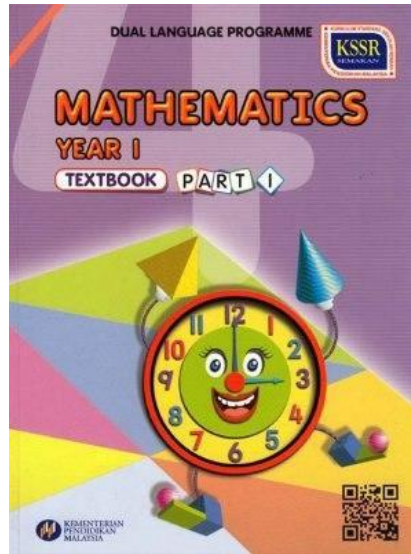




RANCANGAN
PENGAJARAN
TAHUNAN
MATHEMATICS
DLP YEAR 1

SCHOOL NAME:

—

SCHOOL ADDRESS:

—

TEACHER'S NAME:

—

CLASS:

—

(SK)
2025/2026

LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 1.0 WHOLE NUMBERS UP TO 100		
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
8 Kump A: 6.4.2025-10.4.2025 9 Kump A: 13.4.2025-17.4.2025 10 Kump A: 20.4.2025-24.4.2025 11 Kump A: 27.4.2025-1.5.2025 12 Kump A: 4.5.2025-8.5.2025	1.3 Write numbers 1.3.1 Write numbers in numerals and words. 1.4 Combination of numbers. 1.4.1 State combination of one digit numbers. 1.5 Number sequence. 1.5.1 Count numbers. 1.5.2 Complete any number sequence. 1.6 Place value. 1.6.1 State the place value and digit value of any number. 1.7 Estimate. 1.7.1 Give reasonable estimation for the quantity of objects. 1.8 Round off numbers. 1.8.1 Round off whole numbers to the nearest ten. 1.9 Number patterns 1.9.1 Identify pattern for a given number series. 1.9.2 Complete various simple number patterns. 1.10 Problem solving. 1.10.1 Solve problems involving daily situations.	Train pupils to write numbers in numerals and words correctly. 8 is '7 and 1', '6 and 2', '5 and 3', '4 and 4'. Combination involving two numbers. Count in ones, twos, fives, tens and fours in ascending and descending order by using various objects, pictures and number lines. Use various representations of place value and abacus 4:1 to state the place value and the digit value. Estimation is made by stating the quantity based on a reference set and using "approximate", "less than" and "more than".	1 2 3 4 5 6	State any number up to 100. Determine the number values and arrange numbers in order. Estimate and round off any number. Complete number sequence and number pattern. Solve daily routine problems involving any number. Solve daily routine problems involving any number using various strategies. Solve daily non-routine problems involving any number creatively and innovatively.

LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 2.0 BASIC OPERATIONS					
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD				
			PL	DESCRIPTOR			
13 Kump A: 11.5.2025-15.5.2025 5 14 Kump A: 18.5.2025-22.5.2025 5 15 Kump A: 25.5.2025-28.5.2025 5	2.1 Concepts of addition and subtraction. 2.1.1 Use and vary the relevant vocabulary in context of addition and subtraction. 2.1.2 Introduce the symbol of addition, subtraction and 'equal to'. 2.1.3 Use the symbol of addition, subtraction and 'equal to', to write number sentence based on the given situation. 2.2 Add within 100. 2.2.1 Add in the range of basic facts. 2.2.2 Add two numbers with the sum within 100. 2.3 Subtract within100. 2.3.1 Subtract in the range of basic facts. 2.3.2 Subtract two numbers within 100.	Create situation that show addition, subtraction and 'equal to'. Say the total of two numbers such as '6 and 3' is 9, '1 and 4' is 5. State spontaneously basic facts in addition. Use various strategies to construct and state basic facts in addition. Use objects, pictures, number lines, abacus 4:1 and mental calculation to represent calculation in addition. State spontaneously basic facts in subtraction. Use various strategies to construct and state basic facts in subtraction. Use objects, pictures, number lines, abacus 4:1 and mental calculation to represent calculation in subtraction.					
			1	State the vocabulary and symbols in context of addition, subtraction and 'equal to'.			
			2	State spontaneously basic facts in addition and subtraction.			
			3	Add and subtract up to two numbers within 100, write number sentence of repeated addition and repeated subtraction and justify the answers.			
			4	Solve daily routine problems involving addition and subtraction of two numbers.			
			5	Solve daily routine problems involving addition and subtraction of two numbers using various strategies.			
			6	Solve daily non-routine problems involving addition and subtraction of two numbers creatively and innovatively.			
			CUTI PENGGAL 1 SESI 2025/2026				
			KUMPULAN A: 29.05.2025 - 09.06.2025, KUMPULAN B: 29.05.2025 - 09.06.2025				

LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 2.0 BASIC OPERATIONS		
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
16 Kump A: 10.6.2025-12.6.2025 5 17 Kump A: 15.6.2025-19.6.2025 5 18 Kump A: 22.6.2025-26.6.2025	2.4 Problem solving. 2.4.1 Create stories involving addition and subtraction within 100. 2.4.2 Solve problems involving addition and subtraction in daily life situations. 2.5 Repeated addition. 2.5.1 Write number sentence of repeated addition in twos, fives, tens and fours. 2.6 Repeated subtraction 2.6.1 Write number sentence of repeated subtraction in twos, fives, tens and fours.	Problem-solving skill involves the following steps: • Understand and interpret the problem. • Plan a solving strategy. • Carry out the strategy. • Look back. Use simulations or situation model. Use objects, pictures and number lines. Understand repeated addition as concept of multiplication. Use objects, pictures and number lines. Understand repeated subtraction as concept of division.	 1 2 3 4 5 6	 State the vocabulary and symbols in context of addition, subtraction and 'equal to'. State spontaneously basic facts in addition and subtraction. Add and subtract up to two numbers within 100, write number sentence of repeated addition and repeated subtraction and justify the answers. Solve daily routine problems involving addition and subtraction of two numbers. Solve daily routine problems involving addition and subtraction of two numbers using various strategies. Solve daily non-routine problems involving addition and subtraction of two numbers creatively and innovatively.

LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 4.0 MONEY	
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD PE
			DESCRIPTOR
19 Kump A: 29.6.2025-3.7.2025 13.7.2025-17.7.2025 22 20 Kump A: 20.7.2025-24.7.2025 6.7.2025-10.7.2025 23 Kump A: 27.7.2025-31.7.2025	4.1 Notes and coins. 4.1.1 Identify coins and notes of Malaysian currency. 3.1 Concept of one over two and one over four in proper fractions. 4.1.2 Represent the value of money in: i. Sen up to RM1. 3.1.1 Identify one over two, one over four, two over four and three over four. ii. Ringgit up to RM10. 4.1.3 Convert money in: I. Coins up to RM1. II. Notes up to RM10.	Use current money in real life situation. Understand fraction as equal parts and represent value of money using abacus. Define one over two and one over four of one whole object. Use vocabulary of 'half', 'quarter' and three quarters by using objects, folded papers and pictures. Use suitable situations. Before solving daily life problem, mechanical solving process can be done to explain addition and subtraction involving: (a) Sen up to RM1. (b) Ringgit up to RM10. Addition and subtraction involving money using abacus 4:1.	1 State: one over two, one over four, two over four and three over four. 2 Shade one over two, one over four, two over four and three over four. 2 Solve number sentence involving money. 3 Form one over two, one over four, two over four and three over four using objects and folded papers. 3 Justify the answer for the solution of number sentences involving money. Record savings and expenses from the financial resources. 4 Solve daily routine problems involving fractions. 4 Solve daily routine problems involving money. 5 Solve daily routine problems involving fractions using various strategies. 5 Solve daily routine problems involving money using various strategies. 6 Solve daily non-routine problems involving fractions creatively and innovatively. 6 Solve daily non-routine problems involving money creatively and innovatively.

LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPICS	SO/W/THM	THEMATICS (DLP) YEAR 1 (SK)	2025/2026
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD		
			PL	DESCRIPTOR	
24 Kump A: 3.8.2025-7.8.2025	5.1 Days and months. 5.1.1 State time in a day. 5.1.2 State the sequence of events in a day. 5.1.3 Name the days of a week. 5.1.4 Name the months of a year.	Real life situation. Use vocabulary to indicate a specific day: "tomorrow", "today", "yesterday" and others.	1	State time and sequence of events in a day.	
			2	Name the days of a week and the months of a year.	
	5.2 Clock face. 5.2.1 Identify the clock hands on the clock face. 5.2.2 Identify and state "half", "quarter" and "three quarters" based on the clock face. 5.2.3 Say and write time in hour, half an hour and a quarter hour using an analogue clock.		3	Say and write time in hours and fractions of an hour.	
			4	Solve daily life routine problems involving time.	
			5	Solve daily routine problems involving time using various strategies.	
			6	Solve daily non-routine problems involving time creatively and innovatively.	
25 Kump A: 10.8.2025-14.8.2025					
26 Kump A: 17.8.2025-21.8.2025	5.3 Problem solving. 5.3.1 Solve problems involving daily life situations.				

