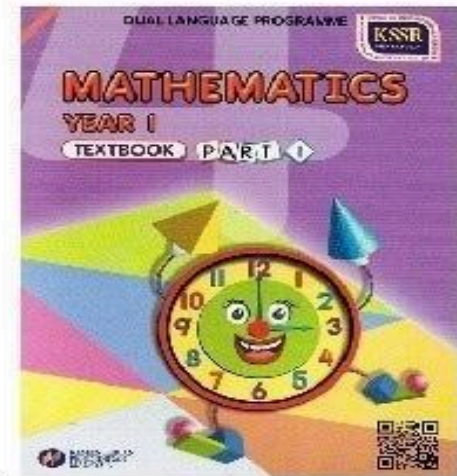


# RANCANGAN PENGAJARAN TAHUNAN 2022/2023

## MATHEMATICS (DLP) YEAR ONE



KEMENTERIAN PENDIDIKAN MALAYSIA



SCHOOL  
BAGDE

SCHOOL NAME : .....

SCHOOL ADDRESS : .....

TEACHER'S NAME : .....

WEEK: 1-3	TRASITION WEEK			
WEEK: 4-6	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 1.0 WHOLE NUMBERS UP TO 100		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
1.1 Quantity intuitively.  1.2 Number value.  1.3 Write numbers.	1.1.1 State the quantity by comparing.  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. (iv) arrange group of objects in ascending and descending order.  1.3.1 Write numbers in numerals and words.	<p>"many or few", "equal or not equal" and "more or less" by:</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> groups of objects,</li> <li><input type="checkbox"/> one-to-one matching,</li> <li><input type="checkbox"/> patterns.</li> </ul> <p>Zero is introduced after introducing one digit numbers. Numbers 11 to 19 are introduced as '10 and 1' up to '10 and 9'.</p> <p>Determine the group which is one until nine more than or less than. Use real objects, pictures, number lines and abacus 4:1.</p> <p>State the relationship "more than" and "less than".</p> <p>Any number placed in between, before and after.</p> <p>Train pupils to write numbers in numerals and words correctly.</p>	1	State any number up to 100.
			2	Determine the number values and arrange numbers in order.
			3	Estimate and round off any number.  Complete number sequence and number pattern.
			4	Solve daily routine problems involving any number.
			5	Solve daily routine problems involving any number using various strategies.
			6	Solve daily non-routine problems involving any number creatively and innovatively.

WEEK: 7-11	LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 1.0 WHOLE NUMBERS UP TO 100		
CONTENT STANDARD	LEARNING STANDARD		NOTES	PERFORMANCE STANDARD	
				PL	DESCRIPTOR
1.4 Combination of numbers.	1.4.1	State combinations of one digit numbers.	8 is '7 and 1', '6 and 2', '5 and 3', '4 and 4'. Combination involving two numbers.	1	State any number up to 100.
1.5 Number sequence.	1.5.1 1.5.2	Count numbers. Complete any number sequence.	Count in ones, twos, fives, tens and fours in ascending and descending order by using various objects, pictures and number lines.	2	Determine the number values and arrange numbers in order.
1.6 Place value.	1.6.1	State the place value and digit value of any number.	Use various representations of place value and abacus 4:1 to state the place value and the digit value.	3	Estimate and round off any number.
1.7 Estimate.	1.7.1	Give reasonable estimation for the quantity of objects.	Estimation is made by stating the quantity based on a reference set and using "approximate", "less than" and "more than".	4	Complete number sequence and number pattern.
1.8 Round off numbers.	1.8.1	Round off whole numbers to the nearest ten.		5	Solve daily routine problems involving any number.
1.9 Number patterns.	1.9.1 1.9.2	Identify pattern for a given number series. Complete various simple number patterns.	Round off can be done by using a number line.	6	Solve daily routine problems involving any number using various strategies.
1.10 Problem solving.	1.10.1	Solve problems involving daily situations.			Solve daily non-routine problems involving any number creatively and innovatively.
CUTI PENGAL 1, SESI 2022/2023 (KUMPULAN A: 03.06.2022 - 11.06.2022, KUMPULAN B: 04.06.2022 - 12.06.2022)					

