

RANCANGAN PENGAJARAN TAHUNAN MATHEMATICS DLP YEAR 1

SCHOOL NAME:
– SCHOOL ADDRESS:
TEACHER'S NAME:
- CLASS:

(SK) 2025/2026

	EA: NUMBERS AND OPERATIONS TOPIC: 1.0 WHOLE NUMBERS U					
WEEK			RECORDED TO STANDARD			
	LEARNING STANDARD	COLUMN AND COLUMN AND TAXABLE AND COLUMN AND	PL	DESCRIPTOR		
1-4	MINGGU TRANSISI MURID TAHUN 1 (Kump A: 16.2.2025-13.3.2025, Kump B: 17.2.2025-14.3.2025)					
Kump A: 16.3.2025-20.3.202 5 6 Kump A: 23.3.2025-27.3.202 5	1.1 State the quantity by comparing.  1.2 Number value.  1.2.1 Name the numbers up to 100: (i) count objects in groups. (ii) name the number for a group of objects to represent its quantity. (iii) compare quantity of two groups of objects.  1.2.2 Determine the number values up to 100: (i) show the quantity of the given number. (ii) match group of objects with its number. (iii) compare the value of two numbers. (iii) carrange group of objects in ascending and descending order.	"many or few", "equal or not equal" and "more or less" by:  □ groups of objects, □ one-to-one matching, □ patterns.  Zero is introduced after introducing one digit numbers. Numbers 11 to 19 are introduced as '10 and 1' up to '10 and 9'. Determine the group which is one until nine more than or less than. Use real objects, pictures, number lines and abacus 4:1.  State the relationship "more than" and "less than".  Any number placed in between, before and after.	3	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.		
7		AYAAN HARI RAYA AIDILFITRI 5-3.4.2025, Kump B: 31.3.2025-4.4.2025	1			

