

BIRLA SCHOOL, PILANI
Summer Vacation Home assignment (SVHA) session 2025-26

CLASS 11 COMMERCE

ENGLISH	<p>Instructions:</p> <ol style="list-style-type: none">1. Choose a Topic: Select one of the two topics:<ul style="list-style-type: none">- The Role of Grandparents in Shaping Family Values- Friendship in the Digital Age: Challenges and Opportunities2. Create a Questionnaire: Design a survey with at least 15 questions using MS Forms or Google Forms. Conduct the survey and collect responses.3. Analyze Results: Write a short paragraph (around 100-150 words) analyzing the survey results, highlighting key findings and trends.4. Anecdote/Real-Life Story: Share a brief anecdote or real-life story related to the topic (around 100 words).5. Compile the Project: Include:<ul style="list-style-type: none">- A printout of the questionnaire- Survey results (summary or screenshots)- Analysis paragraph- Anecdote/real-life story <p>Submission Guidelines:</p> <ul style="list-style-type: none">- Compile all components in a single file (hard copy)- Ensure the questionnaire and survey results are clearly presented- Submit the project on 1st July 2025. <p>Assessment Criteria:</p> <ul style="list-style-type: none">- Depth and relevance of questionnaire (30%)- Analysis and insights from survey results (25%)- Clarity and coherence of writing (20%)- Relevance and impact of anecdote/real-life story (15%)
AI	<p>AI Practical Project Using Google Teachable Machine</p> <p>Class: XI Submission Deadline: 10th June</p> <p>---</p> <p>Project Task:</p>

	<p>Use Google Teachable Machine to create an AI model by choosing any one input type listed below:</p> <p>Available Project Types (Choose ONE):</p> <ol style="list-style-type: none"> 1. Image Project – e.g., Facial expressions, objects, hand gestures 2. Audio Project – e.g., Voice commands, claps, whistles 3. Pose Project – e.g., Yoga poses, sitting/standing detection <p>---</p> <p>Instructions:</p> <ul style="list-style-type: none"> · Create at least 2 classes in your selected model. · Train each class using multiple samples. · Test the model with real-time or uploaded data. · Export the model as a TensorFlow (.zip) file from Teachable Machine. <p>---</p> <p>Mandatory Submission Requirements:</p> <ol style="list-style-type: none"> 1. Exported AI Model (.zip file) → Go to "Export Model" → "TensorFlow" → Download the .zip file 2. A Word Document or PDF (~100 words) containing: <ul style="list-style-type: none"> o Name and type of the model you created o Description of the classes used o One real-life application or use case of your model <p>---</p> <p>Submission Format:</p> <p>Email both the .zip file and the document to: bhupendra030386@birlaschoolpilani.edu.in Subject: AI Practical Project - [Scholar Number] - [Your Name] - Class XI</p>
ACCOUNTANCY	<p>Project Title: “Building My Dream Business with Accounting Equations”</p> <p>Instructions:</p> <ol style="list-style-type: none"> 1. Create Your Dream Business: <ul style="list-style-type: none"> o Choose any small business idea: food truck, online art store, stationery shop, thrift store, plant nursery, etc. o Give it a name, logo, and a short description (What do you sell? Who is it for?).

	<p>2. List 6–8 Simple Transactions (No journals, only the accounting equation):</p> <p>o Example:</p> <p>§ You start business with ₹10,000 cash → Asset ↑, Capital ↑</p> <p>§ Buy goods for ₹3,000 cash → Inventory ↑, Cash ↓</p> <p>§ Sell goods worth ₹2,000 for ₹2,500 → Cash ↑, Inventory ↓, Profit ↑ Capital</p> <p>§ Pay rent ₹1,000 → Cash ↓, Capital ↓ (expense)</p> <p>§ Continue this for 6–8 transactions</p> <p>3. Present Each Transaction in an Accounting Equation Table Format:</p> <p>What to Submit:</p> <ul style="list-style-type: none"> · A 5–8 page creative booklet or chart. · Each page can cover 1–2 transactions with drawings or visuals. · Final page: Summary Table showing total Assets, Liabilities, and Capital.
ENTERPRENURESHIP	<p>1. Creative Product Challenge:</p> <p>Imagine you are an entrepreneur who wants to solve a daily life problem using eco-friendly materials. Design a prototype of a product that addresses the problem.</p> <p>Instructions:</p> <ul style="list-style-type: none"> - Identify the problem clearly. - Describe your product (features, materials used, usability). - Explain how it is innovative and sustainable. - Create a basic sketch or model (can be hand-drawn or made using recycled materials). - Mention your target customers and how you would price it. <p>2. Business Story Mash-up:</p> <p>Write a short fictional story (600–800 words) where a young entrepreneur uses entrepreneurial thinking to solve a community or social issue.</p> <p>Guidelines:</p> <ul style="list-style-type: none"> - The main character must use entrepreneurial traits like risk-taking, innovation, or leadership. - Include realistic dialogue, decisions, and a mini-business plan within the story. - End with a “moral of the story” highlighting an entrepreneurial lesson.

	<p>3. Subject Startup Pitch:</p> <p>Pick one of your favourite subjects (Maths, Science, History, etc.) and create a startup idea that makes learning that subject easier or more fun.</p> <p>Deliverables:</p> <ul style="list-style-type: none"> - Name and logo of your startup. - What problem in learning the subject your startup solves. - How your product/service works. - Revenue model (how you will earn). - Include a creative tagline and one social media post promoting it.
MATHEMATICS	<p>1. Solve 20 extra questions from each chapter 1 and 2</p> <p>2. Design at least 3 case study questions from chapters 1 and 2 each and solve them (2 questions from each chapter)</p> <p>3. Solve all solved examples of chapter 1 and chapter 2.</p> <p>Complete this homework assignment in separate notebook</p>
ECONOMICS	Collect various information on “Census of India” 2011 and submit it in file.
BUSINESS STUDIES	Visit Bank (company/ retail trade/ wholesale trade/ business unit) and collect various forms, working style, business techniques and submit it in file. (any one organization)
PHYSICAL EDUCATION	<p>Write one game of your choice in physical education practical file which include:</p> <ol style="list-style-type: none"> 1. History of the game 2. Rules of the game 3. Terminology of the game 4. Diagram and dimensions 5. Sports personalities