

SKILL SETS

Introduction

This set of skills is designed based on the common problems encountered in mastering the mathematical skills in KBSR. The enlisted skills are arranged methodically according to the range of difficulties.

Being a reference set, this set of Mathematical Skills Set is divided into four sections, i.e. List of Skills, Description of Skills, Screening Test and Diagnostic Test.

Skill Sets

1. PRE-NUMBER

1.1 To classify concrete and semi-concrete materials

2. NUMBER CONCEPTS

2.1 To state quantity by comparison

3. RECOGNITION OF NUMERALS

3.1 Value of numbers - 1 to 5
6 to 9

3.2 To recognize numbers

3.3 Ascending numbers, descending numbers and numbers in between

4. TO RECOGNIZE ZERO '0'

5. ADDITION WITHIN 10

5.1 To introduce the concept of addition

5.2 To write the mathematical sentence for addition by using the process of combination

5.3 To complete the mathematical sentence for addition involving numbers to 10

5.4 To add spontaneously numbers to 10

5.5 Problem solving

6. SUBTRACTION WITHIN 10

6.1 To recognize the concept of subtraction

6.2 To write the mathematical sentence for subtraction involving numbers to 10

6.3 To complete the mathematical sentence for subtraction involving numbers to 10

6.4 To subtract spontaneously basic facts of subtraction involving numbers to 10

6.5 Problem solving

7. RECOGNISING NUMBERS 11 TO 50

7.1 To name and to determine the value (to quantify)

7.2 To write numbers

7.3 To complete numbers by enumerating (count one by one)

- 7.4 To write numbers in word form
- 7.5 To determine the place of tens and ones
- 7.6 To write numbers in horizontal layout

8. ADDITION WITHIN 18

- 8.1 To write the mathematical sentence
- 8.2 To complete the mathematical sentence
- 8.3 To add spontaneously basic addition facts
- 8.4 To write the sum in vertical layout
- 8.5 Problem solving

9. SUBTRACTION WITHIN 18

- 9.1 To write the mathematical sentence
- 9.2 To complete the mathematical sentences
- 9.3 To subtract spontaneously
- 9.4 To write the sum in vertical layout
- 9.5 Problem solving

10. ADDITION WITHIN 50, WITHOUT REGROUPING

- 10.1 To add any two numbers, one digit and in tens
- 10.2 To add any two numbers, one digit and two digits
- 10.3 To add any two numbers, two digits
- 10.4 Problem solving

11. ADDITION WITHIN 50, BY REGROUPING

- 11.1 To add any two numbers, one digit and two digits and vice versa (don't be allowed)
- 11.2 To add any two numbers, two digits and two digits
- 11.3 Problem solving

$$2 + 20 =$$

$$20 + 2 =$$

$$\text{Caution } 2 + 32 =$$

$$32 + 2 =$$

12. SUBTRACTION WITHIN 50, WITHOUT REGROUPING

- 12.1 To subtract one digit number from a two digits number
- 12.2 To subtract any two digits number from other two digits numbers
- 12.3 To subtract any two numbers in tens/multiples of tens
- 12.4 Problem solving

13. SUBTRACTION WITHIN 50, BY REGROUPING

- 13.1 To subtract any one digit number from a two digits number
- 13.2 To subtract any two digits number from any two digits number
- 13.3 To subtract any one digit number from any number in tens/multiples of tens
- 13.4 Problem solving

14. RECOGNISING NUMBERS 51 TO 99

- 14.1 To name and to determine the value
 - 61 - 70
 - 71 - 80
 - 81 - 90
 - 91 - 99
- 14.2 To write numbers
- 14.3 To complete numbers by enumerating
- 14.4 To write numbers in word form
- 14.5 To determine the values of tens and ones

