	5×1=5	1×3=3	-	08
5	**Digital Citizenship**	2×1=2	2×3=6	1×7=07	15
6	**Entrepreneurship**	2×1=2	2×3=6	-	08
Sub. Total		**20 MCQs**	**39 Marks**	**21 Marks**	**80 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**100 marks**

03-Exam Specification including options

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	8×3=24	2×7=14	45
2	**Digital Skills**	1×1=1	6×3=18	-	19
3	**Algorithm Thinking and Problem Solving**	4×1=4	8×3=24	2×7=14	42
4	**Programming**	5×1=5	2×3=06	-	11
5	**Digital Citizenship**	2×1=2	4×3=12	2×7=14	28
6	**Entrepreneurship**	1×1=1	4×3=12	-	13
Sub. Total		**20 Marks**	**78 Marks**	**42 Marks**	**140 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**160 marks**

04-Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No. of Questions to be Attempted	Total Marks
1	MCQs	20	20	20
2	CRQs	26	13	78
3	ERQs	06	03	42
Total Marks in Paper				140

05-Weightage Assigned to Each Unit in Marks

Sr No	Unit/Theme/Topic	No of SLOs	Weightage in marks=$\frac{\text{NoofSLOsoftheunit} \times 80}{\text{TotalNoofSLOs}}$	Perecentage
1.	Emerging technologies	24	24 ×80/ 72= 27 marks	33%
2.	Digital Skills	08	08 ×80/ 72= 09 marks	11%
3.	Algorithm thinking and problem solving	12	12 ×80/ 72= 13 marks	17%
4.	Programming	08	08 ×80/ 72= 09 marks	11%
5.	Digital Citizenship	13	13 ×80/ 72= 14 marks	18%
6.	Entrepreneurship	07	07 ×80/ 72= 08 marks	10%
Total		72	80 marks	100%

06-Practical Evaluation Rubric – Computer Science Grade-8

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

SLO # 05- Unit-2 – Digital Skills: Draw a result sheet in MS Excel

Criteria	Sub-Criteria	Marks
Layout & Labeling	Rows, columns, headers	1
Formatting	Bold headers, alignment, borders	1
Data Entry	Sample marks for 3–5 students	1
Accuracy	Correct values, positions	1
Presentation	Clean, readable format	1

SLO # 06 - Unit-2 – Digital Skills: Create a result card using SUM, AVERAGE, IF, MAX, MIN

Criteria	Sub-Criteria	Marks
Formula Application	3+ functions used correctly	2
Cell Referencing	Correct usage (absolute/relative)	1
Structure	Proper result card layout	1
Presentation	Clear, visually neat formatting	1

SLO # 07- Unit-2 – Digital Skills: Demonstrate data on charts by Excel

Criteria	Sub-Criteria	Marks
Chart Selection	Appropriate chart (bar/pie/line)	1
Data Range	Correct selection for chart	1
Labeling	Titles, axis, legend	1
Formatting	Colors, fonts, readability	1
Integration	Positioned meaningfully in sheet	1

SLO # 07- Unit-3 – Algorithmic Thinking and Problem Solving: Write a simple Pseudo-code program

Criteria	Sub-Criteria	Marks
Logical Flow	Clear sequence: input → process → output	2
Use of Terms	`if`, `print`, `while`, etc.	1
Syntax & Readability	Indentation, clarity	1
Completeness	Working solution	1

SLO # 04 - Unit-4 - Programming: Compare types of loops using code

Criteria	Sub-Criteria	Marks
Code Implementation	Two loop types shown (for/while)	2
Output Display	Output matches code logic	1
Syntax	Correct loop structure	1
Explanation	Verbal or comments in code	1

SLO # 06 - Unit-4 - Programming: Develop mini-game in Scratch

Criteria	Sub-Criteria	Marks
Functionality	Game runs & responds properly	2
Coding Techniques	Use of control, clones, broadcast	1
Creativity	Visual appeal & idea originality	1
Debugging	No glitches/errors in logic	1

SLO # 07- Unit-4 - Programming: Use conditional statements in Python

Criteria	Sub-Criteria	Marks
Logic	Conditions match intended logic	2
Syntax	No syntax errors	1
Output	Matches expected result	1
Code Formatting	Indentation & naming	1

SLO # 08- Unit-4 - Programming: Describe repeat & nested loops

Criteria	Sub-Criteria	Marks
Loop Structure	Nesting shown correctly	2
Output Display	Correct loop output	1
Syntax or Blocks	Python or Scratch correct use	1
Explanation	Student describes behavior	1

Practical Award List – Computer Science Grade-8 (Selected 4 Practical)

Each student will perform any 4 Practical/Lab. Activities of 5 marks each from a total of 8 available Practical/Lab. Activities. The teacher will select any four based on the available resources at the school.

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
14.								
15.								
16.								

Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit-BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/ 2025
Gilgit, the 16th March, 2026

To,
The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary
Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

The BEEGB Academic team extends its gratitude to the following subject experts of SEDGB for their cooperation in preparing the syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
3	Mathematics	Mr. Aziz Ahmad CPLIC, TSDC	Mr. Sajjad Hussain DD Finance & SE Maths, BEEGB	Mr. Dlair Shah Subject Expert (SE) Maths, BEEGB
4	Science	Mr. Asghar Ali CPLIC, TSDC	Mr. Abdul Bari DD Conduct & SE Science, BEEGB	Mr. Abdul Ghaffar AD Secrecy & SE Science, BEEGB
5	Islamiat	Mr. Nasir Hussain OT, BMS Jutal	Dr. Ikram uddin CPLIC, TSDC	Mr. Faqir Muhammad DD Admin and SE Islamiat, BEEGB
6	Geography	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
7	History	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
8	Computer Science	Ms. Nida Shaheen IT Expert, BEEGB	Mr. Shoukat Ali AD Conduct and SE, BEEGB	Ms. Nida Shaheen IT Expert, BEEGB
9	Agriculture	Mr. Ghulam Rasool TGT, HS No.1 Skardu	Mr. Maqsood Hussain TG, BHS Keris	Mr. Tariq Hussain CPLIC, TSDC
10	Drawing	Mr. Kacho Sadaqat FP, BEEGB Office Skardu	Mr. Ali Muhammad TGT, BHS Keris	Mr. Khadim Hussain AD IT & SE, BEEGB
11	Home Economics	Ms. Siddiqa Batool EST, GHS Skardu	Ms. Amber Rehman EST, GHSS Kashrote Gilgit	Ms. Muneera Akhtar Instructor, CoE for Women Gilgit

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
12	Arabic	Mr. Abdul Aziz OT BHS No.1 Gilgit	Mr. Abdul Basit OT BHS Hatoon Ghizer	Mr. Qasim Iqbal OT BHS Konodass Gilgit

SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE 8 – EXTREME SUMMER ZONE

Subject: Computer **Class: 8**

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Summer
1.	**Emerging Technologies**	❖ Students will be able to: 1. Define the different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation, IoT, Embedded System, Edge Computing, Data Analytics)	✓			Unit-1 ICT Fundamentals	16 Days	06-02-26 To 24-02-26
		2. Analyze different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation) their usage in daily life.			✓			
		3. Define the different emerging technological terms (3D and Holographic imaging, Virtual reality, Distributed application)	✓					
		4. Analyze the usage of different emerging technological terms (3D and holographic imaging, virtual reality, distributed application)			✓			
		5. Define the different emerging technological terms (Block chain and machine learning).	✓					
		6. Analyze the usage of different emerging technological terms (Block chain and machine learning) in daily life.			✓			
2.	**Computer Network**	❖ Students will be able to: 7. Identify the major components of data communication	✓				16 Days	25-01-26 To 14-03-26
		8. Illustrate client server architecture.		✓				
		9. Explain the types of computer networks.		✓				
		10. Analyze the role of computer networks in daily life.			✓			
		11. Differentiate between LAN and MAN		✓				
		12. Differentiate between WAN and MAN		✓				
		13. Differentiate between PAN and VPN		✓				
3.	**Communication**	❖ Students will be able to: 14. Identify different communication devices	✓			Unit-1	7	16-03-26

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Summer
	Devices	15. Compare Network Hub and Network switch		✓		ICT Fundamentals	Days	To 25-03-26
		16. Distinguish between Wireless Access Point (WAP) and Light Fidelity (LiFi)		✓				
4.	**Transmission Media**	❖ Students will be able to: 17. Define transmission media.	✓				10 Days	26-03-26 To 06-04-26
		18. Differentiate between guided and unguided media.		✓				
		19. Demonstrate advantage of Fiber-optic cable over coaxial and twisted pair cable		✓				
		20. Identify use of microwave communication			✓			
5.	**Wireless Communication System**	❖ Students will be able to: 21. Explain wireless communication system.		✓			10 Days	07-04-26 To 17-04-26
		22. Name components of satellite technology	✓					
		23. Analyze the usage of Global Positioning System (GPS) in daily routine.			✓			
		24. Critically analyze the role of wireless communication system in daily life.			✓			
6.	**Spreadsheet**	❖ Students will be able to: 1. Know about the spreadsheet and its function.	✓			Unit-2 Digital Skills	01 Day	18-04-26 To 18-04-26
7.	**Microsoft Excel**	❖ Students will be able to: 2. Enlist the key features of MS Excel.	✓				08 Days	20-04-26 To 28-04-26
		3. Explain the major features of Microsoft Excel.		✓				
		4. Understand the correct use of common shortcut keys in excel.		✓				
		5. Draw a result sheet in MS Excel. (**PRACTICAL**)			✓		09 Days	29-04-26 To 09-05-26
		6. Create a result card sheet on Microsoft Excel by apply functions. (SUM Function, Average Function, IF Function MAX Function and MIN Function). (**PRACTICAL**)			✓			
		7. Demonstrate the data on charts by MS Excel (**PRACTICAL**)			✓			
		8. Differentiate between Spreadsheet and Microsoft Excel.		✓				
8.	**Problem Solving**	❖ Students will be able to: 1. Know about the concept of problem solving.	✓			Unit-3 Algorithmic	09 Days	11-05-26 To 20-04-26
		2. Identify the different problems.	✓					