1.3 Write numbers in numerals and words.   1.3.1 Write numbers in numerals and words.   1.4.1 State combination of one digit numbers.   1.4.1 State combination of one digit numbers.   1.5.1 Count numbers.   1.5.2 Complete any number sequence.   1.5.2 Complete any number.   1.5.3 Count number.   1.5.4 Count numbers.   1.5.4 Count numbers.   1.5.5 Complete any number.   1.5.6 Place value.   1.6.1 State the place value and digit value of any number.   1.5 State the place value and the digit value.   1.5.1 Give reasonable estimation for the quantity of objects.   1.5.2 Complete numbers in numerals and words correctly.   1.5 State any numbers.   2.5 Complete numbers.   2.5 Complete number in order.   2.5 Solve daily routine problems involving any number.   2.5 Solve daily routine problems involving any number using various strategies.   3.5 Solve daily routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using various strategies.   3.5 Solve daily non-routine problems involving any number using	WEEK	CONTENT STANDARD/	NOTES		PERFORMANCE STANDARD		
1.3 Write numbers   1.3.1 Write numbers   1.3.1 Write numbers in numerals and words.   1.4 Combination of numbers.   1.4.1 Statecombination of one digit numbers.   1.4.1 Statecombination of one digit numbers.   1.5.1 Count numbers.   1.5.2 Complete any number sequence.   1.5.3 State the place value and digit value of any number.   1.5.4 State the place value and digit value of any number.   1.5.2 State the place value and digit value of any number.   1.5.3 State the place value and digit value of any number.   1.5.4 State the place value and digit value of any number.   1.5.4 State the place value and digit value of any number.   1.5.5 State any numbers in numerals and words correctly.   2 Determine the number values and arrange numbers in a numerals and divide values and digit value of any number sequence.   3 State any numbers in numerals and words correctly.   2 Determine the number values and arrange numbers in numerals and divide values and discourse and number lines.   2 Determine the number values and the digit value.   3 State the place value and the digit value.   4 State the place value and the digit value.   5 Solve daily routine problems involving any number using various strategies.   5 Solve daily routine problems involving any number using various strategies.   5 Solve daily non-routine problems involving any number creatively and innovatively.   6 Solve daily non-routine problems involving any number creatively and innovatively.   6 Solve daily non-routine problems involving any number creatively and innovatively.   7 Solve daily non-routine problems involving any number creatively and innovatively.   7 Solve daily non-routine problems involving any number creatively and innovatively.   7 Solve daily non-routine problems involving any number creativ	WELK		110120				
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: 21.5.1 Count numbers. 1.5.2 Complete any number sequence. 1.6.1 State the place value and digit value of any number.  11 Kump A: 27.4.2025-1.5.2025 1.7 Estimate. 1.7.1 Give reasonable estimation for the quantity of objects. 1.8.1 Round off numbers. 1.9.1 Identify pattern for a given number series. 1.9.2 Complete various simple number series. 1.9.1 Identify pattern for a given number patterns. 1.9.2 Complete various simple number problems 1.9.1 O Problem solving. 1.10.1 Solve problems		1.3 Write numbers	Train pupils to write numbers in				
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: 21.5.1 Count numbers. 1.5.2 Complete any number sequence. 1.6.1 State the place value and digit value of any number. 1.6.1 State the place value and digit value of any number. 1.7.1 Give reasonable estimation for the quantity of objects. 1.8.1 Round off numbers. 1.8.1 Round off mumbers. 1.8.1 Round off mumbers. 1.8.1 Round off mumbers. 1.9.2 Complete various simple number to the nearestten. 1.9.1 Identify pattern for a given number series. 1.9.2 Complete m solving. 1.10.1 Solve problems 1.10.1 Solve problems	8	1.3.1 Write numbers in numerals and	numerals and words correctly.	1	State any number up to		
4. Combination of numbers.  1.4.1 State combination of one digit numbers.  1.4.1 State combination of one digit numbers.  1.4.1 State combination of one digit numbers.  1.5.2 Complete any number sequence.  1.5.1 Count numbers.  1.5.2 Complete any number sequence.  1.5.1 Count numbers.  1.5.2 Complete any number sequence.  1.5.1 Count numbers.  1.5.2 Complete any number sequence.  1.6 Place value.  1.7 Estimate.  1.7 Estimate.  1.7 Estimate.  1.7 Estimate.  1.8 Round off numbers.  1.9 Number patterns  1.9.1 Identify pattern for a given number number series.  1.9.2 Complete various simple number number series.  1.10 Problem solving.  1.10.1 Solve problems	Kump A:	words.		Ι΄.			
Stump A:  13.4.2025-17.4.2025  10 Kump A:  10.4.2025-24.4.2025  11 Kump A:  12 Kump A:  12 Kump A:  4.5.2025-8.5.2025  1.8 Round off numbers.  1.9 Number patterns  1.9.1 Identify pattern for a given number series.  1.9.2 Complete various simple number  1.9 Number patterns  1.9.1 Identify pattern for a given number series.  1.9.2 Complete various simple number  1.10 Problem solving.	-						
9 Kump A: 13.4.2025-17.4.2025 10 Kump A: 10.4.2025-24.4.2025 11 Kump A: 27.4.2025-1.5.2025 1.5 Place value. 1.6.1 State the place value and digit value of any number. 12 Kump A: 4.5.2025-8.5.2025 1.8 Round off numbers. 1.8.1 Round off numbers. 1.8.1 Round off numbers. 1.9.1 Identify pattern for a given number series. 1.9.2 Complete various simple number 1.9.1 Identify patterns 1.9.1 Identify patterns 1.9.1 Identify patterns 1.9.2 Complete various simple number 1.10 Problem solving. 1.10 Problem solving. 1.10 Problem solving. 1.10 Problem solving. 1.10.1 Solve problems			4'. Combination involving two numbers.	2	Determine the number		