LEARNING AREA: MEASUREMENT AND GEOMETRY			TOPIC: 6.0 MEASUREMENT		
WEEK	CONTENT STANDARD/ LEARNING STANDARD		NOTES	PERFORMANCE STANDARD	
				PL	DESCRIPTOR
27 Kump A: 24.8.2025-28.8.2025 28 Kump A: 1.9.2025-4.9.2025 29 Kump A: 7.9.2025-11.9.2025	6.1 Relative units to measure length, mass and volume of liquids. 6.1.1 Use and vary the vocabulary in the context of length, mass and volume of liquid. 6.1.2 Measure length and mass of objects, and volume of liquid using non-standard units. 6.1.3 Compare the length, mass, and volume of liquid of two or more objects using non-standard units. 6.2 Problem solving. 6.2.1 Solve problems involving daily life situations		Use objects and pictures to measure and compare.		
				1	State the vocabulary in context of length, mass and volume of liquid.
				2	Measure length, mass and volume of liquid..
				3	Compare the length, mass and volume of liquid of two or more objects and justify the answer.
				4	Solve daily routine problems involving measurement.
				5	Solve daily routine problems involving measurement using various strategies.
6	Solve daily non-routine problems involving measurement creatively and innovatively.				
CUTI PENGGAJAL 2 SESI 2025/2026					
KUMPULAN A: 12.09.2025 - 20.09.2025, KUMPULAN B: 13.09.2025 - 21.09.2025					

LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPIC: 7.0 SPACE		
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
30 Kump A: 21.9.2025-25.9.2025	7.1 Three-dimensional shapes.	Use objects to understand three-dimensional shapes. Arrange three-dimensional shapes to create certain shapes such as robot, ship, house.	1	Name three-dimensional and two-dimensional shapes.
	7.1.1 Name the shape of cuboid, cube, cone, square-based pyramid, cylinder and sphere.		2	State the characteristic of three-dimensional and two-dimensional shapes, and arrange objects and shapes according to the pattern.
31 Kump A: 28.9.2025-2.10.2025	7.1.2 Describe face, edge and vertex of three-dimensional shapes.	Arrange, paste and colour shapes to create patterns.	3	Create new model from the combination of three-dimensional shapes and pattern based on two-dimensional shapes, and justify the answers.
	7.1.3 Arrange objects according to the pattern.		4	Solve daily routine problems involving space.
32 Kump A: 5.10.2025-9.10.2025	7.1.4 Create new models using combinations of three-dimensional shapes.		5	Solve daily routine problems involving space using various strategies.
	7.2 Two-dimensional shapes.		6	Solve daily non-routine problems involving space creatively and innovatively.
	7.2.1 Name the shape of square, rectangle, triangle and circle.			
	7.2.2 Describe straight line, side, corner and curved line of two-dimensional shapes.			
	7.2.3 Arrange two-dimensional shapes according to the pattern.			
	7.2.4 Create pattern based on two-dimensional shapes.			
	7.3 Problem solving			
	7.3.1 Solve problems involving daily situations.			

LEARNING AREA: STATISTICS AND PROBABILITY		TOPIC: 8.0 DATA MANAGEMENT		
WEEK	CONTENT STANDARD/ LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
33 Kump A: 12.10.2025-16.10.2025 34 Kump A: 22.10.2025-23.10.2025 35 Kump A: 26.10.2025-30.10.2025 36 Kump A: 2.11.2025-6.11.2025	8.1 Collect, classify and arrange data 8.1.1 Collect data based on real life situation. 8.2 Pictograph. 8.2.1 Read and obtain information from a pictograph. 8.3 Problem solving 8.3.1 Solve problems involving daily situation.	Use tally in collecting simple data. Indicator shows one unit of picture represents one value.		
			1	Name the pictograph.
			2	Collect data based on daily situation.
			3	Read and obtain information from pictograph.
			4	Solve daily routine problems involving data management.
			5	Solve daily routine problems involving data management using various strategies.
			6	Solve daily non-routine problems involving data management creatively and innovatively.
37 Kump A: 9.11.2025-13.11.2025	REVISION WEEK			