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Summer
		3. Explain the role of computer to solve the problem by identifying most efficient algorithmic.		✓		Thinking and Problem Solving		
		4. Get concept of halting problem.		✓				
		5. Assess the scope and limitations of problems.			✓		09 Days	21-05-26 To 03-06-26
	Pseudocode	6. Know about the concept of Pseudocode.		✓				
		7. Write a simple Pseudo-code program. **(PRACTICAL)**			✓			
		8. Explain the concepts of loop with examples		✓				
		9. Describe the function of repeat loops, and nested loops.		✓			09 Days	04-06-26 To 13-06-26
		10. Differentiate between constant and variable		✓				
		11. Use different conditional statements in a program.			✓			
		12. Apply the concepts of nesting in algorithmic design thinking.			✓			
9.	**Visual versus Textual Programming**	❖ Students will be able to: 1. Know about visual versus textual programming	✓			Unit-4 Programming	09 Days	15-06-26 To 24-06-26
		2. Know about language python.	✓					
		3. Explain the visual programming using Scratch		✓				
		4. Compare and contrast the functions of different types of loops. **(PRACTICAL)**			✓			
	Game Design with Scratch	5. Use different functions in Scratch.		✓			15 Days	27-06-26 To 28-08-26
		6. Develop mini-games using a visual programming tool by applying intermediate level constructs, functions, cloning, conditional moment. **(PRACTICAL)**			✓			
	Overview of textual programming language: Python	7. Use different conditional statements in python. **(PRACTICAL)**			✓		05 Days	29-08-26 To 03-09-26
		8. Describe the function of repeat loops, and nested loops.			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Summer
		(PRACTICAL)						
10.	**Digital Citizenship and Computer Ethics**	1. Apply computer ethics on the usage of internet.			✓	Unit-5 Digital Citizenship	09 Days	04-09-26 To 14-09-26
	Online Safety and Respect	2. Know about online safety and respect rules.	✓					
		3. Differentiate between copyright and plagiarism.		✓				
		4. State different software applications used to check the plagiarism.	✓					
	Malwares	5. Differentiate between types of Malwares.		✓			07 Days	15-09-26 To 29-09-26
		6. Illustrate protection of Personal Computers from security threats.		✓				
		7. Identify symptoms of Malware attacks	✓					
	Social media	8. Identify different positive and negative consequences of excessive social media use.	✓				02 Days	30-09-26 To 01-10-26
	Cybercrimes	9. Identify commonly committed cybercrimes.	✓				11 Days	02-10-26 To 14-10-26
		10. Know about Pakistan's Cybercrime laws and punishments	✓					
		11. Demonstrate activities to prevent cyber violence		✓				
		12. Describe the laws of cybercrime.		✓				
	Use of internet	13. Explain major uses of internet.		✓			02 Days	15-10-26 To 16-10-26
11.	**Business plans Marketing**	❖ Students will be able to: 1. Know about the concept of business plan	✓			Unit-6 Entrepreneurship in Digital Age	14 Days	17-10-26 To 02-11-26
		2. Identify the components of business plan.		✓				
		3. Name different methods of payment.	✓					
		4. State types of digital marketing.	✓					
		5. Create different components of business plan; market need product.			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Summer
		design, costing operation and marketing.						
		6. Differentiate between the traditional marketing and digital marketing.		✓			06 Days	03-11-26 To 10-11-25
		7. Develop different kinds of business plans and also know about the ways of promotion of products in the market.			✓			
12.	**Revision of course**					All Units	05 Days	11-11-25 To 16-11-25
Total				**29**	**21**	**72 SLOs**	**189**	

SoW

Name of Unit/ Theme	Name of Sub Topic(s)	Number of SLOs	Number of days Required	Extreme Summer Zone
ICT Fundamentals	05	24	59	2nd February to 14th April
Digital Skills	02	08	18	16th April to 7th May
Algorithmic Thinking & Problem Solving	02	12	27	8th May to 1st June
Programming	03	08	29	2nd June to 20th August
Digital Citizenship	06	13	20	21st August to 3rd October
Entrepreneurship in Digital Age	01	07	24	5th October to 27th October
Revision Examination Preparation				28th October to 16th November

01-Number of Student Learning Outcomes by Cognitive level

S#	Theme/Topic	Name of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	**ICT Fundamentals**	Emerging Technologies	3	0	3	06
		Computer Network	1	5	1	07
		Communication Devices	1	2	0	03
		Transmission Media	1	2	1	04
		Wireless Communication System	1	1	2	04
	Sub. Total		7	10	**7**	**24**
2	**Digital Skills**	Spreadsheet	1	0	0	01
		Microsoft Excel	1	3	3	07
	Sub. Total		2	3	**3**	**08**
3	**Algorithm Thinking and Problem Solving**	Problem Solving	2	2	1	05
		Pseudocode	0	4	3	07
	Sub. Total		2	6	**4**	**12**
4	**Programming**	Visual versus Textual Programming	2	1	1	04
		Game Design with Scratch	0	1	1	02
		Overview of textual programming language: Python	0	0	2	02
	Sub. Total		2	2	**4**	**08**
5	**Digital Citizenship**	Digital Citizenship and Computer Ethics	0	0	1	01
		Online Safety and Respect	2	1	0	03
		Malwares	1	2	0	03
		Social media	1	0	0	01
		Cybercrimes	2	2	0	04
		Use of internet	0	1	0	01
	Sub. Total		6	6	**1**	**13**
6	**Entrepreneurship**	Business plans Marketing	3	2	2	07
	Sub. Total		**3**	**2**	**2**	**07**
Total			**22**	**29**	**21**	**72**

