

VASISHTHA GENESIS SCHOOL, BABEN, BARDOLI

SUMMER ASSIGNMENT

CLASS : 11 COMMERCE

SUBJECT	CONTENT																											
ENGLISH	<p>Select a topic from the given subjects and prepare a PPT. There will be a presentation of the PPTs as well after the vacations. The project is to be prepared and sent as a PDF file to singhanju741@gmail.com (11C/D) with proper Class-RollNo-Name-Subject as file name. Submit the file on / before 12 June 2024.</p> <p>PPT Content:</p> <ol style="list-style-type: none"> 1. Cover page with title, school details, details of the student 2. Index 3. Introduction to topic 4. Content (Supporting material, transcript, flow charts, diagrams, images) 5-6 Pgs <p>Parameters of Assessment:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1) Quality of content</td> <td style="width: 50%;">2) Accuracy of information</td> </tr> <tr> <td>3) Adherence to the specified timeline</td> <td>4) Content in terms of Expression</td> </tr> <tr> <td>5) Clarity of thoughts and ideas</td> <td>6) Creativity</td> </tr> <tr> <td>7) Knowledge gained</td> <td></td> </tr> </table> <p>List of topics/ Themes</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">1) Future of virtual reality</td> <td style="width: 50%;">2) Psychology of decision making</td> </tr> <tr> <td>3) Crypto-currency</td> <td>4) Art of story telling</td> </tr> <tr> <td>5) Importance of sports</td> <td>6) Rise of new start ups</td> </tr> <tr> <td>7) Print media against digital media</td> <td>8) Team spirit- root of success</td> </tr> <tr> <td>9) SDG Goals</td> <td>10) Impact of social media on mental health</td> </tr> <tr> <td>11) Humor and sarcasm</td> <td>12) Building a personal brand of communication</td> </tr> <tr> <td>13) Rise of Augmented reality</td> <td>14) Reforms in Education: A Necessity</td> </tr> </table>	1) Quality of content	2) Accuracy of information	3) Adherence to the specified timeline	4) Content in terms of Expression	5) Clarity of thoughts and ideas	6) Creativity	7) Knowledge gained		1) Future of virtual reality	2) Psychology of decision making	3) Crypto-currency	4) Art of story telling	5) Importance of sports	6) Rise of new start ups	7) Print media against digital media	8) Team spirit- root of success	9) SDG Goals	10) Impact of social media on mental health	11) Humor and sarcasm	12) Building a personal brand of communication	13) Rise of Augmented reality	14) Reforms in Education: A Necessity					
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ACCOUNTS	<p>PROJECT WORK</p> <p>The student(s) should select any business of their choice or develop the transaction of imaginary business. The project is to run through the chapters and make the project an interesting process. The amounts should emerge as more realistic and closer to reality.</p> <p>Select any one Form of business from the following list:</p> <p>Give a list of options to the students to select a business form. You can add to the given list:</p> <table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">1. A beauty parlour</td> <td style="width: 33%;">2. Men's saloon</td> <td style="width: 33%;">3. A tailoring shop</td> </tr> <tr> <td>4. A canteen</td> <td>5. A cake shop</td> <td>6. A confectionery shop</td> </tr> <tr> <td>7. A chocolate shop</td> <td>8. A dry cleaner</td> <td>9. A stationery shop</td> </tr> <tr> <td>10. Men's wear</td> <td>11. Ladies wear</td> <td>12. Kiddies wear</td> </tr> <tr> <td>13. A Saree shop</td> <td>14. Artificial jewellery shop</td> <td>15. A small restaurant</td> </tr> <tr> <td>16. A sweet shop</td> <td>17. A grocery shop</td> <td>18. A shoe shop</td> </tr> <tr> <td>19. A coffee shop</td> <td>20. A music shop</td> <td>21. A juice shop</td> </tr> <tr> <td>22. A school canteen</td> <td>23. An ice cream parlour</td> <td>24. A sandwich shop</td> </tr> <tr> <td>25. A flower shop</td> <td>26. Any Suitable One.</td> <td></td> </tr> </table> <p>After selection, student(s) should visit a shop in the locality (this will help them to settle on a realistic amounts different items. The student(s) would be able to see the things as they need to invest in furniture, decor, lights, machines, computers etc. A suggested list of different item is given below.</p> <ol style="list-style-type: none"> 1. Rent 2. Advance rent [approximately three months] 3. Electricity deposit 4. Electricity bill 5. Electricity fitting 6. Water bill 7. Water connection security deposit 8. Water fittings 9. Telephone bill 10. Telephone security deposit 11. Telephone instrument 12. Furniture 13. Computers 14. Internet connection 15. Stationery 16. Advertisements 17. Glow sign 18. Rates and Taxes 19. Wages and Salary 20. Newspaper and magazines 21. Petty 	1. A beauty parlour	2. Men's saloon	3. A tailoring shop	4. A canteen	5. A cake shop	6. A confectionery shop	7. A chocolate shop	8. A dry cleaner	9. A stationery shop	10. Men's wear	11. Ladies wear	12. Kiddies wear	13. A Saree shop	14. Artificial jewellery shop	15. A small restaurant	16. A sweet shop	17. A grocery shop	18. A shoe shop	19. A coffee shop	20. A music shop	21. A juice shop	22. A school canteen	23. An ice cream parlour	24. A sandwich shop	25. A flower shop	26. Any Suitable One.	
