WEEK	TOPIC / LEARNING AREAS	LEARNING OBJECTIVES / LEARNING OUTCOME	REMARKS

	1. WHOLE NUMBERS
	1.1 Numbers up to seven digits
		1.1.1. Develop number sense up to seven digits
		i. Name and write numbers up to seven digits
		ii. Determine the place value of the digits in any whole number of up to seven digits.
		iii. Express whole numbers in
		  a. decimals
		  b. fractions
		  of a million and vice versa
		iv. Compare number values up to seven digits
		v. Round off numbers to the nearest ten, hundred, thousand, ten thousand, hundred thousand and million.	

	1.2 Basic operations with numbers up to seven digits	1.2.1. Add, subtract, multiply and divide numbers involving numbers up to seven digits.
		i. Add any two to five numbers to 9 999 999
		ii. Subtract
		  a. one number from a bigger number less than 10 000 000
		  b. successively from a bigger number less than 10 000 000.
		iii. Multiply up to six-digit numbers with
		  a. a one-digit number
		  b. a two-digit number
		  c. 10, 100 and 1000.
		iv. Divide numbers of up to seven digits by
		  a. a one-digit number
		  b. 10, 100 and 1000
		  c. two-digit number.
		v. Solve
		  a. addition,
		  b. subtraction,
		  c. multiplication
		  d. division
		  problem involving numbers up to seven digits	

	1.3 Mixed operations with numbers up to seven digits	1.3.1. Perform mixed operations with whole numbers. i. Compute mixed operations problems involving addition and multiplication. ii. Compute mixed operations problems involving subtraction and division. iii. Compute mixed operations problems involving brackets.	

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		iv. Solve problems involving mixed operations on numbers of up to seven digits.	
	2. FRACTIONS 2.1 Addition of fractions	2.1.1. Add three mixed numbers with denominators of up to 10. i. Add three mixed numbers with the same denominator of up to 10. ii. Add three mixed numbers with different denominators of up to 10. iii. Solve problems involving addition of mixed numbers	
	2.2 Substraction of fractions	2.2.1. Subtract mixed numbers with denominators of up to 10. i. Subtract involving three mixed numbers with the same denominator of up to 10. ii. Subtract involving three mixed numbers with different denominators of up to 10. iii. Solve problems involving subtraction of mixed numbers	
	2.3 Multiplication of fractions	2.3.1. Multiply any mixed numbers with a whole numbers up to 1000. i. Multiply mixed number with a whole number	
	2.4 Division of fractions	2.4.1. Divide fractions with a whole number and a fraction i. Divide fractions with a. a whole number b. a fraction ii. Divide mixed number with a. a whole number b. a fraction	
	3. DECIMALS 3.1 Mixed operation with decimals	3.1.1 Perform mixed operations of addition and subtraction of decimals up to 3 decimal places i. Add and subtract three to four decimal numbers of up to 3 decimal places, involving a. decimal numbers only b. whole numbers and decimal numbers.	
	4. PERCENTAGE 4.1 Relatonship between fraction , percentage and decimal	4.1.1. Relate fractions and decimals to percentage i. Convert mixed number to percentage ii. Convert decimal numbers of value more than 1 to percentage iii. Find the value for a given percentage of a quantity iv. Solve problems in real context involving relationships between percentage, fractions and decimals.	

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	5. MONEY 5.1 Money up to RM10 Million	5.1.1. Use and apply number sense in real context involving money i. Perform mixed operations with money up to a value of RM10 million. ii. Solve problems in real context involving computation of money. iii Solve problems in real context involving money in ringgit and sen up to RM100 000.	

	6. TIME
	6.1 Duration
		6.1.1. Use and apply knowledge of time to find the duration.
		i. Calculate the duration of an event in between
		   a. months
		   b. years
		   c. dates.
		ii. Compute time period from situations expressed in fractions of duration.
		iii. Solve problem in real context involving computation of time duration.	

	7. LENGTH 7.1 Computation of length	7.1.1. Use and apply fractional computation to problems involving length. i. Compute length from a situation expressed in fraction. Ii, Solve problem in real context involving computation of length.	
	8. MASS 8.1 Computation of mass	8.1.1. Use and apply fractional computation to problems involving mass i. Compute mass from a situation expressed in fraction ii. Solve problem in real context involving computation of mass	
	9. VOLUME OF LIQUID 9.1 Computation of volume of liquid	9.1.1. Use and apply fractional computation to problems involving volume of liquid. i. Compute volume of liquid from a situation expressed in fraction ii. Solve problem in real context involving computation of volume of liquid.	
	10. SHAPE AND SPACE 10.1 Two-dimensional shape	10.1.1. Find the perimeter and area of composite two-dimensional shapes i. Find the perimeter of a two-dimensional composite shape of two or more quadrilaterals and triangles ii. Find the area of a two-dimensional composite shape of two or more quadrilaterals and triangles iii. Solve problems in real contexts involving	

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		calculation of perimeter and area of two-dimensional shapes.	
	10.2 Three-dimensional shapes	10.2.1. Find the surface area and volume of composite three-dimensional shapes i. Find the surface area of a three-dimensional composite shape of two or more cubes and cuboids. ii. Find volume of a three-dimensional composite shape of two or more cubes and cuboids. iii. Solve problems in real contexts involving calculation of surface area and volume of three-dimensional shapes.	
	11. DATA HANDLING 11.1 Average	11.1.1. Understand and compute average. i. Calculate the average of up to five numbers. ii. Solve problems in real contexts involving average	
	11.2 Organising and interpreting data	11.2.1. Organise and interpret data from tables and charts. i. Construct a pie chart from a given set of data. ii. Determine the frequency, mode, range, mean, maximum and minimum value from a pie chart.	

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