

SCO INTERNATIONAL OLYMPIAD

CLASS 2 ENTREPRENEURSHIP QUESTION PAPER

SCO International Entrepreneurship Olympiad

Reviewed, corrected, and formatted for schools, teachers, parents, and students

Designed from Class 2 entrepreneurship learning pathways and aligned with SCO's platform flow for guided preparation, practice, reporting, and future-ready academic growth.

- age-fit entrepreneurial thinking for Grade 2 / primary-level learners globally
- problem spotting, simple idea generation, value creation, fairness, and community care
- basic money decisions including needs, wants, saving, spending, giving, cost, and profit
- question-wise answer keys and explanations to support classroom discussion and website publishing

Problem Solving	Creativity	Money Sense	Fair Pricing
Ethics	Community Care	Planning	Value Creation

Total Questions: 35 | Recommended Time: 60 minutes | One Correct Answer per Question

Candidate Guidelines

Name: **Registration ID:**

1. Read each question carefully before selecting the answer.
2. There is only one correct answer for each question.
3. This paper has 35 multiple-choice questions.
4. Every question includes an answer key and explanation for learning and review.
5. Students should think about fairness, usefulness, problem-solving, saving, spending, giving, and responsible choices.
6. The paper is suitable for classroom practice, guided revision, and website learning use.

Paper Structure

Segment	Question Numbers	Learning Focus	Marks Guidance
A	1-5	Understanding entrepreneurship and value creation	1 mark each
B	6-9, 12-13, 16, 19	Basic financial literacy and wise choices	1 mark each
C	10-11, 14-15, 17-18, 20	Creativity, product ideas, and responsible action	1 mark each
D	21-30	Applied entrepreneurship reasoning	1 mark each
E	31-35	Higher-order everyday entrepreneurship	1 mark each

Section A: Understanding Entrepreneurship and Value Creation

Question 1 | Problem spotting and helpful solution

Riya notices that many students in her class lose their pencils during the day. She thinks of making a small “Pencil Parking Box” where students can keep extra pencils and borrow one when needed. Why is Riya’s idea entrepreneurial?

1. Because she is only collecting pencils for fun.
2. Because she found a problem and created a helpful solution.
3. Because she wants to hide the pencils from others.
4. Because she is using a box without asking anyone.

Correct Answer: 2. Because she found a problem and created a helpful solution.

Explanation: Entrepreneurship begins when someone notices a problem and thinks of a useful way to solve it. Riya saw that students were losing pencils and created a helpful idea. A good entrepreneur does not only think about earning money; they also think about helping people and creating value.

Question 2 | Needs, wants, and saving choices

Aarav has 20 coins. He wants to buy a toy car for 18 coins and also wants to save money for a storybook that costs 30 coins. What is the wisest choice?

1. Buy two toy cars immediately.
2. Spend all 20 coins on snacks.
3. Save some money first and buy the toy later if he still wants it.
4. Throw away the coins because he does not have enough for the storybook.

Correct Answer: 3. Save some money first and buy the toy later if he still wants it.

Explanation: Aarav does not yet have enough money for the storybook. If he spends almost all his coins on the toy car, he will move farther away from his bigger goal. Saving means keeping money for something useful in the future. A wise money choice is to think before spending.

Question 3 | Service idea

A class wants to keep the reading corner neat. Four students give ideas. Which idea is most like a small service?

1. Selling old books without telling the teacher.
2. Drawing pictures on the books.
3. Helping arrange books every Friday so classmates can find them easily.
4. Taking books home and not returning them.

Correct Answer: 3. Helping arrange books every Friday so classmates can find them easily.

Explanation: A service is helpful work done for others. Arranging books is not a thing students can hold like a pencil or eraser, but it is useful work. This makes it a service idea. A good service should help people and make their work easier.

Question 4 | Value creation

Meena makes colorful bookmarks from leftover craft paper. Her friends like them because they help them remember the page number in their books. What value does Meena's idea create?

1. It helps readers keep their place in a book.
2. It makes books heavier and harder to carry.
3. It stops students from reading books.
4. It wastes useful craft paper.

Correct Answer: 1. It helps readers keep their place in a book.

Explanation: Value means something useful or helpful. Meena's bookmark helps students remember where they stopped reading. She also uses leftover craft paper wisely. A simple idea can create value when it solves a real problem or makes life easier.

