

ENTREPRENEURSHIP (Subject Code 066)
CLASS XI (2025-26)

Rationale

School curriculum is a dynamic process. It continuously evolves itself reflecting the needs and aspirations of learners. In recent times, our society is influenced by knowledge creation and technological advancements. Competencies affecting Innovation and creativity have become important in all walks of life, including business context. This makes entrepreneurship education even more important for enhancing quality of life.

Entrepreneurship plays an influential role in the economic growth and development of the country. As the world economy is changing so is the dynamism of the business world. The aim of this course is to instill and kindle the spirit of Entrepreneurship amongst students. The idea of this course is to create “job providers rather than job seekers”.

Objectives:

- To develop Entrepreneurial mindset among Higher Secondary School children.
- To encourage school children to opt for self-employment as a viable option for earning dignified means of living.
- To enable students to appreciate the dynamic changes happening in the economy.
- To acquaint the students about the role of Entrepreneurship in the growth and economic development of the nation.
- To promote Entrepreneurship as life-skills to improve quality of life, skills of creation and management of entrepreneurial pursuits.

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Theory Paper

Time: 3 hours

Maximum marks: 70

S. No.	Unit	Marks
Unit 1	Entrepreneurship: Concept and Functions	15
Unit 2	An Entrepreneur	
Unit 3	Entrepreneurial Journey	20
Unit 4	Entrepreneurship as Innovation and Problem Solving	
Unit 5	Understanding the Market	15
Unit 6	Business Finance and Arithmetic	20
Unit 7	Resource Mobilization	
	PROJECT WORK	30
	Total	100

COURSE CONTENT

Unit 1: Entrepreneurship: Concept and Functions	
Competencies- Vision, Decision making, Logical, Critical and Analytical Thinking, Managing Skills	
Contents	Learning Outcomes
<ul style="list-style-type: none"> Entrepreneurship – Concept, Functions and Need Why Entrepreneurship for You Myths about Entrepreneurship Advantage and Limitations of Entrepreneurship Process of Entrepreneurship Entrepreneurship – The Indian Scenario 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> Understand the concept of Entrepreneurship Explain the functions of an Entrepreneur Appreciate the need for Entrepreneurship in our economy Assess how entrepreneurship can help shape one's career State the myths, advantages and limitations of Entrepreneurship Discuss the steps in the process of Entrepreneurship Describe the current scenario of Entrepreneurial activity in India
Unit 2: An Entrepreneur	
Competencies: Need Achievement, Motivation, Ethics, opportunity seeking, Passion, Independence	
Contents	Learning Outcomes
<ul style="list-style-type: none"> Why be an Entrepreneur Types of Entrepreneurs Competencies and characteristics Entrepreneurial Values, Attitudes and Motivation Intrapreneur: Meaning and Importance 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> Understand the motivation to become an entrepreneur Differentiate between various types of entrepreneurs Explain the competencies of an Entrepreneur Appreciate the importance of Ethical Entrepreneurship Appreciate the difference between Entrepreneur and Intrapreneur



Unit 3: Entrepreneurship Journey	
Competencies: Scanning the environment; Information seeking; creativity; Innovativeness; divergent thinking; Perseverance	
Contents	Learning Outcomes
<ul style="list-style-type: none"> Idea generation. Feasibility Study and opportunity assessment Business Plan: meaning, purpose and elements Execution of Business Plan 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> Understand ways of idea generation. Discuss the concept of types of feasibility study Draft a basic business plan Understand the reasons for success and failure of business plan
Unit 4: Entrepreneurship as Innovation and Problem Solving	
Competencies: Risk taking; Determination; Initiative; problem solving ability; Adaptability to changing technologies	
Contents	Learning Outcomes
<ul style="list-style-type: none"> Entrepreneurs as problem solvers Innovations and Entrepreneurial Ventures – Global and Indian Role of Technology – E-commerce and Social Media Social Entrepreneurship - Concept 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> Understand the role of entrepreneurs as problem solvers Appreciate the role of global and Indian innovations in entrepreneurial ventures Understand the use of technology and digitization for new businesses. Discuss the concept of social entrepreneurship



Unit 5: Understanding the Market	
Competencies: Task oriented, Opportunity seeking, resourcefulness, organizational skills, Analytical and logical reasoning	
Contents	Learning Outcomes
<ul style="list-style-type: none"> • Market: Concept, Types • Micro and Macro Market Environment • Market Research - Concept, Importance and Process • Marketing Mix 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> • Scan the market environment • Learn how to conduct market research • Understand the elements of marketing mix
Unit 6: Business Finance and Arithmetic	
Competencies: Arithmetic skills, critical analysis, decision making, self-confidence, problem solving	
Contents	Learning Outcomes
<ul style="list-style-type: none"> • Unit of Sale, Unit Price and Unit Cost - for single product or service • Types of Costs - Start up, Variable and Fixed • Break Even Analysis - for single product or service 	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none"> • Discuss - Unit Cost, Unit of Sale, Unit Price of a product or service • Understand the components of COST - Start-up and operational costs • Calculate break even of single product and service



Unit 7: Resource Mobilization	
Competencies: Resourcefulness; Collaboration; Managing Risk; Organizational Skills; Informed Decision Making	
Contents	Learning Outcomes
<ul style="list-style-type: none">Types of Resources – Physical, Human, Financial and Intangible.Selection and utilization of human resources and professionals like Accountants, Lawyers, Auditors, Board Members, etc.	<p>After going through this unit, the student/ learner would be able to:</p> <ul style="list-style-type: none">Identify the different types of resource tools – Physical and material, Human, Financial, Intangibles

PROJECT WORK

Students have to do **TWO projects** in the entire academic session.