02-Determining Marks/Weightage for a Specific Theme/Unit

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	4×3=12	1×7=7	26
2	**Digital Skills**	1×1=1	3×3=9	-	10
3	**Algorithm Thinking and Problem Solving**	3×1=3	1×3=3	1×7=07	13
4	**Programming**	5×1=5	1×3=3	-	08
5	**Digital Citizenship**	2×1=2	2×3=6	1×7=07	15
6	**Entrepreneurship**	2×1=2	2×3=6	-	08
Sub. Total		**20 MCQs**	**39 Marks**	**21 Marks**	**80 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**100 marks**

03-Exam Specification including options

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	8×3=24	2×7=14	45
2	**Digital Skills**	1×1=1	6×3=18	-	19
3	**Algorithm Thinking and Problem Solving**	4×1=4	8×3=24	2×7=14	42
4	**Programming**	5×1=5	2×3=06	-	11
5	**Digital Citizenship**	2×1=2	4×3=12	2×7=14	28
6	**Entrepreneurship**	1×1=1	4×3=12	-	13
Sub. Total		**20 Marks**	**78 Marks**	**42 Marks**	**140 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**160 marks**

04-Summary of Exam Specification

#	Type of Questions	Total Questions in Paper	No. of Questions to be Attempted	Total Marks
1	MCQs	20	20	20
2	CRQs	26	13	78
3	ERQs	06	03	42
Total Marks in Paper				140

05-Weightage Assigned to Each Unit in Marks

Sr No	Unit/Theme/Topic	No of SLOs	Weightage in marks=$\frac{\text{NoofSLOsoftheunit} \times 80}{\text{TotalNoofSLOs}}$	Perecentage
1.	Emerging technologies	24	24 ×80/ 72= 27 marks	33%
2.	Digital Skills	08	08 ×80/ 72= 09 marks	11%
3.	Algorithm thinking and problem solving	12	12 ×80/ 72= 13 marks	17%
4.	Programming	08	08 ×80/ 72= 09 marks	11%
5.	Digital Citizenship	13	13 ×80/ 72= 14 marks	18%
6.	Entrepreneurship	07	07 ×80/ 72= 08 marks	10%
Total		72	80 marks	100%

06-Practical Evaluation Rubric – Computer Science Grade-8

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

SLO # 05- Unit-2 – Digital Skills: Draw a result sheet in MS Excel

Criteria	Sub-Criteria	Marks
Layout & Labeling	Rows, columns, headers	1
Formatting	Bold headers, alignment, borders	1
Data Entry	Sample marks for 3–5 students	1
Accuracy	Correct values, positions	1
Presentation	Clean, readable format	1

SLO # 06 - Unit-2 – Digital Skills: Create a result card using SUM, AVERAGE, IF, MAX, MIN

Criteria	Sub-Criteria	Marks
Formula Application	3+ functions used correctly	2
Cell Referencing	Correct usage (absolute/relative)	1
Structure	Proper result card layout	1
Presentation	Clear, visually neat formatting	1

SLO # 07- Unit-2 – Digital Skills: Demonstrate data on charts by Excel

Criteria	Sub-Criteria	Marks
Chart Selection	Appropriate chart (bar/pie/line)	1
Data Range	Correct selection for chart	1
Labeling	Titles, axis, legend	1
Formatting	Colors, fonts, readability	1
Integration	Positioned meaningfully in sheet	1

SLO # 07- Unit-3 – Algorithmic Thinking and Problem Solving: Write a simple Pseudo-code program

Criteria	Sub-Criteria	Marks
Logical Flow	Clear sequence: input → process → output	2
Use of Terms	`if`, `print`, `while`, etc.	1
Syntax & Readability	Indentation, clarity	1
Completeness	Working solution	1

SLO # 04 - Unit-4 - Programming: Compare types of loops using code

Criteria	Sub-Criteria	Marks
Code Implementation	Two loop types shown (for/while)	2
Output Display	Output matches code logic	1
Syntax	Correct loop structure	1
Explanation	Verbal or comments in code	1

SLO # 06 - Unit-4 - Programming: Develop mini-game in Scratch

Criteria	Sub-Criteria	Marks
Functionality	Game runs & responds properly	2
Coding Techniques	Use of control, clones, broadcast	1
Creativity	Visual appeal & idea originality	1
Debugging	No glitches/errors in logic	1

SLO # 07- Unit-4 - Programming: Use conditional statements in Python

Criteria	Sub-Criteria	Marks
Logic	Conditions match intended logic	2
Syntax	No syntax errors	1
Output	Matches expected result	1
Code Formatting	Indentation & naming	1

SLO # 08- Unit-4 - Programming: Describe repeat & nested loops

Criteria	Sub-Criteria	Marks
Loop Structure	Nesting shown correctly	2
Output Display	Correct loop output	1
Syntax or Blocks	Python or Scratch correct use	1
Explanation	Student describes behavior	1

Practical Award List – Computer Science Grade-8 (Selected 4 Practical)

Each student will perform any 4 Practical/Lab. Activities of 5 marks each from a total of 8 available Practical/Lab. Activities. The teacher will select any four based on the available resources at the school.

