

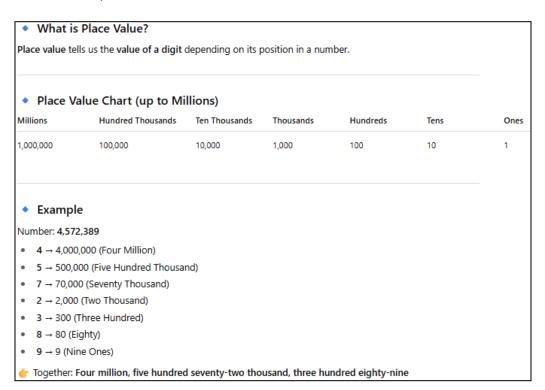
General Topic: Whole Numbers up to Millions

Lesson Overview:

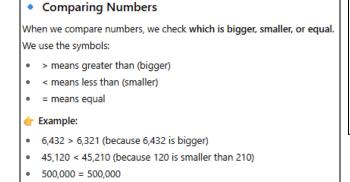
Students learn to read, write, compare, and order **numbers up to the millions** place value, as well as perform basic operations with them.

Key Concepts and Subtopics:

Place value up to millions



Comparing and ordering numbers



- Ordering Numbers
- Ascending order → from smallest to biggest (low → high)
- Descending order → from biggest to smallest (high → low)
- *e* Example:

Arrange 23,501; 23,150; 23,410 in:

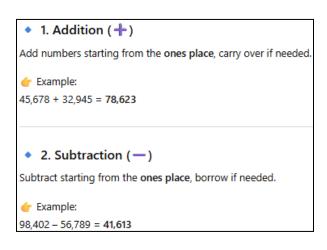
- Ascending order: 23,150, 23,410, 23,501
- Descending order: 23,501, 23,410, 23,150

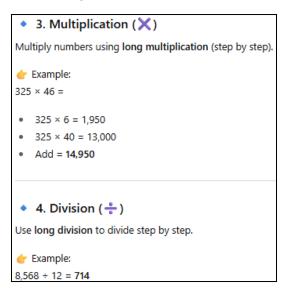


- Rounding off numbers
 - What is Rounding?

Rounding means making a number simpler but keeping its value close to the original.

- Rules in Rounding
- 1. Look at the digit to the right of the place value you are rounding.
- 2. If the digit is 5 or more → add 1 to the rounding place.
- 3. If the digit is 4 or less → keep it the same.
- 4. Replace the digits to the right with zero (0).
- Examples
- Round 3,846 to the nearest hundred:
 - Look at tens place (4).
 - 4 is less than 5, so hundreds digit stays 8.
 - Answer: 3,800
- Round 7,592 to the nearest thousand:
 - Look at hundreds place (5).
 - 5 is 5 or more, so add 1 to 7 → 8.
 - Answer: 8,000
- Addition, subtraction, multiplication, and division with large numbers





Real-Life Example:

Calculating the total population of several cities combined.

Remember This!

Always align numbers according to their place value when performing operations.



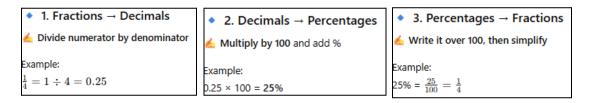
General Topic: Fractions, Decimals, Percentages

Lesson Overview:

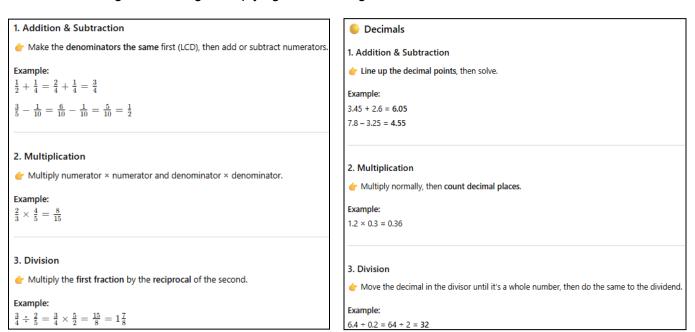
Focuses on the relationship between **fractions**, **decimals**, and **percentages**, and applying these concepts in problem-solving.

Key Concepts and Subtopics:

Converting between fractions, decimals, and percentages

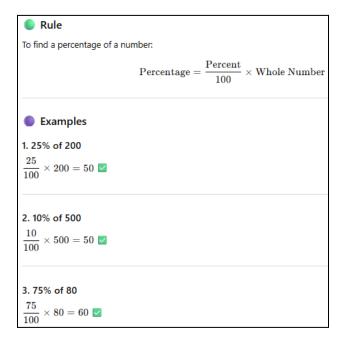


Adding, subtracting, multiplying, and dividing fractions and decimals





• Finding percentages of numbers



• Solving real-world problems involving discounts, taxes, and interest

Real-Life Example:

Calculating the percentage discount on a sale item.