Question 5 | Customer feedback

Kabir wants to start a small classroom idea. He asks three friends, “Would you like a neat homework reminder card?” Why is asking friends before making many cards a smart step?

1. Because it wastes time and stops creativity.
2. Because friends will always say yes to every idea.
3. Because it helps him know whether people need or like the idea.
4. Because he should copy whatever his friends say.

Correct Answer: 3. Because it helps him know whether people need or like the idea.

Explanation: Before making many products, it is smart to ask people what they need. This is called learning from users or customers. Kabir can improve his idea before spending time and materials. Good entrepreneurs listen carefully before acting.

Section B: Basic Financial Literacy and Wise Choices

Question 6 | Subtraction and saving

Anaya has 15 coins. She spends 6 coins on a pencil and saves the rest in her money box. How many coins does she save?

1. 6 coins
2. 9 coins
3. 15 coins
4. 21 coins

Correct Answer: 2. 9 coins

Explanation: Anaya starts with 15 coins. She spends 6 coins. Coins left = $15 - 6 = 9$. The 9 coins are saved in her money box. Spending means using money now. Saving means keeping money for later.

Question 7 | Need versus want

Which of the following is the best example of a “need” instead of a “want”?

1. A water bottle for school.
2. A third packet of stickers.
3. A toy that is already similar to one at home.
4. A fancy pencil box when the old one works well.

Correct Answer: 1. A water bottle for school.

Explanation: A need is something important or necessary. A water bottle helps a student drink water during school, so it is a need. Stickers, extra toys, and fancy items can be wants because they are nice to have but not always necessary.

Question 8 | Fair pricing

A group of students wants to sell handmade greeting cards at a school fair. They use paper, colors, and glue. What should they think about before deciding the selling price?

1. Only the color of their school uniform.
2. The cost of materials and whether the price is fair for buyers.
3. The number of windows in the classroom.
4. The tallest student in the group.

Correct Answer: 2. The cost of materials and whether the price is fair for buyers.

Explanation: When selling something, students should think about the cost of making it and whether the price is fair. If the price is too low, they may lose money. If the price is too high, people may not want to buy it. A good price should be thoughtful and fair.

Question 9 | Profit after cost

Nikhil buys plain paper for 8 coins and uses it to make a card. He sells the card for 10 coins. How many coins does he earn after paying for the paper?

1. 18 coins
2. 10 coins
3. 2 coins
4. 8 coins

Correct Answer: 3. 2 coins

Explanation: Cost of paper = 8 coins. Selling price = 10 coins. Money earned after cost = $10 - 8 = 2$ coins. This extra money is called profit. Profit happens when the selling price is more than the cost.

Section C: Creativity, Product Ideas, and Responsible Action

Question 10 | Creative and useful design

Sara wants to make a new lunchbox label so students do not mix up their lunchboxes. Which idea is the most creative and useful?

1. A label with the student's name and a small picture symbol.
2. A blank label with no name.
3. A label that falls off quickly.
4. A label that covers the lunchbox opening.

Correct Answer: 1. A label with the student's name and a small picture symbol.

Explanation: A good creative idea should also be useful. A name and picture symbol can help students quickly find their lunchbox. A blank label does not solve the problem. A label that falls off or blocks the lunchbox creates a new problem.

Question 11 | Community care

Four students want to help their school garden. Which idea shows entrepreneurship with care for the community?

1. Pluck all flowers and sell them secretly.
2. Step on the plants to make a walking path.
3. Start a "Water the Plants" helper chart with teacher permission.
4. Hide the watering can so no one can use it.

Correct Answer: 3. Start a "Water the Plants" helper chart with teacher permission.

Explanation: A good entrepreneur thinks about people and the community. The helper chart solves a real problem: plants need regular water. It is also responsible because the students ask for teacher permission. Good ideas should help, not harm.

Section B: Basic Financial Literacy and Wise Choices

Question 12 | Saving promise

A child has 12 coins. She wants to buy a balloon for 12 coins, but she also promised to save 4 coins every week for a school trip. What should she do if she wants to keep her promise?

1. Spend all 12 coins and save nothing.
2. Save 4 coins first and use only the remaining 8 coins.
3. Borrow 12 coins from a friend without telling anyone.
4. Say saving is not important anymore.