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
14.								
15.								
16.								

Government of Gilgit-Baltistan
Board of Elementary Examination
Gilgit–BALTISTAN
No. BEEGB (G)-2(1) Exam (Secrecy)/2025
Gilgit, the 16t March, 2026

To,

The Deputy Director Education, Gilgit, Ghizer, Hunza, Nager, Diamer, Astore, Skardu, Ghanche, Shiger & Kharmang

Subject: REQUEST FOR DISSEMINATION AND IMPLEMENTATION OF SYLLABUS BREAK UP DOCUMENTS FROM GRADE 6 TO 8 FOR THE ACADEMIC SESSSION 2026

As per past practice the BEEGB academic team in collaboration with CPLICs and the subject experts of SEDGB Baltistan and Gilgit Division has prepared syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Considering the suggestions of the stakeholders of SEDGB, the documents for this academic session will be disseminated class-wise, subject-wise and zone -wise separately to make them easily accessible for all stakeholders instead of sending all documents in a single file which becomes very bulky and cannot be downloaded easily.

In this regard, all the respected DDEs are requested to distribute the said documents among all stakeholders and ensure proper implementation in true letter and spirit please.

(Abdul Hamid)
Controller Board of Elementary
Examination Gilgit- Baltistan
Phone #: 05811-940888

Copy for Information to:

1. The Secretary SEDGB
2. The DG SEDGB
3. The Divisional Director Gilgit, Baltistan and Diamer- Astore
4. The Divisional Assistant Controllers BEEGB for Gilgit, Baltistan and Diamer-Astore

ACKNOWLEDGEMENT

The BEEGB Academic team extends its gratitude to the following subject experts of SEDGB for their cooperation in preparing the syllabus break up documents from Grade 6 to 8 for the academic session 2026.

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB **Technical Support: Mr. Akbar Ali DD IT BEEGB**				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
1	English	Mr. Javed Iqbal CPLIC, TSDC	Mr. Mubarak Hussain CPLIC, TSDC	Ms. Afshan Nasir Instructor, CoE for Women Gilgit
2	Urdu	Ms. Sabika Khatoon SST, GHS Khomer Gilgit	Mr. Shakeel Hussain EST, BHS Minawer Gilgit	Mr. Nasir Abbas CPLIC, TSDC
3	Mathematics	Mr. Aziz Ahmad CPLIC, TSDC	Mr. Sajjad Hussain DD Finance & SE Maths, BEEGB	Mr. Dlair Shah Subject Expert (SE) Maths, BEEGB
4	Science	Mr. Asghar Ali CPLIC, TSDC	Mr. Abdul Bari DD Conduct & SE Science, BEEGB	Mr. Abdul Ghaffar AD Secrecy & SE Science, BEEGB
5	Islamiat	Mr. Nasir Hussain OT, BMS Jutal	Dr. Ikram uddin CPLIC, TSDC	Mr. Faqir Muhammad DD Admin and SE Islamiat, BEEGB
6	Geography	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB
7	History	Ms. Shamama Kosar Edu. Fellow, GHS Skardu	Mr. Imtiaz Ahmad CPLIC, TSDC	Mr. Hafiz Sardar SE and IT Assistant, BEEGB

Facilitators: Ms. Memona Abbas Dy. Controller BEEGB & Ms. Zareen Taj DD Research and Secrecy BEEGB Technical Support: Mr. Akbar Ali DD IT BEEGB				
S.No	**Subject**	**Grade 6**	**Grade 7**	**Grade 8**
8	Computer Science	Ms. Nida Shaheen IT Expert, BEEGB	Mr. Shoukat Ali AD Conduct and SE, BEEGB	Ms. Nida Shaheen IT Expert, BEEGB
9	Agriculture	Mr. Ghulam Rasool TGT, HS No.1 Skardu	Mr. Maqsood Hussain TG, BHS Keris	Mr. Tariq Hussain CPLIC, TSDC
10	Drawing	Mr. Kacho Sadaqat FP, BEEGB Office Skardu	Mr. Ali Muhammad TGT, BHS Keris	Mr. Khadim Hussain AD IT & SE, BEEGB
11	Home Economics	Ms. Siddiqa Batool EST, GHS Skardu	Ms. Amber Rehman EST, GHSS Kashrote Gilgit	Ms. Muneera Akhtar Instructor, CoE for Women Gilgit
12	Arabic	Mr. Abdul Aziz OT BHS No.1 Gilgit	Mr. Abdul Basit OT BHS Hatoon Ghizer	Mr. Qasim Iqbal OT BHS Konodass Gilgit

