

CBSE Class 11 Information Technology (IT)

Unit-wise syllabus and marks for the 2026-27 session.

UNITS	SESSION
10	2026-27

Exam pattern. Total 100 marks = Theory 60 + Practical 40. Theory includes Part A Employability Skills (10 marks) and Part B Subject-Specific Skills (50 marks). Practical (40) = Part C Practical Work 30 marks (Office Automation Tools 15, Java Program 10, MySQL Commands 5) + Part D Project Work 10 marks (Practical File 5, Viva Voce 5).

Practical. Part C practical work covers Office Automation Tools (15 marks), a Java program (10 marks) and MySQL commands (5 marks). Part D project work includes a practical file (5 marks) and viva voce (5 marks). Lab work spans 125 hours across the five subject units, including hands-on networking setup, spreadsheet/database exercises, and building Java GUI applications in NetBeans.

#	UNIT AND TOPICS	MARKS
1	Part A, Unit 1: Communication Skills-III Methods and barriers of communication; Verbal, non-verbal and visual communication; Writing skills and feedback	—
2	Part A, Unit 2: Self-Management Skills-III Stress management and self-awareness; Self-motivation and goal setting; Working independently and building self-confidence	—
3	Part A, Unit 3: ICT Skills-III Basics of operating systems; Internet, web browsing and email basics; Maintaining and securing computer systems	—
4	Part A, Unit 4: Entrepreneurial Skills-III Entrepreneurship and society; Qualities and functions of an entrepreneur; Myths and types of entrepreneurship	—
5	Part A, Unit 5: Green Skills-III Sustainable development; Importance of green economy; Role of technology in conserving the environment	—
6	Part B, Unit 1: Computer Organization	—

#	UNIT AND TOPICS	MARKS
	Fundamentals, characteristics and components of a computer; block diagram and task execution; Input/output and storage devices; memory units; Operating systems: need, functions and types; Troubleshooting hardware, printer, sound, software and networking problems; Utilities: disk space management, disk cleanup, defragmentation, recycle bin, command prompt	
7	Part B, Unit 2: Networking and Internet Computer networking: components, transmission media (wired/wireless), networking devices (RJ45, modem, repeater, hub, switch, bridge, gateway, router); Network topologies (bus, star, ring, tree, mesh) and types (LAN, MAN, WAN, PAN, VAN); Internet terminology: channels, bandwidth, ISP, data transfer rates, protocols (TCP/IP, FTP, HTTP, SMTP, POP3, PPP, UDP); Cyber threats: virus, worm, trojan, spam, malware, DoS, eavesdropping, adware, spyware, snooping; Cyber crime and cyber safety: phishing, pharming, spoofing, cyber bullying, hacking, identity theft, netiquettes, IT Act, antivirus, firewall	—
8	Part B, Unit 3: Office Automation Tools Word processor (OpenOffice Writer): window components, tabs, formatting, tables, document management; Spreadsheets (OpenOffice Calc): data entry, formatting, formulas and functions (sum, sqrt, product, power, log, round, abs, average), absolute/relative/mixed referencing; Spreadsheets: sorting, filtering, charts/graphs, find and replace, macros, printing; Presentations (OpenOffice Impress): views, animations, transitions, headers and footers	—
9	Part B, Unit 4: RDBMS Relational database concepts: relation, tuple, attribute, cardinality; keys (primary, candidate, alternate, foreign); Introduction to MySQL: installation, DDL and DML classification, data types (char, varchar, decimal, int, date, time); DDL commands: CREATE DATABASE, USE, CREATE TABLE, DESCRIBE, SHOW TABLES, ALTER TABLE, DROP TABLE; DML commands: INSERT INTO, UPDATE, DELETE; clauses WHERE, ORDER BY, DISTINCT, LIKE, BETWEEN, IN	—
10	Part B, Unit 5: Fundamentals of Java Programming NetBeans IDE: components, JFrameForm container, swing controls (JButton, JLabel, JTextField, JTextArea, JRadioButton, JCheckBox, JPasswordField, JList, JComboBox) and their properties; Object Oriented Programming basics; primitive data types and variables; Operators: assignment, arithmetic, relational, logical, bitwise; Selection statements: if, if-else, switch-case; Using components like JTable, JOptionPane, JPanel; building simple GUI applications (arithmetic calculations, simple interest, grade calculation, vowel/consonant check)	—

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