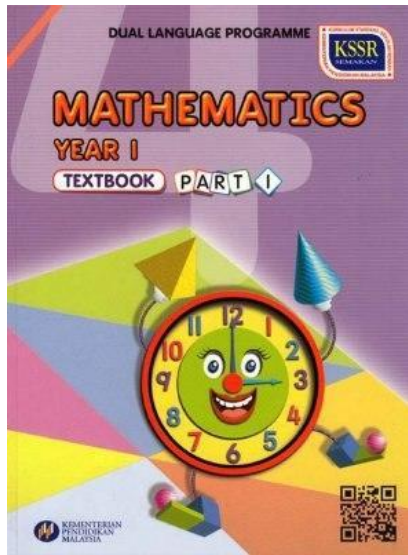




RANCANGAN
PENGAJARAN
TAHUNAN
MATHEMATIC

SCHOOL NAME:

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SCHOOL ADDRESS:

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TEACHER'S NAME:

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CLASS:

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S DLP YEAR 1
(SK)
2024/2025

WEEK : 1 - 4	TRANSITION WEEKS			
WEEK : 5	CUTI PERAYAAN – HARI RAYA AIDILFITRI			
WEEK: 6 - 7	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.	1.1.1 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.	“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.	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: 8 - 11	LEARNING AREA: NUMBERS AND OPERATIONS		TOPIC: 1.0 WHOLE NUMBERS UP TO 100		
CONTENT STANDARD	LEARNING STANDARD		NOTES	PERFORMANCE STANDARD	
				PL	DESCRIPTOR
1.3 Write numbers	1.3.1 Write numbers in numerals and words.		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".		
1.4 Combination of numbers.	1.4.1 State combinations of one digit numbers.	1		State any number up to 100.	
		2		Determine the number values and arrange numbers in order.	
1.5 Number sequence.	1.5.1 Count numbers.	3		Estimate and round off any number.	
	1.5.2 Complete any number sequence.			Complete number sequence and number pattern.	
1.6 Place value.	1.6.1 State the place value and digit value of any number.	4		Solve daily routine problems involving any number.	
	1.7 Estimate.	1.7.1 Give reasonable estimation for the quantity of objects.		5	Solve daily routine problems involving any number using various strategies.
6			Solve daily non-routine problems involving any number creatively and innovatively.		
CUTI PENGAL 1, SESI 2024/2025					
KUMPULAN A: 24.05.2024 - 02.06.2024, KUMPULAN B: 25.05.2024 - 02.06.2024					

WEEK: 11-12	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 1.0 WHOLE NUMBERS UP TO 100		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
1.7 Estimate.	1.7.1 Give reasonable estimation for the quanti of objects.	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.		
1.8 Round off numbers.	1.8.1 Round off whole numbers to the nearestten.		1	State any number up to 100.
1.9 Number patterns.	1.9.1 Identify pattern for a given number series.		2	Determine the number values and arrange numbers in order.
	1.9.2 Complete various simple number patterns.	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”. Round off can be done by using a number line.	3	Estimate and round off any number. Complete number sequence and number pattern.
1.10 Problem solving.	1.10.1 Solve problems involving daily situations.		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: 13 - 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. 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. 2.2.1 Add in the range of basic facts. 2.2.2 Add two numbers with the sum within 100. 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.

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. 2.5 Repeated addition. 2.6 Repeated subtraction.	2.4.1 Create stories involving addition and subtraction within 100.	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	State the vocabulary and symbols in context of addition, subtraction and 'equal to'.
	2.4.2 Solve problems involving addition and subtraction in daily life situations.		2	State spontaneously basic facts in addition and subtraction.
	2.5.1 Write number sentence of repeated addition in twos, fives, tens and fours.		3	Add and subtract up to two numbers within 100, write number sentence of repeated addition and repeated subtraction and justify the answers.
	2.6.1 Write number sentence of repeated subtraction in twos, fives, tens and fours.		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: 29 - 30	LEARNING AREA: NUMBERS AND OPERATIONS	TOPIC: 4.0 MONEY		
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
3.1 Notes and coins over two and one over four in proper fractions. 4.2 Financial resources and savings. 3.2 Problem solving. 4.3 Problem solving.	3.1.1 Identify coins and notes of Malaysian currency. 4.1.2 Represent the value of money in: (i) Sen up to RM1. (ii) Ringgit up to RM10. 4.1.3 Convert money in: (i) Coins up to RM1. (ii) Notes up to RM10. 4.2.1 Identify financial resources and savings. 4.2.2 Record savings and expenses from the financial resources. 3.2.1 Solve the problems involving daily life situations. 4.3.1 Solve daily life problems involving addition and subtraction of money.	Use current money in a real life situation. Understand fraction as equal parts and represent value of money using abacus of one whole object. Use vocabulary of 'half', 'quarter' and 'three quarters' by using objects, folded papers and coins. 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	Share 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.
			3	Justify the answer for the solution of number objects and folded sentences involving money. Record savings
			4	Solve daily routine problems involving
			4	Solve daily routine problems involving
			5	Solve daily routine problems involving
			5	Solve daily routine problems involving
			6	Solve daily routine problems involving
			6	Solve daily routine problems involving
				money creatively and innovatively.

