

TADIKA UMIKU SAYANG & TADIKA ASSOFEA
KINDERGARTEN TIME TABLE FOR K2 (6 years old)

240 minutes X 5 days = 1,200 minutes

Morning session: 7.30am – 11.30am | Afternoon session: 12pm – 4pm

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7.30 – 7.45 12.00 – 12.15 (15 min)	DAILY ROUTINE ASSEMBLY (Rutin) -Pengurusan diri, berbaris, nyanyian tema mingguan, asmaul husna, hafazan surah, zikir, solawat, doa harian				
7.45 – 8.00 12.15 – 12.30 (15 min)	MORNING TALK (rutin) -Bualan / interaksi, kongsi pengalaman, penerangan peraturan & disiplin, aktiviti pada hari ini.				
8.00 – 9.00 12.30 – 1.30 (60 min)	THEMATIC (modul bertema / tema minggu ini)				
	(kemanusiaan & komunikasi)	Kerohanian, sikap & nilai)	Keterampilan diri	(sains & teknologi)	(Fizikal & estetika)
9.00 – 9.25 1.30 – 1.55 (25 min)	B. MALAYSIA (modul asas)	MATEMATIK (modul asas)	OUTDOOR ACTIVITY (modul asas)	ENGLISH (modul asas)	OUTDOOR ACTIVITY (modul asas)
9.25 – 9.55 1.55 – 2.25 (30 min)	TEA BREAK (rutin)				
9.55 – 10.05 2.25 – 2.35 (10 min)	MENGAJI IQRA BERKUMPULAN (modul asas)				
10.05 – 10.30 2.35 – 3.00 (25 min)	MATEMATIK (modul asas)	PEND. ISLAM -ASAS JAWI (modul asas)	SCIENCE (modul asas)	PEND. ISLAM – IBADAH / AKHLAK (modul asas)	ENGLISH (modul asas)
10.30 – 10.55 3.00 – 3.25 (25 min)	PENDI. ISLAM – AQIDAH / SIRAH (modul asas)	ART & CRAFT (modul asas)	B. MALAYSIA (modul asas)	SCIENCE (modul asas)	PEND. ISLAM – ASAS B.ARAB (modul asas)
10.55 – 11.20 3.25 – 3.50 (25 min)	PHONIC – READING ENGLISH (modul asas)	PHONIC – READING ENGLISH (modul asas)	PHONIC – B.MALAYSIA (modul asas)	PHONIC – B.MELAYU (modul asas)	PHONIC – JAWI (modul asas)
11.20 – 11.30 3.50 – 4.00 (10 min)	REFLEKSI (rutin) Kemas kelas, refresh pembelajaran hari ini, pesanan				

**** INDOOR ACTIVITIES:** children can proceed on indoor activities (table games etc) once completing their activity exercise in class.

OUTDOOR ACTIVITIES	INDOOR ACTIVITIES	ART & CRAFTS
Solat berjemaah	IQ Table games	Cutting & pasting
Music & singing	Block / lego	Colouring / etc
'main pondok'	Story-telling	Drawing & pasting
Physical exercise	Puzzle / Computer	Chop & printing

TADIKA UMIKU SAYANG & TADIKA ASSOFEA

KINDERGARTEN TIME TABLE FOR K1 (5 years old)

210 minutes X 5 days = 1,050 minutes

Morning session: 7.30am – 11.00am | Afternoon session: 12pm – 3.30pm

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7.30 – 7.45 12.00 – 12.15 (15 min)	DAILY ROUTINE ASSEMBLY (Rutin) -Pengurusan diri, berbaris, nyanyian tema mingguan, asmaul husna, hafazan surah, zikir, solawat, doa harian				
7.45 – 8.00 12.15 – 12.30 (15 min)	MORNING TALK (rutin) -Bualan / interaksi, kongsi pengalaman, penerangan peraturan & disiplin, aktiviti pada hari ini.				
8.00 – 8.30 12.30 – 1.00 (30 min)	THEMATIC (modul bertema / tema minggu ini)				
	(kemanusiaan & komunikasi)	Kerohanian, sikap & nilai	Keterampilan diri	(sains & teknologi)	(Fizikal & estetika)
8.30 – 8.55 1.00 – 1.25 (25 min)	B. MALAYSIA (modul asas)	MATEMATIK (modul asas)	OUTDOOR ACTIVITY (modul asas)	SCIENCE (modul asas)	ENGLISH (modul asas)
8.55 – 9.25 1.25 – 1.55 (30 min)	TEA BREAK (rutin)				
9.25 – 9.50 1.55 – 2.20 (30 min)	PHONIC – B.M'SIA (modul asas)	PHONIC – B.M'SIA (modul asas)	PHONIC – ENGLISH (modul asas)	PHONIC – ENGLISH (modul asas)	PHONIC – JAWI (modul asas)
9.50 – 10.15 2.20 – 2.45 (25 min)	MATEMATIK (modul asas)	PEND. ISLAM -ASAS JAWI (modul asas)	B.MALAYSIA (modul asas)	PEND. ISLAM – IBADAH / AKHLAK (modul asas)	PEND. ISLAM -ASAS ARAB (modul asas)
10.15 – 10.40 2.45 – 3.10 (25 min)	PENDI. ISLAM – AQIDAH / SIRAH (modul asas)	OUTDOOR ACTIVITY (modul asas) Art & craft	SCIENCE (modul asas)	ENGLISH (modul asas)	OUTDOOR ACTIVITY (modul asas)
10.40 – 10.50 3.10 – 3.20 (10 min)	MENGAJI IQRA BERKUMPULAN (modul asas)				
10.50 – 11.00 3.20 – 3.30 (10 min)	REFLEKSI (rutin) Kemas kelas, refresh pembelajaran hari ini, pesanan				

