

Recipe for success in UPSR

Paper 1.

- Consists 40 objective questions.
- Pupils must answer all questions in 1 hour.
- Each question followed by four (4) possible answers, marked A,B,C and D. Only one answer is correct. Choose the correct answer.
- If you wish to change your answer, erase the shading then shade another space for your new answer.
- Read question carefully. Underline or circle the important information to help you while you are solving the problem or checking your answer.

Example:

The average of 5 kg, 3.5 kg and 800 g in g is

- A 3.1
- B 2 800
- C 3 100
- D 4 200

- Check your answer sheet to make sure that only one answer is marked for each question.
- Pupils are encouraged to answer all questions before the examination ends.



Mathematical Terminology

Add	Tambah		Money	Wang
Area	Luas		Month	Bulan
Ascending order	Tertib menaik		Multiply	Darab
Average	Purata		Percent	Peratus
Bar chart	Carta palang		Pictograph	Piktograf
Base	Tapak		Place value	Nilai tempat
Breadth	Lebar		Product	Hasil darab
Century	Abad		Proper fraction	Pecahab wajar
Cube	Kubus		Quotient	Hasil bahagi
Cuboids	Kuboid		Rectangle	Segiempat tepat
Date	Tarikh		Remainder	Baki
Day	Hari		Right-angled triangle	Segitiga bersudut tegak
Decade	Dekad		Shape	Bentuk
Decimal	Perpuluhan		Side	Sisi
Decimal place	Tempat perpuluhan		Square	Segiempat sama
Descending order	Tertib menurun		Subtract	Tolak
Difference	Beza		Sum	Hasil tambah
Distance	Jarak		Table	Jadual
Divide	Bahagi		Time	Masa
Edge	Tepi		Total	Jumlah
Equilateral triangle	Segitiga sama sisi		Value of a digit	Nilai digit
Equivalent fraction	Pecahan setara		Volume	Isipadu
Height	Tinggi		Week	Minggu
Improper fraction	Pecahan tak wajar		Whole number	Nombor bulat
Isosceles triangle	Segitiga sama kaki		Year	Tahun
Length	Panjang		12-hour system	Sistem 12 jam
Mass	Berat		24-hour system	Sistem 24 jam
Mixed number	Nombor bercampur			



Whole number



Hot Tips

When rounding of a number to a certain place value, follow the steps below:

- Look for the digit in the place value to be round off.
- Look to the digit to the right of the place value to be rounded off.
- If the digit is 5 or more, add one (1) to the digit to be rounded off and replace all digits to its right with zeros.
- If the digit less than 5, retain the digit to be rounded off and replace all digits to its right with zeros.



Hot Tips

For quick addition, use the pairing of ten strategy:

- $4 + 5 + 6 = 15$ **10**
- $8 + 3 + 5 + 2 = 18$ **10**



Hot Tips

- Subtraction is the inverse of addition.
- Division is the inverse of multiplication.

Hot Tips

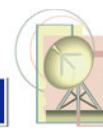
- Any number multiplied by 1 is equal to the number itself.
- Any number multiplied by 0 is equal to 0.
- The quotient of a number divided by 0 is undefined.
- The quotient of 0 divided by any number (except 0) is 0.

Hot Tips

- The zero in a number need not **be written or read**. Example, 53 063 is not written or read as fifty-three thousands **zero** and sixty three. It is written or read as fifty-three thousands and sixty three.

Hot Tips

- 800 000 = 0.8 million
- 7 200 000 = 7.2 million



Hot Tips

- Use BODMAS which stands for:
B- Brackets
O- Of
D- Division
M- Multiplication
A- Addition
S- Subtraction
- Just follow the flow to answer the questions.

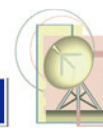
Fractions

Hot Tips

$\frac{1}{2}$ = one over two or one half

$\frac{1}{4}$ = one over four or one quarter

$\frac{3}{4}$ = three over four or three quarters



Hot Tips

In $\frac{2}{4}$ is not in its simplest form as both numerator and denominator can still

be divided by 2 to give $\frac{2}{4} = \frac{1}{2}$



Hot Tips

- Fraction with numerator that is less than its denominator is called proper fraction.

Decimals



Hot Tips

Fraction with denominator of 10 or 100 can be easily converted into decimals by moving the decimal point to the left according to the number of zero.

Example:

$$\frac{4}{10} = 0.\underline{4}$$

$$\frac{3}{100} = 0.\underline{03}$$



Hot Tips

- The number of decimal places in the product is equal to the total number of decimal places in the numbers that are multiplied.

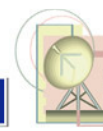
Hot Tips

- If the first digit to the right of the place value involved is less than 5, retain the digit in the place value involved and replace the other digits on its right with zeros.

Money

Hot Tips

- For RM2 250.20, the point used is to separate the sen from the ringgit.
- To multiply money by 10, 100 or 1 000, move its decimal point, 1, 2 or 3 places to the right respectively.



Time

Hot Tips

- When we convert a time in the afternoon to 12-hour system = - 12 hours
- When we convert a time in the afternoon to 24-hour system = + 12 hours

Length

Hot Tips

- When a decimal multiplied by 10 or 100, the decimal point is moved to the right. When a decimal divided by 10 or 100, the decimal point is moved to the left (depending on the number of zeros)
- 1 cm = 10 mm
- 1 m = 100 cm
- 1 km = 1 000 m

- When adding or subtracting decimals, the decimal points must be in a vertical line.
- Before adding or subtracting, change all the measurements to the same unit as required.



Mass

Hot Tips

- $1 \text{ kg} = 1\,000 \text{ g}$

Volume of Liquid

Hot Tips

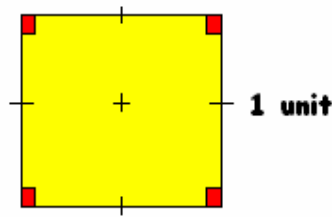
- The standard unit volume of liquid are milliliters (ml) and litres (ℓ).
- Before adding or subtracting volumes of liquid, change all the measurements to the same unit.



Shape and Space

Hot Tips

- The length, breadth and height of a cube are the same.
- Before calculating perimeter, make sure all the measurements are in the same unit.
- An isosceles triangle has two equal sides; whereas an equilateral triangle is a triangle with three equal sides.
- A unit square has sides of 1 unit length. Its unit is 1 unit^2 and read as 'one square unit'.



- The unit of area is cm^2 or m^2 . 1 cm^2 is read as 'one square centimetre' while 1 m^2 is read as 'one square metre'.
- The unit of the volume of a 3-D shape is cm^3 or m^3 . 1 cm^3 is read as 'one cubic centimetre' while 1 m^3 is read as 'one cubic metre'.

Data Handling

Hot Tips

- Total of quantities = Average \times Number of quantities.
- Number of quantities = Total of quantities / Average.
- The width of the bar of a bar graph must be equal and the bar should be equally spaced out.