Remember This!

• Percent means "per hundred," so 50% = 50 out of 100 = 0.5.



General Topic: Ratio and Proportion

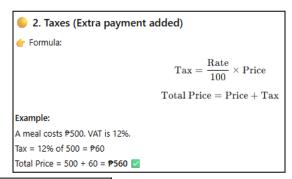
Lesson Overview:

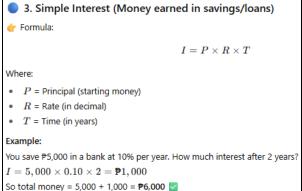
Teaches how to compare quantities and determine equivalent **ratios and proportions** in practical contexts.

Key Concepts and Subtopics:

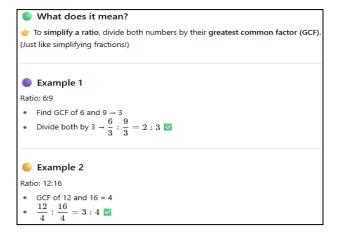
· Writing ratios in different forms





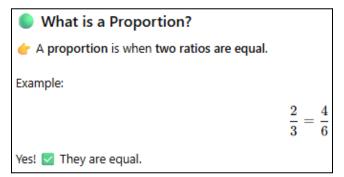


Simplifying ratios





Solving proportions



• Applying ratios and proportions to real-life problems

Real-Life Example:

Mixing paint in a 2:3 ratio of blue to yellow.

Remember This!

• In a proportion, the cross-products are equal.



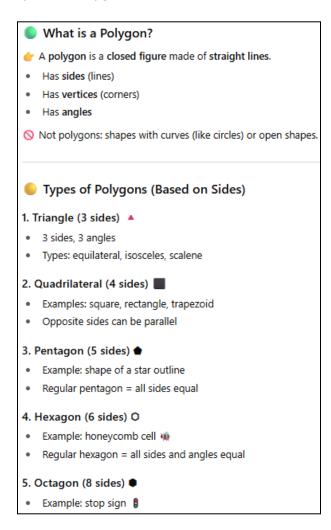
General Topic: Geometry: Polygons, Circles, Solid Figures

Lesson Overview:

Explores the **properties and classifications** of 2D and 3D shapes.

Key Concepts and Subtopics:

Types of polygons and their properties







• Parts of a circle: radius, diameter, circumference

What is a Circle?

👉 A circle is a round shape where all points are the same distance from the center.

Parts of a Circle

1. Radius (r)

- · A line from the center to any point on the circle.
- Half the diameter.

New Example: If the diameter is 10 cm, radius = 5 cm.

2. Diameter (d)

- · A line that passes through the center and touches both sides of the circle.
- · Longest chord of a circle.
- Formula:

$$d = 2r$$

3. Circumference (C)

- The distance around the circle (its perimeter).
- Formula:

$$C=\pi d$$
 or $C=2\pi r$

- Use $\pi pprox 3.14$.
- Second Secon

$$C = 2 \times 3.14 \times 7 = 43.96 \text{ cm}$$

• Types of solid figures: prisms, pyramids, spheres, cylinders, cones

1. Prisms

- Solid figure with two identical flat faces (bases) and rectangular sides.
- Named by the shape of the base.
 - Example: Rectangular prism (box, book)
 - Example: Triangular prism (tent)

2. Pyramids

- Solid figure with a polygon base and triangular faces that meet at one vertex (apex).
- Named by the shape of the base.
 - Example: Square pyramid (Egyptian pyramid)
 - Example: Triangular pyramid (toy pyramid, tents)

3. Sphere 🚱

- Perfectly round, all points are the same distance from the center.
- No edges, no vertices.
- Example: ball, orange, marble.

🧶 4. Cylinder 🛉

- Has two parallel circular bases connected by a curved surface.
- Example: can of soda, drum, water pipe.

5. Cone 🍦

- Has one circular base and a curved surface that meets at one vertex (tip).
- Example: ice cream cone, party hat, traffic cone.



• Identifying edges, vertices, and faces

Key Definitions

- Faces Flat surfaces of a solid figure (like the "sides").
- Edges Line segments where two faces meet.
- · Vertices Corner points where edges meet (plural of vertex).

Real-Life Example:

Identifying geometric shapes in buildings and everyday objects.

Remember This!

• A polygon is a closed figure made of straight lines.



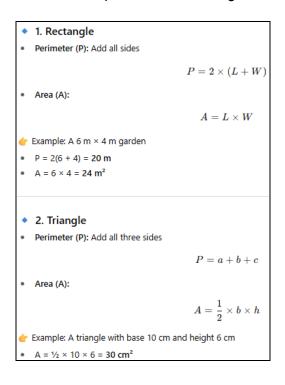
General Topic: Measurement: Area, Perimeter, Volume, Time

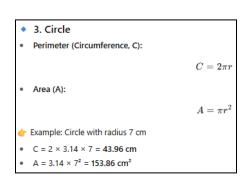
Lesson Overview:

Covers how to **measure space** in two and three dimensions, as well as time calculations.