1.5.1 Count numbers. 1.5.2 Complete any number sequence. 1.5.1 State the place value and digit value of any number. 27.4.2025-15.2025  1.5 Round off numbers. 1.5.1 Give reasonable estimation for the quantity of objects. 1.5.1 Gound off whole numbers to the nearestten.  1.5.2 Round off numbers. 1.5.3 Solve daily routine problems involving any number using various simple number series. 1.5.4 Count numbers. 1.5.5 Complete any number sequence. 1.5.6 Place value. 1.5.7 Estimate. 1.5.8 Round off numbers. 1.5.9 Give reasonable estimation for the quantity of objects. 1.5 Round off numbers. 1.5 Number patterns 1.5 Number sequence. 1.5 Solve daily routine problems involving any number using various strategies. 1.5 Solve daily routine problems involving any number using various strategies. 1.5 Number sequence. 1.6 Solve daily routine problems involving any number using various strategies. 1.5 Solve daily routine problems involving any number using various strategies. 1.5 Number sequence. 1.5 Number sequence. 1.6	9						
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10 Kump A: 20.4.2025-24.4.2025 11 Kump A: 27.4.2025-1.5.2025 11 Kump A: 27.4.2025-1.5.2025 1.6 Place value. 1.6.1 State the place value and digit value of any number. 27.4.2025-1.5.2025 1.7 Estimate. 1.7.1 Give reasonable estimation for the quantity of objects. 2.8.1 Round off numbers. 1.8.1 Round off whole numbers to the nearestten. 2.9.1 Identify pattern for a given number series. 1.9.2 Complete various simple number patterns. 2.9.2 Complete various simple number patterns. 3.9.1 Identify pattern for a given number patterns. 4.5.2025 Problems solving. 1.0.1 Solve problems involving. 2.0.2 Complete various simple number sequence. 2.0.2 Complete any number sequence and number lines. 2.0.2 Solve daily routine problems involving any number. 2.0.2 Solve daily routine problems involving any number than 2.0.2 Solve daily non-routine problems involving any number creatively and innovatively. 3.0.2 Solve daily non-routine problems involving any number creatively and innovatively. 3.0.2 Solve daily non-routine problems involving any number creatively and innovatively. 3.0.2 Solve daily non-routine problems involving any number creatively and innovatively. 3.0.2 Solve daily routine problems involving any number and the digit value. 4.5 Solve daily routine problems involving any number. 4.5 Solve daily routine problems involving any number. 5.0.2 Solve daily routine problems involving any number and the digit value. 4.5 Solve daily routine problems involving any number. 5.0.2 Solve daily routine problems involving any number and the digit value. 5.0.2	•			3	Fatimate and round off an		
10 Kump A: 20.4.2025-24.4.2025  1.5.2 Complete any number sequence.  1.6 Place value. 1.6.1 State the place value and digit value of any number.  1.7.1 Give reasonable estimation for the quantity of objects.  1.8.1 Round off numbers. 1.8.1 Round off mumbers. 1.8.1 Round off mumbers to the nearestten.  1.9 Number patterns 1.9.1 Identify pattern for a given number series. 1.9.2 Complete 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".  5 Solve daily routine problems involving any number using various strategies.  6 Solve daily non-routine problems involving any number creatively and innovatively.  1.9 Number patterns 1.9.1 Identify pattern for a given number series. 1.9.2 Complete various simple number 1.0.1 Problem solving. 1.10 Problem solving. 1.10.1 Solve problems							
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Kump A:       value of any number.       Estimation is made by stating the quantity based on a reference set and using "approximate", "less than" and "more than".       5 Solve daily routine problems involving any number.         12 Kump A:       1.7.1 Give reasonable estimation for the quantity of objects.       "less than" and "more than".       5 Solve daily routine problems involving any number using various strategies.         1.8 Round off numbers.       1.8.1 Round off whole numbers to the nearestten.       6 Solve daily non-routine problems involving any number creatively and innovatively.         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	11		value and the digit value.	4			
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Kump A: 4.5.2025-8.5.2025  1.8 Round off numbers. 1.8.1 Round off whole numbers to the nearestten.  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	12			l o			
4.5.2025-8.5.2025  1.8 Round off numbers.  1.8.1 Round off whole numbers to the nearestten.  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	Kump A:	quantiy of objects.					
1.8 Round off numbers.  1.8.1 Round off whole numbers to the nearestten.  6 Solve daily non-routine problems involving any number creatively and innovatively.  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	•						
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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				<u> </u>	Calva daily nan raytina		
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1.9.2 Complete various simple number patterns.  1.10 Problem solving. 1.10.1 Solve problems		, , , , , , , , , , , , , , , , , , , ,			iniovatively.		
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1.10 Problem solving. 1.10.1 Solve problems		, · · · · · · · · · · · · · · · · · · ·			•		
1.10.1 Solve problems		patterns.					
1.10.1 Solve problems		1 10 Problem solving					
		involving daily situations.					

