

Class XI End Term Syllabus-SCIENCE 2024-2025

ENGLISH	MATH	PHYSICS	CHEMISTRY	BIOLOGY
				1. The Living World
Reading	1. Sets	Unit–I Physical World	UNIT 1: Some Basic	2. Biological
	2. Relations and	and Measurement	Concepts of Chemistry	Classification
1) Reading	functions	Unit-II Kinematics	UNIT 2: Structure of	3. Plant Kingdom
Comprehension based	3. Trigonometric	Unit–III Laws of Motion	Atom	4. Animal Kingdom
on Unseen Passage	functions	Unit–IV Work, Energy	UNIT 3: Classification of	5. Morphology of
2) Note-Making and	4. Complex numbers	and Power	Elements and Periodicity	Flowering Plants
Summarisation	and Quadratic Equations	Unit–V Motion of	in Properties	6. Anatomy of
	5. Linear Inequalities	System of Particles and	UNIT 4: Chemical	Flowering Plants
Integrated Grammar and	6. Permutations and	Rigid Body	Bonding and Molecular	7. Structural
Creative Writing Skills	Combinations	Unit-VI Gravitation	Structure	Organisation in
	7. Sequence and Series	Unit–VII Properties of	UNIT 6: Equilibrium	Animals
Grammar-	8. Straight Lines	Bulk Matter	UNIT 7: Redox Reactions	8. Cell : The Unit of
1) Gap filling (tenses)	9. Conic Sections	Unit–X Oscillations and	UNIT 8: Organic	Life
2) Rearrangement of	10. Limits and	Waves	Chemistry: Some basic	9. Biomolecules
jumbled sentences	Derivatives		Principles and	10. Cell Cycle and Cell
3) Sentence	11. Probability		Techniques	Division
Transformation (UNIT 9: Hydrocarbons	11. Photosynthesis in
Reported Speech and				Higher Plants
Active and Passive				12. Respiration in
Voice)				Plants
Short Writing Skillo				13. Plant Growth and
Short Writing Skills -				Development
 Poster Making Classified 				14. Breathing and
2) Classified Advertisement				Exchange of Gases
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Long Writing Skills - 1) Speech Writing 2) Debate Writing		 15. Body Fluids and Circulation 16. Excretory Products and their Elimination
Literature		17. Locomotion and Movement
 Literature Reader (Hornbill) Prose The Portrait of a Lady We are not Afraid to Die Discovering Tut: the Saga Continues The Adventure Citle Decide 		 18. Neural Control and Coordination 19. Chemical Coordination and Integration
5) Silk Road Poem		
 A Photograph The Laburnum Top The Voice of the Rain Childhood Father to Son 		
Supplementary Reader 1) Summer of the Beautiful White House 2) The Address 3) Mother's Day		
4) Birth5) Tale of the Melon City		

	PSYCHOLOGY	PHYSICAL	COMPUTER SCIENCE
Statistics for economics	1. What is	EDUCATION	Unit wise Syllabus
Chapter 1: Introduction	Psychology?	1.Changing trends &	Unit I: Computer Systems and Organisation
Chapter 2 : Collection of Data	2. Methods of	careers in physical	 Basic computer organisation: Introduction to
Chapter 3 : Organisation of	Enquiry in	education.	Computer System, hardware, software, input
Data	Psychology	2.Olympism valu	device, output device, CPU, memory (primary,
Chapter 4 : Presentation of	3. Human	education	cache and secondary), units of memory (
Data	Development	3.Yoga	bit, byte, KB, MB, GB, TB, PB)
Chapter 5 : Measures of	4. Sensory,	4.Physical education &	• Types of software: System software (Operating
Central Tendency	Attentional and	sports for children with	systems, system utilities, device drivers),
Chapter 6 : Correlation	Perceptual	special needs.	programming tools and language translators (
Chapter 7 : Index Numbers	Processes	5.Physical fitness,	assembler, compiler, and interpreter),
	5. Learning	wellness & lifestyle.	application software
Microeconomics	6. Human Memory	6.Test measurement &	• Operating System(OS): functions of the operating
Chapter 1: Introduction to	7. Thinking	evaluation.	system, OS user interface
microeconomics	8. Motivation and	7.Fundamentals of	 Boolean logic: NOT, AND, OR, NAND, NOR,
Chapter 2: Consumers	Emotion	Anatomy,	XOR, NOT, truth tables and De Morgan's
behaviour and demand		Physiology in sports.	laws, Logic circuits
Chapter 3: Producer's		8.Fundamentals of	 Number System: Binary, Octal, Decimal and
behaviour and supply		kinesiology &	Hexadecimal number system; conversion
Chapter 4: Forms of market		Biomechanics in sports.	between number systems
and price determination.		9.Psychology & sports.	• Encoding Schemes: ASCII, ISCII, and Unicode
		10.Training & doping in	(UTF8, UTF32)
		sports.	Unit II: Computational Thinking and
			Programming - I • Introduction to Problem-
			solving: Steps for Problem-solving (Analyzing the
			problem, developing an algorithm, coding, testing,
			and debugging), representation of algorithms using
			flowchart and pseudocode, decomposition Familiarization with the basics of Python
			programming: Introduction to Python, Features of
			Python, executing a simple "hello world" program,
			execution modes: interactive mode and script
			=