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	<p>expenses 22. Tea expenses 23. Packaging expenses 24. Transport 25. Delivery cycle or a vehicle purchased 26. Registration 27. Insurance 28. Auditors fee 29. Repairs & Maintenance 30. Depreciations 31. Air conditioners 32. Fans and lights 33. Interior decorations 34. Refrigerators 35. Purchase and sales</p> <p>At this stage, students should focus on Collection of source documents, preparation of vouchers Performa's of bulk of originality and ledger may be provided to the students and they should collect all the information and present on their project file.</p>
BST	<p>Make a project report by selecting an entrepreneur and studying in detail about his/her start up and the business in which he/she is involved.</p> <ul style="list-style-type: none"> * Use thick project papers for preparing the report * Related pictures to be pasted * The report should be compiled in a spring file * First page of the project report should be basic details of the students.
ECONOMICS	<p>Do a research on the popularity of any product (example Nike, Dairy milk, Vegetable Atta Noodles among children etc.) Design a suitable questionnaire for collecting this information.</p> <p>General Instructions to prepare the project:</p> <ol style="list-style-type: none"> 1. The project should be simple, brief and easy. 2. It should be hand written. The cover page should be neat and simple in presentation. No glitters etc. should be used. 3. More credit will be given to original drawings, illustrations, mind maps and articles from magazines and newspapers. The project should not have any political comments or reference to any political party. 4. It is not mandatory to have case studies / questionnaires in the project but if the topic demands it may be included. While choosing the topic, the student should keep in mind that he can be questioned on what, when how etc. of the topic during viva. 5. By June 11th, 2024 the project has to be submitted. 6. The PROJECT will be evaluated for 20 marks during the FIRST TERMINAL EXAMINATION, 2024 and the marking will be done as per the CBSE guidelines given below. 7. The project carries 20 marks and the evaluation pattern will be as under, as per CBSE <ol style="list-style-type: none"> A. Relevance of the topic: 3 marks B. Knowledge Content / Research work: 6 marks C. Presentation Technique: 3 marks. D. Viva: 8 marks. <p>The project should contain: COVER PAGE , ACKNOWLEDGEMENT AND CERTIFICATE , INDEX , ABSTRACT , CHAPTERS , CONCLUSION , BIBLIOGRAPHY (use only A4 size sheets of light pastel colors. No floral sheets to be used.)</p>
PHYSICAL EDUCATION	<p>Activity – I: Prepare a Record file for the practical work of Physical Education.</p> <p>Practical 1: Write about the fitness test. (SAI KHELO INDIA TEST)</p> <p>Activity – II: Prepare a chart (A3 size) of any one individual game from the following list: (i) Chess (ii) Taekwondo (iii) Badminton (iv) Judo</p> <p>This chart should include relevant markings and measurements. Also include the latest rules and regulations of the game chosen.</p>

INFORMATICS PRACTICES	PRACTICAL FILE: Students are to prepare a Practical File consisting of a minimum of 14 programs in PYTHON Software performed during their lab activities in the school computer lab. Students may use samples given in the Google Classroom (Classroom Code: lcf5aus) for more support.
APPLIED MATHS	Prepare a brief overview of the following chapters: <i>Binary Numbers, Indices and Logarithm</i> The Overview should include: <ul style="list-style-type: none">• Relevant formulas that are essential for understanding and solving problems.• Identify key concepts, definitions or principles related to the topic.• Include examples / diagrams / mind maps to clarify concepts. Present your homework in a clear and organized manner using headings, bullet points and numbered lists to structure your content.

Please Note:

- 1) Submission of all Assignments/journal/projects will be from 13-06-2024 to 15-06-2024.**
- 2) Internal Marks will be given based up on the completion and timely submission of all assignments / journal/projects.**