Correct Answer: 2. Save 4 coins first and use only the remaining 8 coins.

Explanation: If the child promised to save 4 coins, she should keep that amount aside first. Then she can decide what to do with the remaining money. This teaches planning and self-control. Saving first helps people reach future goals.

Question 13 | Price and change

A shopkeeper tells Ali that one eraser costs 5 coins. Ali gives 10 coins and receives one eraser and 5 coins back. What did Ali receive?

1. A discount only.
2. A loan from the shopkeeper.
3. Change after paying more than the price.
4. Profit from selling the eraser.

Correct Answer: 3. Change after paying more than the price.

Explanation: The eraser costs 5 coins. Ali gives 10 coins. The shopkeeper returns 5 coins because Ali paid more than the price. The returned money is called change. This is not profit or a loan.

Section C: Creativity, Product Ideas, and Responsible Action

Question 14 | Safety and usefulness

A student wants to make “rainy-day shoe covers” from old clean cloth so classroom floors stay less muddy. Which question should the student ask first?

1. “Can this idea help people and is it safe to use?”
2. “Can I make it as expensive as possible?”
3. “Can I use dirty cloth to save time?”
4. “Can I stop others from sharing ideas?”

Correct Answer: 1. “Can this idea help people and is it safe to use?”

Explanation: Before making a product, students should think about usefulness and safety. A product should solve a problem without hurting anyone. Clean materials and safe design are important. A good entrepreneur cares about both the idea and the people using it.

Question 15 | Product-situation match

Three students are planning a mini stall. Tina says, “Let us sell paper fans on a hot sports day.” Rohan says, “Let us sell wool caps on the same hot day.” Simran says, “Let us sell broken crayons.” Which idea is most suitable for the day?

1. Tina’s paper fan idea.
2. Rohan’s wool cap idea.
3. Simran’s broken crayon idea.
4. None, because students can never sell useful things.

Correct Answer: 1. Tina’s paper fan idea.

Explanation: A good idea should match the situation. On a hot sports day, people may want something that helps them feel cooler. Paper fans are more suitable than wool caps. Broken crayons may not be useful unless they are repaired or reused creatively.

Section B: Basic Financial Literacy and Wise Choices

Question 16 | Revenue minus cost

A class makes 10 thank-you cards. They sell each card for 3 coins. They spent 18 coins on materials. How much money is left after paying for the materials?

1. 12 coins
2. 18 coins
3. 30 coins
4. 48 coins

Correct Answer: 1. 12 coins

Explanation: Total money from selling cards = $10 \times 3 = 30$ coins. Material cost = 18 coins. Money left = $30 - 18 = 12$ coins. This teaches that earning money is not only about selling. We must also subtract the cost of making the product.

Section C: Creativity, Product Ideas, and Responsible Action

Question 17 | Creativity in idea generation

Which student is showing creativity in idea generation?

1. A student who says, "I will not think of any new idea."
2. A student who copies another student's full idea without asking.
3. A student who looks at a messy desk problem and designs a small desk organizer.
4. A student who breaks things to make a problem bigger.

Correct Answer: 3. A student who looks at a messy desk problem and designs a small desk organizer.

Explanation: Creativity means thinking of new or useful ways to solve problems. A desk organizer can help keep pencils, erasers, and small items neat. The best creative ideas are not only different; they are also helpful.

Question 18 | Service process improvement

A school canteen has long lines during break time. A child suggests making a simple “snack token” system where students choose snacks before break and collect them faster later. What problem does this idea try to solve?

1. It tries to make the line slower.
2. It tries to help students get snacks with less waiting.
3. It tries to stop students from eating forever.
4. It tries to hide snacks from teachers.

Correct Answer: 2. It tries to help students get snacks with less waiting.

Explanation: The problem is that students wait too long in line. A snack token system may help the canteen prepare snacks earlier and serve faster. Entrepreneurship often begins by noticing a daily problem and thinking of a simple improvement.

Section B: Basic Financial Literacy and Wise Choices

Question 19 | Balanced money use

A child receives 25 coins as a gift. She wants to spend 10 coins on a comic book, save 10 coins for a school bag, and donate 5 coins to a class help box. What kind of money choice is this?

1. Only spending.
2. Only saving.
3. A balanced choice using spending, saving, and giving.
4. A mistake because money should never be divided.