mode, Python character set, Python tokens(
keyword, identifier, literal, operator, punctuator),
variables, concept of I-value and r-value, use of
comments • Knowledge of data types:
Number(integer, floating point,complex), boolean,
sequence(string, list, tuple), None,
Mapping(dictionary), mutable and immutable data
types. • Operators: arithmetic operators, relational
operators, logical operators, assignment operators,
augmented assignment operators, identity
operators (is, is not), membership operators (in not
in) • Expressions, statement, type conversion, and
input/output: precedence of operators, expression,
evaluation of an expression, type-conversion
(explicit and implicit conversion), accepting data as
input from the console and displaying output.
Errors- syntax errors, logical errors, and run-time
errors • Flow of Control: introduction, use of
indentation, sequential flow, conditional and
iterative flow • Conditional statements: if, if-else, if-
elif-else, flowcharts, simple programs: e.g.:
absolute value, sort 3 numbers and divisibility of a
number. • Iterative Statement: for loop, range(),
while loop, flowcharts, break and continue
statements, nested loops, suggested programs:
generating pattern, summation of series, finding the
factorial of a positive number, etc. • Strings:
introduction, string operations (concatenation,
repetition, membership and slicing), traversing a
string using loops, built-in functions/methods–len(),
capitalize(), title(), lower(), upper(), count(), find(),
index(), endswith(), startswith(), isalnum(),
isalpha(), isdigit(), islower(), isupper(),

<pre>isspace(),lstrip(), rstrip(), strip(), replace(), join(),</pre>
partition(), split() • Lists: introduction, indexing, list
operations (concatenation, repetition, membership
and slicing), traversing a list using loops, built-in
functions/methods-len(), list(), append(), extend(),
insert(), count(), index(), remove(), pop(), reverse(),
sort(), sorted(), min(), max(), sum(); nested lists,
suggested programs: finding the maximum,
minimum, mean of numeric values stored in a list;
linear search on list of numbers and counting the
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frequency of elements in a list. • Tuples:
introduction, indexing, tuple operations
(concatenation, repetition, membership and
slicing); built-in functions/methods – len(), tuple(),
<pre>count(), index(), sorted(), min(), max(), sum(); tuple</pre>
assignment, nested tuple; suggested programs:
finding the minimum, maximum, mean of values
stored in a tuple; linear search on a tuple of
numbers, counting the frequency of elements in a
tuple. • Dictionary: introduction, accessing items in
a dictionary using keys, mutability of a dictionary
(adding a new term, modifying an existing item),
traversing a dictionary, built-in fromkeys(), copy(),
pop(), popitem(), setdefault(), max(), min(),
sorted(); Suggested programs: count the number of
times a character appears in a given string using a
dictionary, create a dictionary with names of
employees, their salary and access them.
Introduction to Python modules: Importing module
using 'import' and using from statement, importing
math module (pi, e, sqrt(), ceil(), floor(), pow(),
fabs(), sin(), cos(), tan()); random module

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