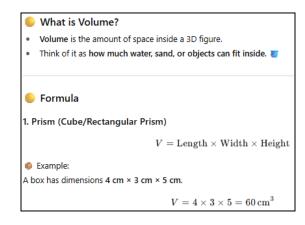
Key Concepts and Subtopics:

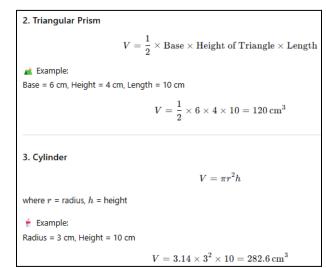
Area and perimeter of rectangles, triangles, and circles





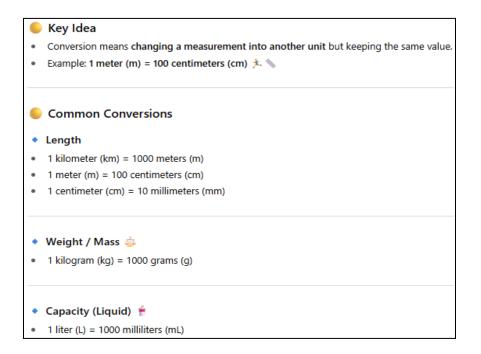
Volume of prisms and cylinders







· Converting units of measurement



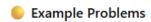
Calculating elapsed time



Elapsed time is the amount of time that passes from the start to the end.

Formula:

Elapsed Time = Ending Time - Starting Time



1. Simple Example

Start: 2:15 PM End: 4:45 PM

- Count: 2:15 → 3:15 (1 hour) → 4:15 (2 hours) → 4:45 (+30 min)
- Elapsed Time = 2 hours 30 minutes

Real-Life Example:

Finding the area of a garden and the volume of a water tank.

Remember This!

Perimeter is the total distance around a shape; area is the surface covered.



General Topic: Data Interpretation: Bar Graphs, Line Graphs, Probability

Lesson Overview:

Teaches how to read, interpret, and create various graphs, as well as understand the basics of probability.

Key Concepts and Subtopics:

- Reading and interpreting bar graphs and line graphs
 - Bar Graphs: Use bars to compare quantities.
 Line Graphs: Show changes over time.
 Example (Bar Graph):
 Number of books read in a month:
 Anna: 5
 Ben: 8
 Carla: 4
 Ben read the most books.
- Creating graphs from given data

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Steps:

1. Collect data 
2. Choose the right graph (bar, line, pictograph)

3. Label the axes (x = categories, y = numbers)

4. Plot and draw 
Example:

Rainfall for 4 days: 10mm, 20mm, 15mm, 25mm → create a bar graph.
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Understanding probability as a measure of likelihood

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• Probability = chance of something happening  
• Formula: P(\text{event}) = \frac{\text{Number of favorable outcomes}}{\text{Total outcomes}}  
Examples:  
• Tossing a coin: P(head) = 1/2  
• Rolling a die: P(rolling a 4) = 1/6
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• Simple probability experiments

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Simple Probability Experiments

Try these activities:

- · Flip a coin 10 times, record heads and tails.
- · Roll a dice 20 times, record each number.
- . Draw colored balls from a bag (e.g., 3 red, 2 blue).

Question Example:

If there are 3 red and 2 blue balls in a bag, what is the probability of drawing a red ball?

$$P(\text{red}) = \frac{3}{5}$$

Real-Life Example:

Predicting the chance of rain using weather data.

Remember This!

• Probability ranges from 0 (impossible) to 1 (certain).



General Topic: Patterns and Sequences

Lesson Overview:

Introduces identifying and extending number patterns and sequences.

Key Concepts and Subtopics:

- Recognizing arithmetic and geometric patterns
 - Arithmetic Pattern: add or subtract the same number each time.
 Example: 2, 4, 6, 8, 10, ... (+2 each time)
 - Geometric Pattern: multiply or divide the same number each time.
 Example: 3, 6, 12, 24, ... (×2 each time)
- Finding the rule in a sequence

Steps:

- 1. Look at how the numbers change.
- 2. Check if it's addition, subtraction, multiplication, or division.
- 3. Write the rule.

Example:

5, 10, 15, 20 → Rule: +5

- Continuing patterns
 - Once you know the rule, you can continue the sequence.

Example:

1, 2, 4, 8, 16 → Rule: ×2 → Next numbers: 32, 64, 128

Real-Life Example:

Predicting the next number in a sequence of bus arrival times.

Remember This!

Patterns often follow a fixed rule—look for it!