[5] and [6] are used in the fetch cycle:

The TOY Datapath: Jump and Link

Before fetch:
- pc = 20
- mem[20] = FF30

After fetch:
- pc = 21
- IR = FF30: R[F] ← 21; pc ← 30

[1] and [3] are used in the execute cycle:

The TOY Datapath: Jump and Link

Before execute:
- pc = 21
- IR = FF30: R[F] ← 21; pc ← 30

After execute:
- pc = 30
- R[F] = 21