SAMPEL PERCUMA

DLP Science Year 6: Nota & Pelan 30 Hari

Set penuh: DLP Science Year 4–6

Year 6

Sampel ini: 8 muka surat. Set penuh ada:

- 2 fail PDF
- Full-year DLP Science notes for the chosen year
- Science practice pages with answer key
- 30-day study plan, marker’s guide and answer frames

RM9.90

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Sampel bermula di muka surat sebelah

NIGHTMEW STUDIOS · A+ PREMIUM EDITION

The DLP Science Year 6 30-Day Grade-Jump Blueprint

Your full Year 6 DLP Science notes are already in your hands. This Blueprint turns reading them into remembering them — with a 25-minute daily plan built on how memory actually works.

KSSR · DLP (English medium) · Year 6 Science · built for the 2026 exam calendar

A+ PREMIUM EDITION

- The complete Year 6 DLP Science notes (delivered with this file)
- **BONUS 1** — The 25-Minutes-A-Day Grade-Jump Countdown
- **BONUS 2** — The Examiner's Mind Playbook: where Science marks actually hide
- **BONUS 3** — The Answer-Frame Vault: frames for structure & experiment questions
- **BONUS 4** — The Never-Repeat-A-Mistake Tracker + topic index
- **BONUS 5** — The Last-48-Hours Cram Card — this edition only
- The Grade-Jump Promise — our named guarantee, in writing, on the last page

P0 By Day 30, you will…

- **Recall every topic in your Year 6 notes from a closed book** — because you practised remembering, not just re-reading.
- **Define every key science word in one clear English sentence** — the exact currency DLP papers pay for.
- **Answer experiment questions with the aim–variables–conclusion trio** that markers look for every single year.
- **Redraw and label the five most important diagrams from memory.**
- **Know your three personal repeat-gaps by name** — the facts that keep slipping away.
- **Sit a closed-book mock** and mark it yourself against the notes.

Why this works (and re-reading doesn't)

Re-reading notes feels like studying but tests nothing. Memory science is blunt about this: you keep what you practise retrieving. Every study day in this plan ends with the book closed and your pen moving — recall, self-questioning, re-recall of yesterday's topic. That loop is why the same notes produce an A in one child and a C in another.

How A+ Premium is organised

PART	WHAT IT IS	WHEN TO USE IT
First Win	One 20-minute recall proof, next page	Today, before anything else
Notes	Your complete Year 6 DLP Science notes	Daily, as Bonus 1 schedules them
Bonus 1	The 25-minutes-a-day Countdown plan	Your daily boss. Tick every day
Bonus 2	The Examiner's Mind Playbook	Read now + the week before any paper
Bonus 3	The Answer-Frame Vault	Open beside every written answer
Bonus 4	The Tracker + topic index	Day 0, then after every session
Bonus 5	The Last-48-Hours Cram Card	Two days before the paper
Promise	The Grade-Jump Promise (guarantee)	Read it — we mean it

EVERY DAY YOU WAIT

The Countdown is 30 days long and the exam calendar is not moving. Do the First Win on the next page today. It takes 20 minutes.

W Your first win: prove the recall loop works

Open your Year 6 notes at any topic your child has already met at school. Pen, timer, this page.

Step 1 · Read it once — 7 minutes

Read the topic slowly, once. No highlighting, no notes. Just read like a story.

Step 2 · Close the file. Write — 5 minutes

Everything you remember, any order, any language:

Step 3 · Reopen and mark — 8 minutes

Tick what you got. In a second colour, add what you missed. Count: remembered _____ · missed _____

The missed items go into Bonus 4 — each with a one-line English definition next to it.

WHAT JUST HAPPENED

That second colour is the whole method. It shows precisely what re-reading would have hidden: the gap between recognising and remembering. Thirty days of closing that gap, topic by topic, is the Blueprint. Open Bonus 1 and do Day 0 now — it is only a list.

BONUS 1 · The 25-Minutes-A-Day Grade-Jump Countdown

WHAT A 30-day plan that walks through every topic in your Year 6 notes with the recall loop — read, close the book, retrieve, re-check.

HOW Day 0 builds your topic index. Then one line a day, 25 minutes. Days marked ° are light or rest days.

WHY Children don't fail Science from laziness — they fail from re-reading. This plan makes retrieval automatic and daily.