38-39	Ujian Akhir Sesi Akademik (UASA) Kump A: 16.11.2025-20.11.2025, Kump B: 17.11.2025-21.11.2025 Kump A: 23.11.2025-27.11.2025, Kump B: 24.11.2025-28.11.2025
40-42	PENGURUSAN AKHIR TAHUN Kump A: 30.11.2025-4.12.2025 Kump B: 1.12.2025-5.12.2025 Kump A: 7.12.2025-11.12.2025 Kump B: 8.12.2025-12.12.2025 Kump A: 14.12.2025-18.12.2025 Kump B: 15.12.2025-19.12.2025
CUTI AKHIR PERSEKOLAHAN SESI 2025/2026 KUMPULAN A: 19.12.2025 - 10.01.2026, KUMPULAN B: 20.12.2025 - 11.01.2026	

#DOWNLOAD FREE RPT: <https://rphsekolahrendah.com/rpt-sekolah-rendah-free-download/>

#MEMERLUKAN RPH LENGKAP UNTUK SETAHUN?

#RPH2025/2026 coming soon on JAN 2025.

Sila order melalui website (Autosent by EMAIL): <https://rphsekolahrendah.com>

@ PM: **011-5668 0954** (WhatsApp link: <https://wa.me/601156680954>)

TELEGRAM (FREE RPT & DSKP): <https://telegram.me/RPTDSKPSekolahRendah>

TELEGRAM (CONTOH RPH ROZAYUS): <https://t.me/RPHbyRozayusAcademy>

FB Group (FREE RPT): <https://www.facebook.com/groups/freerpt/>

FB Page (Contoh RPH): <https://www.facebook.com/RozaYusAcademy/>

Instagram: <https://www.instagram.com/rozayus.academy/>

Tiktok: <https://www.tiktok.com/@rphrozayus>

Shopee Link: <https://shopee.com.my/rph.rozayus>

***UP: Diizinkan mana-mana website untuk share tanpa membuang maklumat yang disampaikan oleh Rozayus Academy**

BAHAN-BAHAN PERCUMA YANG AKAN DIPEROLEHI BERSAMA RPH 2025/2026:-

1. DSKP & RPT 2025/2026 (Lengkap dengan tarikh Kumpulan A dan B)
2. Muka Depan Borang Transit Dan Panduan Tahap Pencapaian (TP)
3. Borang Transit – 3 Version (2 Excel (Autosum & Manual) & Senarai semak)
4. RPH Pendidikan Sivik* (BM, BI, Sejarah, P,Moral, P.Islam)
5. RPH PKJR* (RPH bergabung RPH BM)
6. Buku Teks Pdf (Google Drive)
7. Poster Cuti – Cuti Am, Cuti Penggal.
8. Divider Mingguan – 3 Version (Google Drive)
9. Teacher Planner – 2 Version (Google Drive)
10. Fail Rekod Penghantaran RPH (Google Drive)

Cikgu nak buat t-shirt untuk family day mengikut tema pilihan? Nak buat t-shirt rumah sukan mengikut ciri-ciri rumah sukan masing-masing? Nak buat t-shirt untuk pasukan bola sepak, bola jaring, kelab permainan atau persatuan? Kami boleh design pelbagai jenis t-shirt mengikut citarasa cikgu... Jom book awal supaya tahun depan tak kalut... PM dulu, nanti boleh bincang harga terbaik. <https://www.wasap.my/60193715144/RozAzDesignLab>

Perlukan Designer utk design rumah anda yg menarik & modern ? Nak renovated rumah ? Nak design rumah ? Nak buat hiasan dalaman rumah yg murah ? Keliru dan pening nak pilih kontraktor dan pereka hiasan dalaman yg tepat. Jgn risau...kami boleh tolong selesaikan..

Let us Design your Desired Home !

| Design | Floor Plan | 3D Visualizer | Construction

Want to see our example project?

<https://www.facebook.com/NADesignStud?mibextid=LQQJ4d>

Boleh whatsapp kami utk tolong anda merealisasikan suasana rumah impian anda.

<https://www.wasap.my/60193715144/RozAzDesignLab>

Nak free ebook dan cuci-cuci mata contoh ID boleh join telegram channel kami:

<https://t.me/RozAzDesignLab>