Correct Answer: 3. A balanced choice using spending, saving, and giving.

Explanation: The child is using money in three thoughtful ways. She spends some money, saves some money, and gives some money to help others. This is a balanced money habit. Learning to divide money wisely is an important financial skill.

Section C: Creativity, Product Ideas, and Responsible Action

Question 20 | Honesty and trust

A group of Grade 2 students wants to start a “Lost and Found Helper” service in class. They will place lost pencils, erasers, and rulers in a labeled box and help classmates find their items. Which rule is most important for this idea?

1. Keep the best lost items for themselves.
2. Return items honestly to the correct owner.
3. Sell every lost item immediately.
4. Throw away items if no one asks in one minute.

Correct Answer: 2. Return items honestly to the correct owner.

Explanation: Honesty is very important in entrepreneurship. A service should help people and build trust. If students keep or sell lost items unfairly, classmates will not trust the service. Good entrepreneurship means solving problems in a fair and responsible way.

Section D: Achievers Applied Entrepreneurship Reasoning

Question 21 | Applied problem solving

A group of Grade 2 students notices that many classmates forget to bring sharpened pencils before the drawing period. They think of keeping a small “Ready Pencil Cup” near the teacher’s table. Students can borrow a sharpened pencil and return it after class. Which sentence best explains why this is an entrepreneurial idea?

1. It makes students depend only on the teacher for everything.
2. It solves a daily classroom problem in a simple and helpful way.
3. It gives pencils only to the students who already have many pencils.
4. It makes the drawing period shorter for everyone.

Correct Answer: 2. It solves a daily classroom problem in a simple and helpful way.

Explanation: An entrepreneurial idea does not always need to be a big shop or a large business. It can be a small helpful solution. The students noticed a real problem: some classmates do not have sharpened pencils when they need them. The “Ready Pencil Cup” creates value because it saves time and helps learning continue smoothly.

Question 22 | Profit calculation

Mina makes 6 paper wristbands for a school fun day. She spends 18 coins on colored paper and stickers. She sells each wristband for 5 coins. How many coins are left after paying for the materials?

1. 18 coins
2. 24 coins
3. 30 coins
4. 12 coins

Correct Answer: 4. 12 coins

Explanation: Mina sells 6 wristbands. Each wristband sells for 5 coins. Total money received = $6 \times 5 = 30$ coins. Material cost = 18 coins. Money left after cost = $30 - 18 = 12$ coins. This teaches that earning money is not the same as profit. We must first subtract the cost of making the product.

Question 23 | Saving goal and spending plan

Rohan has 30 coins. He wants to buy stickers for 20 coins, but he also wants to save 12 coins for a storybook next week. His mother says he should make a plan before spending. What is the best decision?

1. Save 12 coins first and spend only from the remaining 18 coins.
2. Spend all 30 coins because he can save later.
3. Borrow 12 coins from a friend and buy the stickers now.
4. Hide the money so no one can ask about it.

Correct Answer: 1. Save 12 coins first and spend only from the remaining 18 coins.

Explanation: Rohan has a future goal: buying a storybook. If he spends 20 coins first, only 10 coins will remain, and he will not reach his saving goal. A wise money habit is to save for an important goal first and then spend from what is left. This helps children learn planning and self-control.

Question 24 | Sustainability and responsibility

A school garden has many dry leaves on the walking path. Four students suggest different ideas. Which idea shows the best mix of creativity, usefulness, and responsibility?

1. Throw the leaves into the classroom.
2. Leave the leaves there because someone else will clean them.
3. Collect the dry leaves with teacher permission and use them for a compost corner.
4. Hide the dry leaves under the school mats.

Correct Answer: 3. Collect the dry leaves with teacher permission and use them for a compost corner.

Explanation: A good idea should solve a problem and should also be responsible. Dry leaves on the path may make the area messy. Collecting them and using them for compost is creative and useful. Asking the teacher shows responsibility and safety. This is a good example of problem-solving for the community.

Question 25 | Feedback and improvement

Aarohi wants to make name tags for school bags because many students have similar-looking bags. Before making 40 name tags, she asks 10 classmates whether they would like a colorful name tag. Only 3 classmates say yes. What should Aarohi do next?