SCHEME OF STUDIES AND CENTRALIZED SLO BASED SYLLABUS BREAK-UP 2026
GRADE 8 – EXTREME WINTER ZONE

Subject: Computer Science **Class: 8**

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Winter
1. \	**Emerging Technologies**	❖ Students will be able to: 1. Define the different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation, IoT, Embedded System, Edge Computing, Data Analytics)	✓			Unit-1 ICT Fundamentals	16 Days	02-03-26 To 19-03-26
		2. Analyze different emerging technological terms (artificial intelligence, 5G, Robotics, and Computer Assisted Translation) their usage in daily life.			✓			
		3. Define the different emerging technological terms (3D and Holographic imaging, Virtual reality, Distributed application)	✓					
		4. Analyze the usage of different emerging technological terms (3D and holographic imaging, virtual reality, distributed application)			✓			
		5. Define the different emerging technological terms (Block chain and machine learning).	✓					
		6. Analyze the usage of different emerging technological terms (Block chain and machine learning) in daily life.			✓			
2.	**Computer Network**	❖ Students will be able to: 7. Identify the major components of data communication	✓				16 Days	20-03-26 To 09-04-26
		8. Illustrate client server architecture.		✓				
		9. Explain the types of computer networks.		✓				
		10. Analyze the role of computer networks in daily life.			✓			
		11. Differentiate between LAN and MAN		✓				
		12. Differentiate between WAN and MAN		✓				
		13. Differentiate between PAN and VPN		✓				
3.	**Communication**	❖ Students will be able to: 14. Identify different communication devices	✓			Unit-1	7	10-04-26

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Winter
	Devices	15. Compare Network Hub and Network switch		✓		ICT Fundamentals	Days	To 17-04-26
		16. Distinguish between Wireless Access Point (WAP) and Light Fidelity (LiFi)		✓				
4.	**Transmission Media**	❖ Students will be able to: 17. Define transmission media.	✓				10 Days	18-04-26 To 29-04-26
		18. Differentiate between guided and unguided media.		✓				
		19. Demonstrate advantage of Fiber-optic cable over coaxial and twisted pair cable		✓				
		20. Identify use of microwave communication			✓			
5.	**Wireless Communication System**	❖ Students will be able to: 21. Explain wireless communication system.		✓			10 Days	30-04-26 To 12-05-26
		22. Name components of satellite technology	✓					
		23. Analyze the usage of Global Positioning System (GPS) in daily routine.			✓			
		24. Critically analyze the role of wireless communication system in daily life.			✓			
6.	**Spreadsheet**	❖ Students will be able to: 1. Know about the spreadsheet and its function.	✓			Unit-2 Digital Skills	01 Day	13-05-26 To 13-05-26
7.	**Microsoft Excel**	❖ Students will be able to: 2. Enlist the key features of MS Excel.	✓				08 Days	14-05-26 To 22-05-26
		3. Explain the major features of Microsoft Excel.		✓				
		4. Understand the correct use of common shortcut keys in excel.		✓				
		5. Draw a result sheet in MS Excel. (**PRACTICAL**)			✓		09 Days	23-05-26 To 05-06-26
		6. Create a result card sheet on Microsoft Excel by apply functions. (SUM Function, Average Function, IF Function MAX Function and MIN Function). (**PRACTICAL**)			✓			
		7. Demonstrate the data on charts by MS Excel (**PRACTICAL**)			✓			
		8. Differentiate between Spreadsheet and Microsoft Excel.		✓				
8.	**Problem Solving**	❖ Students will be able to: 1. Know about the concept of problem solving.	✓			Unit-3 Algorithmic	09 Days	06-06-26 To 16-06-26
		2. Identify the different problems.	✓					