- 14.6 To write numbers in horizontal layout
- 15. ADDITION WITHIN 100, WITHOUT REGROUPING**
- 15.1 To add any two numbers in tens/multiples of tens
- 15.2 To add any two numbers, one digit and two digits or vice versa
- 15.3 To add any two numbers of two digits with two digits
- 15.4 Problem solving
- 16. ADDITION WITHIN 100, BY REGROUPING**
- 16.1 To add any two numbers of one digit and two digits or vice versa
- 16.2 To add any two numbers of two digits
- 17. SUBTRACTION WITHIN 100, WITHOUT REGROUPING**
- 17.1 To subtract any one digit number from a two digits number
- 17.2 To subtract any two digits numbers from a two digits number
- 17.3 To subtract any one digit number from any number in tens/multiples of tens
- 17.4 To subtract any two digits number from any number in tens/multiples of tens
- 17.5 Problem solving
- 18. SUBTRACTION WITHIN 100, BY REGROUPING**
- 18.1 To subtract any one digit number from a two digits number
- 18.2 To subtract any two digits number from a two digits number
- 18.3 To subtract any one digit number from any number in tens/multiples of tens
- 18.4 To subtract any two digits number from any number in tens/multiples of tens
- 18.5 Problem solving
- 19. MULTIPLICATION**
- 19.1 To recognize multiplication concept
- 19.2 To write the mathematical sentence for multiplication
- 19.3 To complete the mathematical sentence for multiplication
- 19.4 To multiply spontaneously
- 19.5 Problem solving
- 20. DIVISION**
- 20.1 To recognize division concept
- 20.2 To write the mathematical sentence for division
- 20.3 To complete the mathematical sentence for division
- 20.4 To recognize division by the process of distribution
- 20.5 Division with remainders
- 21. MONEY**
- 21.1 To recognize coins
- 21.2 To state the comparative value of two coins
- 21.3 To write the currency symbol of Ringgit Malaysia (RM)
- 21.4 To state the comparative value of RM 1, RM 2, RM 5 and RM 10
- 21.5 To solve problems related to daily expenditure
- 22. CONCEPT OF TELLING TIME**
- 22.1 To correlate general times of the day
- 22.2 To tell time by hours
- 22.3 To tell time by fractions
- 22.4 To read information from calendar : day, date, week, month and year
- 22.5 Problem solving

Set Kemahiran

Pengenalan

Set Kemahiran ini dibina berasaskan masalah lazim terhadap penguasaan kemahiran-kemahiran asas mata pelajaran Bahasa Melayu Kurikulum Bersepadu Sekolah Rendah bagi Tahap Satu (Tahun hingga 3). Kemahiran-kemahiran yang tersenarai adalah turutan kemahiran-kemahiran asas daripada yang mudah kepada yang lebih sukar berasaskan tiga peringkat domain kognitif, iaitu Pengetahuan, Pemahaman dan Penggunaan.

Sebagai panduan, Kemahiran Bahasa Melayu ini dibahagikan kepada tiga bahagian-iaitu *Senarai Kemahiran*, *Aktiviti Pembelajaran* dan *Senarai Contoh Bantu Mengajar* yang berkaitan. Guru boleh mempelbagai bentuk alat bantuan mengajar dengan merujuk kepada set-set bantu mengajar yang dibekalkan ke sekolah-sekolah oleh Kementerian Pendidikan melalui pelbagai projek yang diusahakan oleh institusi-institusi pendidikan seperti "Projek InSpire, Projek BAKA dan Projek BUDI." Guru hendaklah mengenal pasti bahan-bahan yang boleh digunakan bagi aktiviti-aktiviti pembelajaran mengikut kemahiran-kemahiran yang tersenarai.

Kandungan

Set Kemahiran bagi aktiviti pemulihan mata pelajaran Bahasa Melayu ini mengandungi 33 kemahiran asas, iaitu:

Huruf

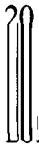
1. Nama huruf kecil
2. Nama huruf besar
3. Fonik konsonan
4. Vokal

Suku kata

5. KV
6. KVK
7. KV melibatkan diftong dan digraf
8. KVK melibatkan digraf

Perkataan

9. V + KV
10. KV + KV
11. KV + KV dengan digraf
12. KV + KV dengan diftong
13. KVK
14. V + KVK
15. V + KVKK
16. KV + KVK/KVK + KV
17. KV + KVKK
18. KV + KVK/KVK + KV Diftong dan digraf
19. KVK + KVK

20.  KVK + KVK dengan digraf

21. Vokal berganding
22. KV + KV + KV
23. KV + KV + KKV
24. KV + KV + KVV
25. KV + KV + KKVV
26. KVK + KV + KVK
27. KV + KV + KVKK
28. KV + KVK + KVKK
29. KVK + KV + KVKK
30. KVKK + KV + KVK
31. KV + KVKK + KVK

Ayat/Perenggan

32. Ayat
33. Bacaan dan pemahaman

Penggunaan

Seorang murid yang mengikuti Program Pemulihan Khas tidak semestinya perlu mengikuti setiap kemahiran yang tersenarai dari kemahiran 1 sehingga kemahiran 33. Kemahiran-kemahiran yang perlu dipelajari oleh seseorang murid hendaklah berdasarkan keputusan dan analisis Ujian Diagnostik.

Pengajaran secara kumpulan boleh dilakukan sekiranya didapati sekumpulan murid mengalami kesukaran menguasai kemahiran yang sama.

Setelah murid-murid mengikuti aktiviti pembelajaran pada sesuatu peringkat kemahiran yang tersenarai, pencapaian mereka boleh diuji dengan menggunakan item-item Ujian Pencapaian yang sesuai.