KUMPULAN A: 29.05.2025 - 09.06.2025, KUMPULAN B: 29.05.2025 - 09.06.2025

WEEK		CONTENT STANDARD/	NOTES	PERFORMANCE STANDARD		
VVEEN		LEARNING STANDARD	NOTES	PL		
16	2.4 Pro	blem solving.	Problem-solving skill involves the following steps:	1	State the vocabulary and	
	2.4.1	Create stories involving addition and subtraction within 100.	<ul> <li>Understand and interprate the problem.</li> <li>Plan a solving strategy.</li> </ul>		symbols in context of addition, subtraction and 'equal to'.	
0.6.2025-12.6.202 5	2.4.2	Solve problems involving addition and subtraction in daily life situations.	<ul><li>Carry out the strategy.</li><li>Look back.</li></ul>	2	State spontaneously basic facts in addition and	
	2 5 Bor	peated addition.	Use simulations or situation model.  Use objects, pictures and number lines.	3	subtraction.  Add and subtract up to two numbers within 100, write	
17	2.5 <b>Rep</b> 2.5.1	Write number sentence of repeated addition in twos, fives,	Understand repeated addition as concept of multiplication. Use objects, pictures and number lines.		number sentence of repeated addition and repeated subtraction and	
Kump A:		tens and fours.	Understand repeated subtraction as	4	justify the answers. Solve daily routine	
5.6.2025-19.6.202 5	2.6 Rep	peated subtraction	concept of division.		problems involving additio and subtraction of two	
	2.6.1	Write number sentence of repeated subtraction in twos, fives, tens and fours.		5	numbers.  Solve daily routine problems involving additionand subtraction of two	
18					numbers using various strategies.	
Kump A:				6	Solve daily non-routine problems involving additio	
22.6.2025-26. 6.2025					and subtraction of two numbers creatively and innovatively.	

LEARNING AREA: I	NUMBERS AND OPERATIONS	TOBIE: 4:0 MANEYIONS		
₩EEK	EBNTENT STANBABB/ FEABNING STANBABB	NOTES NOTES	麗	FORMANCE STANBARB RESERIETER
Kump A: 29.6.2025-3.7.2025 13.7.2025-17.7.2025 20 Kump A: 20.7.2025-24.7.2025 6.7.2025-10.7.2025	I. Coins up to RM1.  II. Notes up to RM10.  4.2 Financial resources and savings.  4.2.1 Identify financial resources and savings.	List current morely in a equilibration of the present value of money using abacus define one over two and one over four of one whole object.  Use vocabulary of 'half', 'quarter' and the gorm of money in the form of three quarters by using objects, folded by the sand coins.  Before solving the problem, mechanical solving process can be done to explain and solving process can be done to explain and solving process can be done to explain and the more than it is not to explain and the complexity of the control involving:  (a) Sen up to RM1.  (b) Ringgit up to RM10.  Addition and subtraction involving money using abacus 4:1.	1 2 2 3 3 3 4 4 5 5	State:  State:  State:  State:  State:  State:  Manaysian currency in over four four two over four and three over four the savings one over two, one savings:  State:  State:

EARNING AREA:	MEASUREMENT AND GEOMETRY	TOPICS G.W TYMET HEMATICS (DLP)	(EAF	(1 (SK)	2025/202
WEEK	CONTENT STANDARD/	NOTES			CE STANDARD
	LEARNING STANDARD		PL	D	ESCRIPTOR
24 Kump A: 3.8.2025-7.8.2025	<ul> <li>5.1 Days and months.</li> <li>5.1.1 State time in a day.</li> <li>5.1.2 State the sequence of events in a day.</li> <li>5.1.3 Name the days of a week.</li> <li>5.1.4 Name the months of a year.</li> </ul>	Real life situation.  Use vocabulary to indicate a specific day: "tomorrow", "today", "yesterday" and others.	2	events in	e and sequence of a day. e days of a week months of a year.
25 Kump A:	<ul><li>5.2 Clock face.</li><li>5.2.1 Identify the clock hands on the clock face.</li></ul>		3		write time in hours ions of an hour.
0.8.2025-14.8.2025	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		4		ily life routine s involving time.
26 Kump A:	clock.  5.3 Problem solving.		5	problems	ily routine s involving time rious strategies.
7.8.2025-21.8.2025	<u> </u>				
	Situations.		6	problems	ily non-routine s involving time y and innovatively.

tive units to measure length, d volume of liquids.  Use and vary the vocabulary in context of length, mass and volume of liquid.  Measure length and mass of	Use objects and pictures to measure and compare.	<b>PER PL</b> 1	State the vocabulary in context of length, mass and volume of liquid.
tive units to measure length, d volume of liquids.  Use and vary the vocabulary in context of length, mass and volume of liquid.		1	State the vocabulary in context of length, mass
d volume of liquids.  Use and vary the vocabulary in  context of length, mass and volume of liquid.			context of length, mass
context of length, mass and volume of liquid.		2	
Meacure length and mace of			Measure length, mass and volume of liquid
objects, and volume of liquid using non-standard units.		3	Compare the length, mass and volume of
Compare the length, mass, and volume of liquid of two or more objects using non-standard units.			liquid of two or more objects and justify the answer.
Problem solving.		4	Solve daily routine problems involving measurement.
Solve problems involving daily life situations		5	Solve daily routine problems involving measurement using various strategies.
		6	Solve daily non-routine problems involving measurement creatively and innovatively.
			6