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Winter
		3. Explain the role of computer to solve the problem by identifying most efficient algorithmic.		✓		Thinking and Problem Solving		
		4. Get concept of halting problem.		✓				
		5. Assess the scope and limitations of problems.			✓		09 Days	17-06-26 To 29-06-26
	Pseudocode	6. Know about the concept of Pseudocode.		✓				
		7. Write a simple Pseudo-code program. **(PRACTICAL)**			✓			
		8. Explain the concepts of loop with examples		✓				
		9. Describe the function of repeat loops, and nested loops.		✓			09 Days	30-06-26 To 09-07-26
		10. Differentiate between constant and variable		✓				
		11. Use different conditional statements in a program.			✓			
		12. Apply the concepts of nesting in algorithmic design thinking.			✓			
9.	**Visual versus Textual Programming**	❖ Students will be able to: 1. Know about visual versus textual programming	✓			Unit-4 Programming	09 Days	10-07-26 To 20-07-26
		2. Know about language python.	✓					
		3. Explain the visual programming using Scratch		✓				
		4. Compare and contrast the functions of different types of loops. **(PRACTICAL)**			✓			
	Game Design with Scratch	5. Use different functions in Scratch.		✓			15 Days	10-08-26 To 28-08-26
		6. Develop mini-games using a visual programming tool by applying intermediate level constructs, functions, cloning, conditional moment. **(PRACTICAL)**			✓			
	Overview of textual programming language: Python	7. Use different conditional statements in python. **(PRACTICAL)**			✓		05 Days	29-08-26 To 03-09-26
		8. Describe the function of repeat loops, and nested loops.			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Winter
		(PRACTICAL)						
10.	**Digital Citizenship and Computer Ethics**	1. Apply computer ethics on the usage of internet.			✓	Unit-5 Digital Citizenship	09 Days	04-09-26 To 14-09-26
	Online Safety and Respect	2. Know about online safety and respect rules.	✓					
		3. Differentiate between copyright and plagiarism.		✓				
		4. State different software applications used to check the plagiarism.	✓					
	Malwares	5. Differentiate between types of Malwares.		✓			07 Days	15-09-26 To 29-09-26
		6. Illustrate protection of Personal Computers from security threats.		✓				
		7. Identify symptoms of Malware attacks	✓					
	Social media	8. Identify different positive and negative consequences of excessive social media use.	✓				02 Days	30-09-26 To 01-10-26
	Cybercrimes	9. Identify commonly committed cybercrimes.	✓				11 Days	02-09-26 To 14-10-26
		10. Know about Pakistan's Cybercrime laws and punishments	✓					
		11. Demonstrate activities to prevent cyber violence		✓				
		12. Describe the laws of cybercrime.		✓				
	Use of internet	13. Explain major uses of internet		✓			02 Days	15-10-26 To 16-10-26
11.	**Business plans Marketing**	❖ Students will be able to: 1. Know about the concept of business plan	✓			Unit-6 Entrepreneurship in Digital Age	14 Days	17-10-26 To 02-11-26
		2. Identify the components of business plan.		✓				
		3. Name different methods of payment	✓					
		4. State types of digital marketing.	✓					
		5. Create different components of business plan; market need product			✓			

S#	Themes/ Competencies	SLOs to be achieved	K	U	A	Reference/ Unit/	Time Frame	Dates in Winter
		design, costing operation and marketing.						
		6. Differentiate between the traditional marketing and digital marketing.		✓			06 Days	03-11-26 To 10-11-26
		7. Develop different kinds of business plans and also know about the ways of promotion of products in the market.			✓			
12.	**Revision of course**					All Units	05 Days	11-11-26 To 16-11-26
Total				**29**	**21**	**72 SLOs**	**189**	

SoW

Name of Unit/ Theme	Name of Sub Topic(s)	Number of SLOs	Number of days Required	Extreme Winter Zone
ICT Fundamentals	05	24	59	2nd March to 12th May
Digital Skills	02	08	18	13th May to 5th June
Algorithmic Thinking & Problem Solving	02	12	27	6th June to 9th July
Programming	03	08	29	10th July to 3rd September
Digital Citizenship	06	13	20	4th September to 16th October
Entrepreneurship in Digital Age	01	07	24	17th October to 10th November
Revision Examination Preparation				11th November

01-Number of Student Learning Outcomes by Cognitive level

S#	Theme/Topic	Name of Sub-Topics	SLOs			Total SLOs
			K	U	A	
1	**ICT Fundamentals**	Emerging Technologies	3	0	3	06
		Computer Network	1	5	1	07
		Communication Devices	1	2	0	03
		Transmission Media	1	2	1	04
		Wireless Communication System	1	1	2	04
	Sub. Total		7	10	**7**	**24**
2	**Digital Skills**	Spreadsheet	1	0	0	01
		Microsoft Excel	1	3	3	07
	Sub. Total		2	3	**3**	**08**
3	**Algorithm Thinking and Problem Solving**	Problem Solving	2	2	1	05
		Pseudocode	0	4	3	07
	Sub. Total		2	6	**4**	**12**
4	**Programming**	Visual versus Textual Programming	2	1	1	04
		Game Design with Scratch	0	1	1	02
		Overview of textual programming language: Python	0	0	2	02
	Sub. Total		2	2	**4**	**08**
5	**Digital Citizenship**	Digital Citizenship and Computer Ethics	0	0	1	01
		Online Safety and Respect	2	1	0	03
		Malwares	1	2	0	03
		Social media	1	0	0	01
		Cybercrimes	2	2	0	04
		Use of internet	0	1	0	01
	Sub. Total		6	6	**1**	**13**
6	**Entrepreneurship**	Business plans Marketing	3	2	2	07
	Sub. Total		**3**	**2**	**2**	**07**
Total			**22**	**29**	**21**	**72**

02-Determining Marks/Weightage for a Specific Theme/Unit

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
1	**Emerging Technologies**	7×1=7	4×3=12	1×7=7	26
2	**Digital Skills**	1×1=1	3×3=9	-	10
3	**Algorithm Thinking and Problem Solving**	3×1=3	1×3=3	1×7=07	13
4	**Programming**	5×1=5	1×3=3	-	08
5	**Digital Citizenship**	2×1=2	2×3=6	1×7=07	15
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Sub. Total		**20 MCQs**	**39 Marks**	**21 Marks**	**80 marks**
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Total					**100 marks**