WEEK: 12-15	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 2.0 BASIC OPERATIONS		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
2.1 Concepts of addition and subtraction.  2.2 Add within 100.  2.3 Subtract within 100.	2.1.1 Use and vary the relevant vocabulary in context of addition and subtraction.	Create situation that show addition, subtraction and 'equal to'.	1	State the vocabulary and symbols in context of addition, subtraction and 'equal to'.
	2.1.2 Introduce the symbol of addition, subtraction and 'equal to'.	Say the total of two numbers such as '6 and 3' is 9, '1 and 4' is 5.	2	State spontaneously basic facts in addition and subtraction.
	2.1.3 Use the symbol of addition, subtraction and 'equal to', to write number sentence based on the given situation.	State spontaneously basic facts in addition.	3	Add and subtract up to two numbers within 100, write number sentence of repeated addition and repeated subtraction and justify the answers.
	2.2.1 Add in the range of basic facts.	Use various strategies to construct and state basic facts in addition.	4	Solve daily routine problems involving addition and subtraction of two numbers.
	2.2.2 Add two numbers with the sum within 100.	Use objects, pictures, number lines, abacus 4:1 and mental calculation to represent calculation in addition.	5	Solve daily routine problems involving addition and subtraction of two numbers using various strategies.
	2.3.1 Subtract in the range of basic facts.	State spontaneously basic facts in subtraction.		
	2.3.2 Subtract two numbers within 100.	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.		

			6	Solve daily non-routine problems involving addition and subtraction of two numbers creatively and innovatively.

WEEK: 16-18	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 2.0 BASIC OPERATIONS		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR

2.4 Problem solving.	2.4.1 Create stories involving addition and subtraction within 100.	<p>Problem-solving skill involves the following steps:</p> <ul style="list-style-type: none"> <li>• Understand and interpret the problem.</li> <li>• Plan a solving strategy.</li> <li>• Carry out the strategy.</li> <li>• Look back.</li> </ul> <p>Use simulations or situation model.</p> <p>Use objects, pictures and number lines. Understand repeated addition as concept of multiplication.</p> <p>Use objects, pictures and number lines.</p> <p>Understand repeated subtraction as concept of division.</p>		
	2.4.2 Solve problems involving addition and subtraction in daily life situations.		1	State the vocabulary and symbols in context of addition, subtraction and 'equal to'.
			2	State spontaneously basic facts in addition and subtraction.
	2.5 Repeated addition.		3	Add and subtract up to two numbers within 100, write number sentence of repeated addition and repeated subtraction and justify the answers.
	2.6 Repeated subtraction.		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.

WEEK: 19-20	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 3.0 FRACTIONS		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
3.1 Concept of one over two and one over four in proper fractions.	3.1.1 Identify one over two, one over four, two over four and three over four.	Understand fraction as equal parts and 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.  Forming one over four with multiple variations should be emphasized.		
			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.
			3	Form one over two, one over four, two over four and three over four using objects and folded papers.
			4	Solve daily routine problems involving fractions.
			5	Solve daily routine problems involving fractions using various strategies.
3.2 Problem solving.	3.2.1 Solve problems involving daily life situations.		6	Solve daily non-routine problems involving fractions creatively and innovatively.

