RANCANGAN PENGAJARAN TAHUNAN 2022/2023

MATHEMATICS (DLP) YEAR ONE
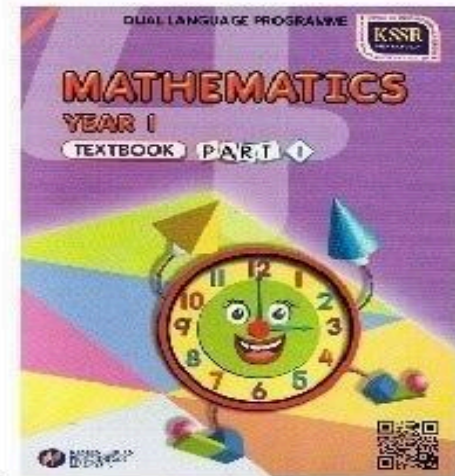
SCHOOL BAGDE	SCHOOL NAME : ....
	SCHOOL ADDRESS : ....
	TEACHER'S NAME : ....

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.	1.1.1 State the quantity by comparing.	"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. Train pupils to write numbers in numerals and words correctly.	1	State any number up to 100.
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. (iv) arrange group of objects in ascending and descending order.		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.
1.3 Write numbers.	1.3.1 Write numbers in numerals and words.		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. 1.5 Number sequence. 1.6 Place value. 1.7 Estimate. 1.8 Round off numbers. 1.9 Number patterns. 1.10 Problem solving.	1.4.1　State combinations of one digit numbers. 1.5.1　Count numbers. 1.5.2　Complete any number sequence. 1.6.1　State the place value and digit value of any number. 1.7.1　Give reasonable estimation for the quantiy of objects. 1.8.1　Round off whole numbers to the nearest ten. 1.9.1　Identify pattern for a given number series. 1.9.2　Complete various simple number patterns. 1.10.1 Solve problems involving daily situations.	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". Round off can be done by using a number line.	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.

CUTI PENGGAL 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 within100.	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.	2.4.1 Create stories involving addition and subtraction within 100. 2.4.2 Solve problems involving addition and subtraction in daily life situations.	Problem-solving skill involves the following steps: • Understand and interprate the problem. • Plan a solving strategy. • Carry out the strategy. • Look back. Use simulations or situation model.	1	State the vocabulary and symbols in context of addition, subtraction and 'equal to'.
2.5 Repeated addition.	2.5.1 Write number sentence of repeated addition in twos, fives, tens and fours.	Use objects, pictures and number lines. Understand repeated addition as concept of multiplication. Use objects, pictures and number lines.	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.
2.6 Repeated subtraction.	2.6.1 Write number sentence of repeated subtraction in twos, fives, tens and fours.	Understand repeated subtraction as concept of division.	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.	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.
		Forming one over four with multiple variations should be emphasized.	3	Form one over two, one over four, two over four and three over four using objects and folded papers.
3.2 Problem solving.	3.2.1 Solve problems involving daily life situations.		4	Solve daily routine problems involving fractions.
			5	Solve daily routine problems involving fractions using various strategies.
			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.	.4.1.1 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.	Use current money in real life situation. Represent value of money using abacus 4:1. Use combination of money in the form of notes and coins. Use suitable situations. Before solving daily life problem, mechanical solving process can be done to explain addition and subtraction involving:		
			1	State: • Malaysian currency in coins and notes. • Financial resources and savings.
4.2 Financial resources and savings.	4.2.1 Identify financial resources and savings. 4.2.2 Record savings and expenses from the financial resources.	(a) Sen up to RM1. (b) Ringgit up to RM10.	2	Solve number sentence involving money.
			3	Justify the answer for the solution of number sentences involving money. Record savings and expenses from the financial resources.
4.3 Problem solving.	4.3.1 Solve daily life problems involving addition and subtraction of money.	Addition and subtraction involving money using abacus 4:1.	4	Solve daily routine problems involving money.
			5	Solve daily routine problems involving money using various strategies.
			6	Solve daily non-routine problems involving money creatively and innovatively.

CUTI PENGGAL 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. 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.
5.3 Problem solving.	5.3.1 Solve problems involving daily life situations.		5	Solve daily routine problems involving time using various strategies.
			6	Solve daily non-routine problems involving time creatively and innovatively.

WEEK: 27-30	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: 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. 7.1.2 Describe face, edge and vertex of three- dimensional shapes. 7.1.3 Arrange objects according to the pattern. 7.1.4 Create new models using combinations of 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.	
			2	State the characteristic of three-dimensional and two-dimensional shapes, and arrange objects and shapes according to the pattern.	
7.2 Two-dimensional shapes.	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.	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.	
			4	Solve daily routine problems involving space.	
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.	8.1.1 Collect data based on real life situation.	Use tally in collecting simple data.	1	Name the pictograph.
			2	Collect data based on daily situation.
8.2 Pictograph.	8.2.1 Read and obtain information from a pictograph.	Indicator shows one unit of picture represents one value.	3	Read and obtain information from pictograph.
8.3 Problem solving .	8.3.1 Solve problems involving daily situation.		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.

40	ULANGKAJI
41	PENTAKSIRAN AKHIR TAHUN

42-43	PENGURUSAN AKHIR TAHUN

CUTI AKHIR PERSEKOLAHAN SESI 2022/ 2023
(KUMPULAN A: 17.02.2023 - 11.03.2023, KUMPULAN B: 18.02.2023 - 12.03.2023)