

Topic	Visual	Subject Content			
1.1 Enterprise and entrepreneurship		 Understand why new ideas come about- due to changes in technology, changes in consumer wants, products being obsolete e.g. cassette player Understand how business ideas come about- adapting existing ideas, by invention, by innovation The impact of risk and reward- failure/ financial loss/, success/profit/independence The role of enterprise and the purpose of business activity- produce goods/services, meet customer needs, to add value 			
1.2 Spotting a business opportunity	products compensation market discontinues samples sin incident products.	 Meet customer needs- quality, price, choice, convenience Market research- identify and understand customer needs, identify gap in the market, reduce risk, inform business decisions Primary research- collected first hand e.g. survey, questionnaire, focus group Secondary research- collected second hand e.g. Internet, market reports Qualitative data- written data which gives opinions Quantitative data- numerical data which is easy to compare Market segmentation- breaking down market based on characteristics e.g. age, gender, income, location, interests 			
1.3 Putting a business idea into practice		 ➢ Objectives must be SMART (specific, measureable, achievable, realistic, time) ➢ Financial aims- survival, profit, sales, market share, ➢ Non-financial aims- personal satisfaction, challenge, independence, control Overdraft. trade credit 			
		Revenue= SP x Q	eak-even point=FC/(SP-VC) Margin of safety=Actual sales – Break-even point	Net cash flow= inflows – outflows O/B=C/B-NCF	Long-term Personal savings, venture capital, share, loans, retained
1.4 Making the business effective	CUSTOMER AN ALYSIS ADVERTISING MARKET SALES PROMOTION PRICE INTERNET TARGET	 Unlimited liability- liable for all debts of the business, high risk (Sole trader + Partnership) Limited liability- only liable for the money invested into the business, low risk (Limited companies- PLC/LTD) Franchise- a franchisee buys the rights to trade under the name of the franchisor in return for initial fee and royalties. Location factors- footfall, competition, availability of labour/resources, infrastructure, parking, costs. The marketing mix- the price of the product, the features of a product, the place it is sold and how it is promoted. Business plans- needed to obtain finance from an external source (market research, finance, aims, target market) 			
1.5 Understanding external influences on business	PEST Economic Technologics Factors Factors	 Stakeholder- a group who has an interest in a business (owner, customer, employee, supplier, government, Legislation- the laws and regulations governing businesses. (Consumer- quality and consumer rights/ Employment law-recruitment, pay discrimination, health and safety) Economy- impact from the 2008 recession (unemployment, inflation, interest rates, exchange rates, EU) External environment (PEST)- political, economic, social, technological 			





1.3.2 Business Revenues, Costs and Profits

Key Terms:

Income stream: The source of regular income that a business receives (this could be from customers or investment).

Viable: Cable of working and succeeding

Revenue: The income that a business receives from sales

Fixed Costs: Costs that do not change

Variable Costs: Costs that change dependent on how many products or services a business sells

Income Statement: A financial statement showing the amount of money earnt and spent in a particular period and the resulting profit or loss

Interest: A % of an amount borrowed that is repaid in addition to the original amount

Break Even: The point in which a business's costs and revenue are equal



Total costs

TC (total cost) = TFC (total fixed costs) + TVC (total variable costs)



Behavioural

anting a value

for money

Psychographic

E.g. *Customers

the prefer to buy

organic food"

Revenue

Revenue = price × quantity

- Rent and council tax
- Marketing, for example advertising, market research
- Insurance
- Interest repayments
- Leased equipment charges
- Raw materials and bought-in stocks and components Wages based on hours worked or amount produced
- Marketing costs based on sales
- Agent and other commissions

Variable cost per unit x output



PROFIT = TOTAL REVENUE - TOTAL COSTS



1.3.2 Business Revenues, Costs and Profits cont.

Formula

Net profit

Net profit = gross profit - other operating expenses and interest



Gross profit

Gross profit = sales revenue - cost of sales

Sales	Costs	Profit or loss?	
£100,000	£75,000	£25,000 profit	
£100,000 £125,000		(£25,000) loss Note: negative figures are shown in brackets	

- ☑ Total sales greater than total costs = PROFIT
- ▼ Total sales less than total costs = LOSS
- Total sales = total costs = BREAK EVEN



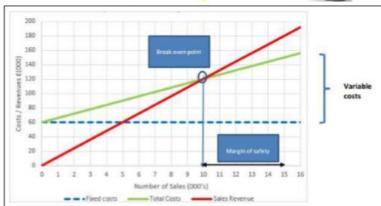
If a business borrows money from a bank they will be charged interest. Interest is calculated at the start of a loan agreement and is added on top of the loan amount.