**** INDOOR ACTIVITIES:** children can proceed on indoor activities (table games etc) once completing their activity exercise in class.

OUTDOOR ACTIVITIES	INDOOR ACTIVITIES	ART & CRAFTS
Solat berjemaah	IQ Table games	Cutting & pasting
Music & singing	Block / lego	Colouring / etc
'main pondok'	Story-telling	Drawing & pasting
Physical exercise	Puzzle / Computer	Chop & printing

TADIKA UMIKU SAYANG & TADIKA ASSOFEA

KINDERGARTEN TIME TABLE FOR N2 (4 years old)

180 minutes X 5 days = 900 minutes

Morning session: 7.30am – 10.30am | Afternoon session: 12pm – 3.00pm

TIME	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7.30 – 7.45 12.00 – 12.15 (15 min)	DAILY ROUTINE ASSEMBLY (Rutin) -Pengurusan diri, berbaris, nyanyian tema mingguan, asmaul husna, hafazan surah, zikir, solawat, doa harian				
7.45 – 8.00 12.15 – 12.30 (15 min)	MORNING TALK (rutin) -Bualan / interaksi, kongsi pengalaman, penerangan peraturan & disiplin, aktiviti pada hari ini.				
8.00 – 8.20 12.30 – 12.50 (20 min)	THEMATIC (modul bertema / tema minggu ini)				
	(kemanusiaan & komunikasi)	Kerohanian, sikap & nilai	Keterampilan diri	(sains & teknologi)	(Fizikal & estetika)
8.20 – 8.40 12.50 – 1.10 (20 min)	ENGLISH (modul asas)	MATEMATIK -NUMBERS (modul asas)	B.MALAYSIA (modul asas)	SCIENCE (modul asas)	ENGLISH (modul asas)
8.40 – 9.00 1.10 – 1.30 (20 minit)	INDOOR ACTIVITY -ART & CRAFT (modul asas)	OUTDOOR ACTIVITY (modul asas)	INDOOR ACTIVITY -ART & CRAFT (modul asas)	OUTDOOR ACTIVITY (modul asas)	INDOOR ACTIVITY (modul asas)
9.00 – 9.30 1.30 – 2.00 (30 min)	TEA BREAK (rutin)				
9.30 – 9.50 2.00 – 2.20 (20 min)	PHONIC – B.M'SIA (modul asas)	PHONIC – B.M'SIA (modul asas)	PHONIC – ENGLISH (modul asas)	PHONIC – ENGLISH (modul asas)	PHONIC – JAWI (modul asas)
9.50 – 10.10 2.20 – 2.40 (20 min)	MATEMATIK (modul asas) -numbers	PEND. ISLAM -ASAS JAWI (modul asas)	SCIENCE (modul asas)	ENGLISH (modul asas)	B.MALAYSIA (modul asas)
10.10 – 10.20 2.40 – 2.50 (10 min)	MENGAJI IQRA BERKUMPULAN (modul asas)				
10.20 – 10.30 2.50 – 3.00 (10 min)	REFLEKSI (rutin) Kemas kelas, refresh pembelajaran hari ini, pesanan				

**** INDOOR ACTIVITIES:** children can proceed on indoor activities (table games etc) once completing their activity exercise in class.

OUTDOOR ACTIVITIES	INDOOR ACTIVITIES	ART & CRAFTS
Solat berjemaah	IQ Table games	Cutting & pasting
Music & singing	Block / lego	Colouring / etc
'main pondok'	Story-telling	Drawing & pasting
Physical exercise	Puzzle / Computer	Chop & printing