WEEK: 24-26		LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPIC: 5.0 TIME		SOW MATHEMATICS (DLP) YEAR 1 (SK)		2024/2025	
CONTENT		LEARNING STANDARD		NOTES		PERFORMANCE STANDARD			
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.			2	Name the days of a week and the months of a year.			
	5.1.4	Name the months of a year.			3	Say and write time in hours and fractions of an hour.			
5.2 Clock face.	5.2.1	Identify the clock hands on the clock face.			4	Solve daily life routine problems involving time.			
	5.2.2	Identify and state "half", "quarter" and "three quarters" based on the clock face.			5	Solve daily routine problems involving time using various strategies.			
	5.2.3	Say and write time in hour, half an hour and a quarter hour using an analogue clock.			6	Solve daily non-routine problems involving time creatively and innovatively.			
5.3 Problem solving.	5.3.1	Solve problems involving daily life situations.							
CUTI PENGAL 2, SESI 2024/2025									
KUMPULAN A: 13.09.2024 - 21.09.2024, KUMPULAN B: 14.09.2024 - 22.09.2024									

WEEK: 27 - 29	LEARNING AREA: MEASUREMENT AND GEOMETRY		TOPIC: 6.0 MEASUREMENT	
CONTENT STANDARD	LEARNING STANDARD	NOTES	PERFORMANCE STANDARD	
			PL	DESCRIPTOR
6.1 Relative units to measure length, mass and volume of liquids. 6.2 Problem solving..	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. 6.2.1 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.

WEEK: 30 - 32	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.

WEEK: 33 - 35	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.		
	8.2.1 Read and obtain information from a pictograph. 8.3.1 Solve problems involving daily situation.		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.

36 - 39	ULANGKAJI
CUTI PENGGAL 3, SESI 2024/2025 KUMPULAN A: 20.12.2024 -28.12.2024, KUMPULAN B: 21.12.2024 -29.12.2024	
40	PENTAKSIRAN AKHIR TAHUN
41-42	PENGURUSAN AKHIR TAHUN
CUTI AKHIR PERSEKOLAHAN SESI 2024/2025 KUMPULAN A: 17.01.2025 - 15.02.2025, KUMPULAN B: 18.01.2025 - 16.02.2025	

#MEMERLUKAN RPH LENGKAP UNTUK SETAHUN DAN BORANG TRANSIT PBD?

#RPH2024/2025 coming soon on FEB 2024.

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

@ PM: **017- 4991 336** (WhatsApp link: <https://wa.me/60174991336>)

Rozayus Whatsapp Channel (INFO DISKAUN): <https://whatsapp.com/channel/0029VaBMmMlICVfgCkJq7x3n>

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

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/>

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

KEMBARA ILMU MEI 2024

Kembara Ilmu Cuti Sekolah Bulan Mei 2024.

TOKYO, UZBEKISTAN, BEIJING, FINLAND

Terbuka kepada semua

Trip Kembara Ilmu ini akan dibawa oleh Smart Thinker 4.0 dengan kerjasama Rozayus Academy dan MECK.

Check harga pakej dan lihat gambar2 trip sebelum ini dalam channel ni dulu...

<https://t.me/+IKfsrUK51DI0NGNI>

Sila wassap untuk maklumat lanjut: <https://wa.me/601116412391>

KELEBIHAN TRIP KAMI YANG TIADA DENGAN TRAVEL LAIN IALAH KAMI AKAN MEMBAWA ANDA MELAWATI PUSAT-PUSAT PENGAJIAN / SEKOLAH DI NEGARA YANG AKAN DILAWATI KERANA KONSEP KAMI IALAH EDUCATIONAL TRIP !



The poster features a world map background. At the top left, there is an illustration of two children, a girl and a boy, standing in front of a globe. The girl is holding a camera, and the boy is holding a backpack. Above them are various world landmarks including the Eiffel Tower, the Statue of Liberty, and the Leaning Tower of Pisa. At the top right, there is a yellow banner with the text 'MECK GLOBAL EDUCATION CONSULTANT (KT0452384-K)'. Below this banner is a white oval containing the text 'EDUCATIONAL TRIP SCHEDULE 2024' in red. To the right of this oval is a blue globe icon with the letters 'M E C K' inside. Below the white oval is a blue banner with the text 'SCHOOL HOLIDAY MAY / JUNE 2024' and a magnifying glass icon. The main body of the poster contains four travel options, each with a country name in a yellow circle, a list of destinations in a smaller yellow circle, and a travel duration in a blue oval. The options are: Japan (Tokyo, Shin Yokohama) from May 26th to May 31st 2024 (6 days 4 nights); Uzbekistan (Tashkent, Samarkand) from May 26th to June 1st 2024 (7 days 6 nights); China (Beijing, Great Wall) from May 26th to May 31st 2024 (6 days 5 nights); and Finland (Helsinki, Estonia) from May 26th to June 1st 2024 (8 days 6 nights).

MECK GLOBAL EDUCATION
CONSULTANT (KT0452384-K)

**EDUCATIONAL TRIP
SCHEDULE 2024**

SCHOOL HOLIDAY MAY / JUNE 2024

JAPAN
TOKYO
SHIN YOKOHAMA

MAY 26TH - MAY 31ST 2024
6 DAYS 4 NIGHTS

MAY 26TH - JUNE 1ST 2024
7 DAYS 6 NIGHTS

UZBEKISTAN
TASHKENT
SAMARKAND

CHINA
BEIJING
GREAT WALL

MAY 26TH - MAY 31ST 2024
6 DAYS 5 NIGHTS

MAY 26TH - JUNE 1ST 2024
8 DAYS 6 NIGHTS

FINLAND
HELSINKI
ESTONIA