03-Exam Specification including options

S#	Theme/Topic	Marks Distribution			Total Marks
		MCQs @ 01 mark each	CRQs @ 3 marks each	ERQs @ 7 marks each	
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2	**Digital Skills**	1×1=1	6×3=18	-	19
3	**Algorithm Thinking and Problem Solving**	4×1=4	8×3=24	2×7=14	42
4	**Programming**	5×1=5	2×3=06	-	11
5	**Digital Citizenship**	2×1=2	4×3=12	2×7=14	28
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Sub. Total		**20 Marks**	**78 Marks**	**42 Marks**	**140 marks**
Practical		**04 Practical or Lab Activities (5 marks each) Rubrics are attached at Table-06**			**20 marks**
Total					**160 marks**

04-Summary of Exam Specification

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2	CRQs	26	13	78
3	ERQs	06	03	42
Total Marks in Paper				140

05-Weightage Assigned to Each Unit in Marks

Sr No	Unit/Theme/Topic	No of SLOs	Weightage in marks=$\frac{\text{NoofSLOsoftheunit} \times 80}{\text{TotalNoofSLOs}}$	Perecentage
1.	Emerging technologies	24	24 ×80/ 72= 27 marks	33%
2.	Digital Skills	08	08 ×80/ 72= 09 marks	11%
3.	Algorithm thinking and problem solving	12	12 ×80/ 72= 13 marks	17%
4.	Programming	08	08 ×80/ 72= 09 marks	11%
5.	Digital Citizenship	13	13 ×80/ 72= 14 marks	18%
6.	Entrepreneurship	07	07 ×80/ 72= 08 marks	10%
Total		72	80 marks	100%

06-Practical Evaluation Rubric – Computer Science Grade-8

Each practical is worth 5 marks. The following rubric provides a breakdown of evaluation criteria for each PRACTICAL SLO as outlined in the Scheme of Studies 2025.

SLO # 05- Unit-2 – Digital Skills: Draw a result sheet in MS Excel

Criteria	Sub-Criteria	Marks
Layout & Labeling	Rows, columns, headers	1
Formatting	Bold headers, alignment, borders	1
Data Entry	Sample marks for 3–5 students	1
Accuracy	Correct values, positions	1
Presentation	Clean, readable format	1

SLO # 06 - Unit-2 – Digital Skills: Create a result card using SUM, AVERAGE, IF, MAX, MIN

Criteria	Sub-Criteria	Marks
Formula Application	3+ functions used correctly	2
Cell Referencing	Correct usage (absolute/relative)	1
Structure	Proper result card layout	1
Presentation	Clear, visually neat formatting	1

SLO # 07- Unit-2 – Digital Skills: Demonstrate data on charts by Excel

Criteria	Sub-Criteria	Marks
Chart Selection	Appropriate chart (bar/pie/line)	1
Data Range	Correct selection for chart	1
Labeling	Titles, axis, legend	1
Formatting	Colors, fonts, readability	1
Integration	Positioned meaningfully in sheet	1

SLO # 07- Unit-3 – Algorithmic Thinking and Problem Solving: Write a simple Pseudo-code program

Criteria	Sub-Criteria	Marks
Logical Flow	Clear sequence: input → process → output	2
Use of Terms	`if`, `print`, `while`, etc.	1
Syntax & Readability	Indentation, clarity	1
Completeness	Working solution	1

SLO # 04 - Unit-4 - Programming: Compare types of loops using code

Criteria	Sub-Criteria	Marks
Code Implementation	Two loop types shown (for/while)	2
Output Display	Output matches code logic	1
Syntax	Correct loop structure	1
Explanation	Verbal or comments in code	1

SLO # 06 - Unit-4 - Programming: Develop mini-game in Scratch

Criteria	Sub-Criteria	Marks
Functionality	Game runs & responds properly	2
Coding Techniques	Use of control, clones, broadcast	1
Creativity	Visual appeal & idea originality	1
Debugging	No glitches/errors in logic	1

SLO # 07- Unit-4 - Programming: Use conditional statements in Python

Criteria	Sub-Criteria	Marks
Logic	Conditions match intended logic	2
Syntax	No syntax errors	1
Output	Matches expected result	1
Code Formatting	Indentation & naming	1

SLO # 08- Unit-4 - Programming: Describe repeat & nested loops

Criteria	Sub-Criteria	Marks
Loop Structure	Nesting shown correctly	2
Output Display	Correct loop output	1
Syntax or Blocks	Python or Scratch correct use	1
Explanation	Student describes behavior	1

Practical Award List – Computer Science Grade-8 (Selected 4 Practical)

Each student will perform any 4 Practical/Lab. Activities of 5 marks each from a total of 8 available Practical/Lab. Activities. The teacher will select any four based on the available resources at the school.

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
1.								
2.								
3.								
4.								
5.								
6.								
7.								
8.								
9.								
10.								
11.								
12.								
13.								

S#	Roll #	Student Name	Father's Name	Practical-01 (05 Marks)	Practical-02 (05 Marks)	Practical-03 (05 Marks)	Practical-04 (05 Marks)	Total (20 Marks)
14.								
15.								
16.								