WEEK: 21-23	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 4.0 MONEY		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
4.1 Notes and coins.  4.2 Financial resources and savings.  4.3 Problem solving.	4.1.1 Identify coins and notes of Malaysian currency.	Use current money in real life situation. Represent value of money using abacus 4:1.	1	State: • Malaysian currency in coins and notes. • Financial resources and savings.
	4.1.2 Represent the value of money in: (i) Sen up to RM1. (ii) Ringgit up to RM10.	Use combination of money in the form of notes and coins. Use suitable situations.	2	Solve number sentence involving money.
	4.1.3 Convert money in: (i) Coins up to RM1. (ii) Notes up to RM10.	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.	3	Justify the answer for the solution of number sentences involving money. Record savings and expenses from the financial resources.
	4.2.1 Identify financial resources and savings.	Addition and subtraction involving money using abacus 4:1.	4	Solve daily routine problems involving money.
	4.2.2 Record savings and expenses from the financial resources.		5	Solve daily routine problems involving money using various strategies.
	4.3.1 Solve daily life problems involving addition and subtraction of money.		6	Solve daily non-routine problems involving money creatively and innovatively.



**CUTI PENGAL 2, SESI 2022/2023**  
**(KUMPULAN A: 02.09.2022 - 10.09.2022, KUMPULAN B: 03.09.2022 - 11.09.2022)**

WEEK: 24-26	LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPIC: 5.0 TIME		
CONTENT STANDARD	LEARNING STANDARD		NOTES	PERFORMANCE STANDARD	
				PL	DESCRIPTOR
5.1 Days and months.	5.1.1	State time in a day.	Real life situation.  Use vocabulary to indicate a specific day: "tomorrow", "today", "yesterday" and others.		
	5.1.2	State the sequence of events in a day.		1	State time and sequence of events in a day.
	5.1.3	Name the days of a week.			
	5.1.4	Name the months of a year.		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.		3	Say and write time in hours and fractions of an hour.
	5.2.3	Say and write time in hour, half an hour and a quarter hour using an analogue clock.		4	Solve daily life routine problems involving time.
				5	Solve daily routine problems involving time using various strategies.
5.3 Problem solving.	5.3.1	Solve problems involving daily life situations.			





WEEK: 31-36	LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPIC: 7.0 SPACE	
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
7.1 Three-dimensional shapes.	7.1.1 Name the shape of cuboid, cube, cone, square-based pyramid, cylinder and sphere.	Use objects to understand three-dimensional shapes.  Arrange three-dimensional shapes to create certain shapes such as robot, ship, house.		
	7.1.2 Describe face, edge and vertex of three- dimensional shapes.		1	Name three-dimensional and two-dimensional shapes.
	7.1.3 Arrange objects according to the pattern.		2	State the characteristic of three-dimensional and two-dimensional shapes, and arrange objects and shapes according to the pattern.
	7.1.4 Create new models using combinations of three-dimensional shapes.			
7.2 Two-dimensional shapes.	7.2.1 Name the shape of square, rectangle, triangle and circle.	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.
	7.2.2 Describe straight line, side, corner and curved line of two-dimensional shapes.		4	Solve daily routine problems involving space.
	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.		5	Solve daily routine problems involving space using various strategies.
			6	Solve daily non-routine problems involving space creatively and innovatively.
CUTI PENGGAL 3, SESI 2022/2023 (KUMPULAN A: 09.12.2022 - 31.12.2022, KUMPULAN B: 10.12.2022 - 31.12.2022)				

WEEK: 37-39	LEARNING AREA: STATISTICS AND PROBABILITY	TOPIC: 8.0 DATA MANAGEMENT		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
8.1 Collect, classify and arrange data.  8.2 Pictograph.  8.3 Problem solving .	8.1.1 Collect data based on real life 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.
	8.2.1 Read and obtain information from a pictograph.		5	Solve daily routine problems involving data management using various strategies.
	8.3.1 Solve problems involving daily situation.			

			6	Solve daily non-routine problems involving data management creatively and innovatively.

40	ULANGKAJI
41	PENTAKSIRAN AKHIR TAHUN
42-43	PENGURUSAN AKHIR TAHUN
<p style="text-align: center;"><i>CUTI AKHIR PERSEKOLAHAN SESI 2022/ 2023</i>  <i>(KUMPULAN A: 17.02.2023 - 11.03.2023, KUMPULAN B: 18.02.2023 - 12.03.2023)</i></p>	

## #MEMERLUKAN RPH LENGKAP UNTUK SETAHUN?

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

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