Interest on loans (%) = total repayment – borrowed amount x 100
borrowed amount

Break-even level of output





Using the contribution method

Break even output =

fixed cost

(sales price - variable cost)

This will give you the number of units the business needs to produce and sell to break even

Break-even point in costs/revenue = break-even point in units x sales price

This formula can be used to calculate the revenue (or costs!) at the breakeven level of output



When revenue increases it is likely to have a positive impact on the business if costs remain the same.

When revenue decreases it is likely to have a negative impact on the business unless costs decrease at the same time.

When costs increase the business will still have to pay them, unless the business also increases revenue then the profit of the business will become less. The increase in costs is quite often passed onto customers through a rise in prices.

When costs decrease it can have an immediate benefit on the business.

They will be making more money per unit sold. However, if customers are aware that costs have decreased then they may expect so see that saving passed on to them in the form of lower prices.



1.3.3 Cash and Cash Flow



Key Terms:

Credit: The amount of money that a financial institution or supplier will allow a business to borrow

Overheads: Fixed costs that come from running and office which are not affected by the number of specific products or services that are sold.

Positive cash flow: More money coming in than going out

Negative cash flow: More money going out than coming in

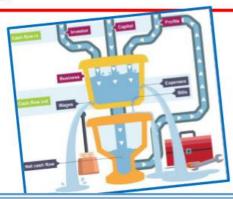
Insolvent: A business that is unable to pay its debts and owes more money that it is owed

Consumables: Items that get 'used up' such as pens, paper, staples

Opening balance: The amount of money in the business's bank at the start of any period Closing balance: The amount of money in the business's bank at the end of the month

Cash flow forecast: An estimate of how much cash will come in to and leave the business over

the course of a year.



Net cash-flow = cash inflows - cash outflows for a given time period

Cash inflows	Cash outflows	
Cash sales	Payment of overheads, wages and salaries	
Receipts from trade customers	Payment of suppliers, for example raw materials, inventories	
Sale of spare assets	Buying equipment	
Investment of share capital	Interest on bank loan or overdraft	
Personal funds invested	Payment of dividends	
Receipt of bank loan	Repayment of loans	
Government grants	Income tax, VAT and corporation tax	



The importance of cash to a business

The management of a business's cash flow is important. This is because a business must have enough money in the bank to pay all the money it owes. Even if a business is making a profit, if it does not have enough cash or a reliable cash flow it can still fail.

What causes problems?

Low profits or (worse) losses

Over-investment in capacity

Too much stock

Allowing customers too much credit

Overtrading

Seasonal demand







1.3.4 Sources of Finance

Key Terms:

Trade Credit: A credit arrangement that is offered to a business by its suppliers

Overdraft: A facility offered by a bank that allows an account holder to borrow more money at short notice

Credit Limit: The maximum a business can borrow with a company

Credit Period: The maximum amount of time a business can take to pay what it is owed

Retrospective Discount: A discount applied when a business has purchased a certain number of goods or spent a certain amount of money with a supplier

Venture Capital: Money that is invested in a business sourced from individuals or groups (dragons den)

Return on Investment: The amount of money that an investor will get back in return for investing in a

Shareholders: Investors who are part-owners in a company

Share Capital: Money to invest in a business which is made from selling shares in the business

Credit Check: A check on the financial status of a business.

Security: When the lender asked the business owner to put up an asset to secure lending

Asset: An item of value (home, machinery, premises)

Guarantor: A names person who guarantees to pay repayment if the person who has the loan fails to pay

Retained Profit: Money that a business keeps rather than paying to share holders

Crowdfunding: A business obtains money from many people who each pay a small amount

Often the hardest part of starting a business is raising the money to get going.

Questions to ask before borrowing:

- How much finance is required?
- When and for how long the finance is needed?
- What security (if any) can be provided?
- Are you prepared to give up some control (ownership) of the start-up in return for Whether the cost of the finance, for example the interest charged, is justified?







Internal sources: finance from within

the business.