1. Make all 40 name tags immediately.
2. Stop thinking forever because one idea did not work.
3. Ask what design classmates would prefer and improve the idea.
4. Sell name tags only to students who said no.

Correct Answer: 3. Ask what design classmates would prefer and improve the idea.

Explanation: Aarohi has received feedback. Feedback helps improve an idea. If only 3 out of 10 classmates liked the first idea, she should not make many name tags immediately. She should ask why others did not like it and improve the design. Entrepreneurs learn from people before making many products.

Question 26 | Fair and kind service

A class wants to start a “Clean Desk Helper” service. The helper will remind students to keep pencils, books, and erasers neatly before going home. Which rule will make the service fair and kind?

1. The helper should laugh at students with messy desks.
2. The helper should throw away items from messy desks.
3. The helper should only help close friends.
4. The helper should politely remind everyone and not shame anyone.

Correct Answer: 4. The helper should politely remind everyone and not shame anyone.

Explanation: A service should solve a problem in a kind and fair way. If the helper laughs at others or throws away things, classmates will feel hurt. A good service builds trust. Polite reminders help students improve without embarrassment.

Question 27 | Multiple-cost profit calculation

Kabir and his friends make 8 greeting cards for a school fair. They spend 16 coins on paper and 8 coins on colors. They sell each card for 4 coins. What is their profit?

1. 8 coins
2. 16 coins
3. 24 coins
4. 32 coins

Correct Answer: 1. 8 coins

Explanation: Total cost = $16 + 8 = 24$ coins. They make 8 cards and sell each card for 4 coins. Total selling money = $8 \times 4 = 32$ coins. Profit = $32 - 24 = 8$ coins. The tricky part is that there are two costs: paper and colors. Both must be subtracted.

Question 28 | Weather-based need matching

A student wants to sell cold lemon water during a winter picnic. Another student wants to sell warm soup during the same picnic. Which idea is more suitable and why?

1. Cold lemon water, because cold drinks are always better.
2. Warm soup, because it matches the cold weather better.
3. Both ideas are wrong because students should never think of new ideas.
4. Neither idea can help anyone.

Correct Answer: 2. Warm soup, because it matches the cold weather better.

Explanation: A good product idea should match the situation. In cold weather, people may prefer something warm. Warm soup solves a more suitable need during a winter picnic. This teaches students that entrepreneurs must think about time, place, weather, and what people may need.

Question 29 | Saving, spending, and giving

A child receives 40 coins as a birthday gift. She decides to save 15 coins, spend 20 coins on a puzzle, and keep 5 coins to donate to a class help box. Which statement best describes her money decision?

1. She is only spending money.
2. She is using money in a balanced way by saving, spending, and giving.
3. She is wasting money because she did not spend all of it.
4. She is making a mistake because children should not save.

Correct Answer: 2. She is using money in a balanced way by saving, spending, and giving.

Explanation: The child divides her money into three useful parts. She saves some for the future, spends some on something she wants, and gives some to help others. This is a balanced money habit. Children can learn early that money can be used in different thoughtful ways.

Question 30 | Low-cost useful solution

A class has a “Lost Water Bottle Problem.” Many bottles look the same, and students take time finding their own bottle. Which idea creates the most value?

1. Put all bottles in a hidden cupboard.
2. Ask students to stop bringing water bottles.
3. Make a simple bottle label with name, class, and a small symbol.
4. Throw away bottles that look similar.

Correct Answer: 3. Make a simple bottle label with name, class, and a small symbol.

Explanation: Value is created when an idea helps people. A name, class, and symbol can help students quickly identify their own bottles. The idea is simple, low-cost, and useful. Hiding or throwing away bottles does not solve the problem in a fair way.

Section E: Higher-Order Everyday Entrepreneurship

Question 31 | Need versus want under budget

Nisha wants to buy a fancy pencil box for 35 coins. Her old pencil box still works. She also needs a notebook for 18 coins because her current notebook is full. She has only 35 coins. What is the wisest choice?

1. Buy the fancy pencil box because it looks nice.
2. Buy the notebook first because it is needed for schoolwork.
3. Spend all the coins on sweets.
4. Buy nothing and stop going to school.

Correct Answer: 2. Buy the notebook first because it is needed for schoolwork.

Explanation: The notebook is a need because Nisha requires it for schoolwork. The fancy pencil box is a want because her old pencil box still works. When money is limited, needs should usually come before wants. This helps students learn wise spending.