**CUTI PENGGAL 2 SESI 2025/2026** 

KUMPULAN A: 12.09.2025 - 20.09.2025, KUMPULAN B: 13.09.2025 - 21.09.2025

	VIEASUI	REMENT AND GEOMETRY	TOPIC: 7.0 SPACE					
WEEK		CONTENT STANDARD/	NOTES		REFORMANCE STANDARD			
		LEARNING STANDARD		PL	DESCRIPTOR			
	7.1 Thr	ee-dimensional shapes.						
30				1	Name three-dimensional			
	7.1.1	Name the shape of cuboid, cube,	Use objects to understand		and two-dimensional			
Kump A:		cone, square-based pyramid,	three-dimensional shapes.		shapes.			
21.9.2025-25.9.2025	L	cylinder and sphere.		2	State the characteristic of			
	7.1.2	Describe face, edge and vertex of			three-dimensional and			
	L	three- dimensional shapes.	Arrange three-dimensional shapes to		two-dimensional shapes,			
	7.1.3	Arrange objects according to the	create certain shapes such as robot, ship		and arrange objects and			
31	_ , ,	pattern.	house.		shapes according to the			
	7.1.4	Create new models using	nouse.		pattern.			
Kump A:		combinations of three-dimensional		3	Create new model from the			
28.9.2025-2.10.2025		shapes.			combination of			
	7.0	Two dimensional aboves	Arrange, paste and colour shapes to		three-dimensional shapes			
	7.2	Two-dimensional shapes.	create patterns.		and pattern based on			
32	704	Name the shape of agrees	'		two-dimensional shapes,			
52	7.2.1	Name the shape of square,			and justify the answers.			
	7 2 2	rectangle, triangle and circle.		4	Solve daily routine			
Kump A:	7.2.2	Describe straight line, side, corner and curved line of two-dimensional			problems involving space.			
5.10.2025-9.10.2025								
	7.2.3	shapes. Arrange two-dimensional						
	1.2.3	shapes according to the pattern.		5	Solve daily routine			
	7.2.4	Create pattern based on two-			problems involving space			
	7.2.4	dimensional shapes.			using various strategies.			
		differisional shapes.		6	Solve daily non-routine			
				ľ	problems involving space			
	7.3	Problem solving			creatively and innovatively.			
	1.5	1 Toblem Solving						
	7 3 1 50	olve problems involving daily situations.						
	.0 00	or o problems involving daily ordanone.						

LEARNING AREA:	STATISTICS AND PROBABILITY	TOPIC: 8.0 DATA MANAGEMENT		
WEEK	CONTENT STANDARD/	NOTES		FORMANCE STANDARD
	LEARNING STANDARD		PL	DESCRIPTOR
33 Kump A:	8.1 Collect, classify and arrange data 8.1.1 Collect data based on real life	Use tally in collecting simple data.	1	Name the pictograph.
12.10.2025-16.10.2 025	situation.  8.2 Pictograph.	Indicator shows one unit of picture	2	Collect data based on daily situation.
34	8.2.1 Read and obtain information from a pictograph.	represents one value.	3	Read and obtain information from pictograph.
	<ul><li>8.3 Problem solving</li><li>8.3.1 Solve problems involving daily</li></ul>		4	Solve daily routine problems involving data management.
Kump A: 26.10.2025-30.10.2 025	situation.		5	Solve daily routine problems involving data management using various strategies.
36 Kump A: 2.11.2025- 6.11.2025			6	Solve daily non-routine problems involving data management creatively and innovatively.
37 Kump A: 9.11.2025-13.11.20 25		REVISION WEEK		

	Ujian Akhir Sesi Akademik (UASA)
38-39	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
	PENGURUSAN AKHIR TAHUN
40-42	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:** <a href="https://rphsekolahrendah.com/rpt-sekolah-rendah-free-download/">https://rphsekolahrendah.com/rpt-sekolah-rendah-free-download/</a>

## #MEMERLUKAN RPH LENGKAP UNTUK SETAHUN?

#RPH2025/2026 coming soon on JAN 2025.

Sila order melalui website (Autosent by EMAIL): <a href="https://rphsekolahrendah.com">https://rphsekolahrendah.com</a> @ PM: 011-5668 0954 (WhatsApp link: <a href="https://wa.me/601156680954">https://wa.me/601156680954</a> )

TELEGRAM (FREE RPT & DSKP): <a href="https://telegram.me/RPTDSKPSekolahRendah">https://telegram.me/RPTDSKPSekolahRendah</a> TELEGRAM (CONTOH RPH ROZAYUS): <a href="https://t.me/RPHbyRozayusAcademy">https://t.me/RPHbyRozayusAcademy</a>

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

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Shoppe Link: <a href="https://shopee.com.my/rph.rozayus">https://shopee.com.my/rph.rozayus</a>

\*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. <a href="https://www.wasap.my/60193715144/RozAzDesignLab">https://www.wasap.my/60193715144/RozAzDesignLab</a>

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. <a href="https://www.wasap.my/60193715144/RozAzDesignLab">https://www.wasap.my/60193715144/RozAzDesignLab</a>

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