Assessment details for the project work:

- 10 Marks each for 02 Projects
- 5 Marks for Numerical Assessment
- 5 marks for Viva Voce

TOPICS FOR THE PROJECT:

1. Visit of the District Industries Centre and prepare a report of activities and programs undertaken by them
2. Conduct a case study of any entrepreneurial venture in your nearby area.
3. Field Visit: Visit any business firm near your locality; interact with the owner of the business firm and prepare a field report on parameters like: type of business, scale of business, product/service dealing in, target customer, problems faced and measures to solve the faced challenges.
4. Learn to Earn
5. Know your State Handicraft and Handlooms as a means of economic activity for the livelihood of people and intellectual property rights attached to them for the promotion of local specific skills.

1. The objectives of the project work:

Objectives of project work are to enable learners to:

- probe deeper into personal enquiry, initiate action and reflect on knowledge and skills, views etc. acquired during the course of class XI-XII.
- analyse and evaluate real world scenarios using theoretical constructs and arguments
- demonstrate the application of critical and creative thinking skills and abilities to produce an independent and extended piece of work
- follow up aspects in which learners have interest
- develop the communication skills to argue logically

2. Role of the teacher:

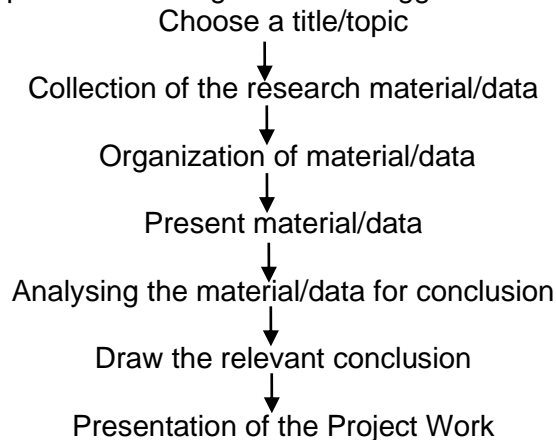
The teacher plays a critical role in developing thinking skills of the learners. A teacher should:

- help each learner select the topic after detailed discussions and deliberations of the topic;
- play the role of a facilitator to support and monitor the project work of the learner through periodic discussions;
- guide the research work in terms of sources for the relevant data;
- ensure that students must understand the relevance and usage of primary evidence and other sources in their projects and duly acknowledge the same;
- ensure that the students are able to derive a conclusion from the content; cite the limitations faced during the research and give appropriate references used in doing the research work.
- educate learner about plagiarism and the importance of quoting the source of the information to ensure authenticity of research work.
- prepare the learner for the presentation of the project work.
- arrange a presentation of the project file.



3. Steps involved in the conduct of the project:

Students may work upon the following lines as a suggested flow chart:



4. Expected Checklist for the Project Work:

- Introduction of topic/title
- Identifying the product/service/entrepreneur
- Identify the State handicraft
- Various stakeholders and effect on each of them
- Use of different tools for market assessment and its analysis
- Calculation of various costs involved in the selling process
- Validity, reliability, appropriateness and relevance of data used for research work and for presentation in the project file
- Presentation and writing that is succinct and coherent in project file
- Citation of the materials referred to, in the file in footnotes, resources section, bibliography etc.

5. Viva-Voce

- At the end of the academic session, each learner will present the research work in the Project File to the Internal examiner.
- The questions should be asked from the Research Work/ Project File of the learner.
- The Internal Examiner should ensure that the study submitted by the learner is his/her own original work.
- In case of any doubt, authenticity should be checked and verified.

Note: Students need to complete two projects. Guidelines for project are given in the CBSE Textbook.



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QUESTION PAPER DESIGN
CLASS XI (2025-26)

S N	Competencies	Total Marks	% Weightage
1.	<p>Remembering: Exhibit memory of previously learned material by recalling facts, listing elements, terms and basic concepts</p> <p>Understanding: Demonstrate understanding of facts and ideas by organizing, comparing, translating, interpreting, giving descriptions, and stating main ideas</p>	20	28.5%
2.	Applying: Solve problems to new situations by applying acquired knowledge, facts, techniques and rules in different ways.	30	43%
3.	<p>Analysing and Evaluating: Examine and break information into parts by identifying motives or causes. Make inferences and find evidence to support generalizations, integrated learning; Present and defend opinions by making judgments about information, validity of ideas, or quality of work based on a set of criteria.</p> <p>Creating: Compile information together in a different way by combining elements in a new pattern or proposing alternative solutions</p>	20	28.5%
	TOTAL	70	100%