Question 32 | Product design choice

A student team wants to make bookmarks. Design A is very pretty but tears easily. Design B is simple, strong, and fits inside books well. Design C is too large and falls out of books. Which design should they choose?

1. Design A, because beauty is the only important thing.
2. Design C, because bigger is always better.
3. Design B, because it is useful, strong, and solves the reading problem.
4. None, because bookmarks are never useful.

Correct Answer: 3. Design B, because it is useful, strong, and solves the reading problem.

Explanation: A good product should not only look nice; it should work well. A bookmark should stay in a book and help readers find their page. Design B may be simple, but it is strong and useful. This teaches that usefulness is very important in product design.

Question 33 | Purposeful use of profit

A group spends 10 coins on paper cups and 6 coins on stickers to make “Kindness Cups” with positive messages. They sell the cups for a total of 25 coins. They want to use the money left after costs to buy seeds for the school garden. How much money can they use for seeds?

1. 9 coins
2. 16 coins
3. 25 coins
4. 41 coins

Correct Answer: 1. 9 coins

Explanation: Total cost = $10 + 6 = 16$ coins. Total selling money = 25 coins. Money left = $25 - 16 = 9$ coins. They can use 9 coins to buy seeds. This teaches that students must subtract all costs before deciding how much money is available for another purpose.

Question 34 | Problem identification

A child has an idea for a “Homework Reminder Sticker.” The sticker says, “Check your bag before going home.” Which problem does this idea mainly solve?

1. It helps students remember to pack their homework items.
2. It makes students forget their homework faster.
3. It stops students from reading books.
4. It makes school bags heavier without reason.

Correct Answer: 1. It helps students remember to pack their homework items.

Explanation: The sticker is a reminder tool. It helps students check their bags before leaving school. This solves a real problem: forgetting homework items. A strong idea often solves one clear problem in a simple way.

Question 35 | Responsible resource use

A school fair team has two choices. Plan A uses new plastic decorations that cost 30 coins and will be thrown away after one day. Plan B uses clean old paper and cloth pieces from the art room, costs only 10 coins, and can be reused for another event. Which plan is better for money and responsibility?

1. Plan A, because spending more always means better quality.
2. Plan A, because new things should always be used once.
3. Plan B, because it costs less and reuses materials wisely.
4. Neither plan, because decorations can never create value.

Correct Answer: 3. Plan B, because it costs less and reuses materials wisely.

Explanation: Plan B saves money and uses available materials wisely. It also reduces waste because the decorations can be reused. Entrepreneurship is not only about making or selling things; it is also about making smart, responsible choices. A good idea can save money, reduce waste, and still make an event attractive.

Consolidated Answer Key

Question	Answer	Question	Answer	Skill Area
1	2			Problem spotting and helpful solution
2	3			Needs, wants, and saving choices
3	3			Service idea
4	1			Value creation
5	3			Customer feedback
6	2			Subtraction and saving
7	1			Need versus want
8	2			Fair pricing
9	3			Profit after cost
10	1			Creative and useful design
11	3			Community care
12	2			Saving promise
13	3			Price and change
14	1			Safety and usefulness
15	1			Product-situation match
16	1			Revenue minus cost
17	3			Creativity in idea generation
18	2			Service process improvement
19	3			Balanced money use

20	2			Honesty and trust
21	2			Applied problem solving
22	4			Profit calculation
23	1			Saving goal and spending plan
24	3			Sustainability and responsibility
25	3			Feedback and improvement
26	4			Fair and kind service
27	1			Multiple-cost profit calculation
28	2			Weather-based need matching
29	2			Saving, spending, and giving
30	3			Low-cost useful solution
31	2			Need versus want under budget
32	3			Product design choice
33	1			Purposeful use of profit
34	1			Problem identification
35	3			Responsible resource use

Teacher and School Review Notes

- The paper emphasizes entrepreneurship as problem-solving, helpful service, fair exchange, and value creation for others.
- Questions are written for Class 2 learners using everyday school and home situations.
- Money questions use small numbers and simple coin-based calculations to support age-fit financial literacy.
- Ethics questions highlight honesty, fairness, responsibility, safety, and trust.
- The explanations may be used for teacher-led review, parent support, and student self-correction.