Days 0–15 · First pass through the notes

DAY	MIN	DO THIS	✓
Day 0	**15**	**Map your notes.** Open the Year 6 notes, write every topic name into the Bonus 4 index column, one line each. This list IS your syllabus — the plan below runs on it.	☐
Day 1	**25**	**Topic 1 — read + close-book recall.** Read the topic once. Close the file. Write everything you remember in 5 minutes. Reopen and mark your recall in a different colour.	☐
Day 2	**25**	**Topic 1 — question yourself.** Turn every heading into a question ("Photosynthesis" → "What does a plant need to make food?"). Answer aloud in English — DLP marks come in English words.	☐
Day 3	**25**	**Topic 2 — read + recall** (same two-colour method).	☐
Day 4	**25**	**Topic 2 — question pass.** Then 5 minutes: re-recall Topic 1 from memory. Old topics never retire in this plan.	☐
Day 5	**25**	**Topic 3 — read + recall.**	☐
Day 6	**25**	**Topic 3 — question pass** + 5-minute re-recall of Topic 2.	☐
Day 7 °	**15**	Rest or catch-up. Read your Bonus 4 tracker rows aloud once.	☐
Day 8	**25**	**Topic 4 — read + recall.**	☐
Day 9	**25**	**Topic 4 — question pass** + re-recall Topic 3.	☐
Day 10	**25**	**Vocabulary day.** From Topics 1–4, list every science word you cannot define in one English sentence. Write the definition next to each — these words are exactly what UASA structure questions pay for.	☐
Day 11	**25**	**Topic 5 — read + recall.**	☐
Day 12	**25**	**Topic 5 — question pass** + re-recall Topic 4.	☐
Day 13	**25**	**Topic 6 — read + recall.**	☐
Day 14 °	**15**	Rest or catch-up. Two-minute recall of every topic so far — one memory-dump page per topic.	☐
Day 15	**25**	**Topic 6 — question pass** + re-recall Topic 5.	☐

Days 16–30 · Finish the notes, then sharpen

DAY	MIN	DO THIS	✓
Day 16	**25**	**Remaining topics:** keep the same two-day rhythm (read+recall, then question pass) until the notes are finished. Most Year 6 sets finish by Day 22.	☐
Day 17	**25**	…continue the rhythm. Every day still ends with a 5-minute re-recall of the previous topic.	☐
Day 18	**25**	…continue the rhythm.	☐
Day 19	**25**	…continue the rhythm.	☐
Day 20	**25**	…continue the rhythm.	☐
Day 21 °	**20**	Rest + Tracker review: circle the three facts or words you have re-learned most often. Those three are your grade jump.	☐
Day 22	**25**	**Diagram day.** Redraw the five most important diagrams in the notes from memory, label them in English, then compare with the notes.	☐
Day 23	**25**	**Experiment day.** For every experiment in the notes: write aim → variables (manipulated / responding / constant) → conclusion. UASA Science pays this exact trio every year.	☐
Day 24	**25**	**Weakest-topic repeat** (your Tracker knows which). Full read + recall again.	☐
Day 25	**25**	**Second-weakest topic repeat.**	☐
Day 26	**25**	**Question bank day.** Answer every end-of-topic exercise in the notes you have not yet done, timed.	☐
Day 27 °	**20**	Read Bonus 2 fully again. Plan Day 29: place, time, phone in another room.	☐
Day 28	**20**	**Light day.** Bonus 5 Cram Card, first read.	☐
Day 29	**60**	**MOCK DAY.** Close-book: one memory-dump page per topic, then answer 20 self-made questions from Day 2-style question lists. Exam conditions.	☐
Day 30	**30**	Mark yourself against the notes. Full Tracker autopsy. Write: “The one thing I will do differently is …”	☐

IF YOUR NOTES HAVE MORE OR FEWER TOPICS

The rhythm matters more than the numbering: two days per topic (read+recall, then question pass), every day ending with a re-recall of yesterday. Stretch or shrink Days 16–20 to fit your set, and keep Days 21–30 exactly as written.

BONUS 2 · The Examiner's Mind Playbook

WHAT How primary Science papers are actually marked in the DLP stream — and the three habits that convert knowledge into marks.

HOW Read once today (8 minutes), again the week before any paper.

WHY Two children with the same knowledge score a band apart. The difference is knowing what the marker is paid to look for.

1 · Marks are paid in science words, in English

"The water goes away" earns nothing; "the water evaporates" earns the mark. DLP marking rewards the exact term the notes use. This is why the plan's vocabulary day exists — every term your child can define in one English sentence is a mark waiting on the table.

2 · The experiment trio is a free structure

Almost every experiment question decomposes into aim → variables (what I change / what I measure / what I keep the same) → conclusion. Answer in that shape even when the question doesn't ask for it explicitly — the keywords the skema wants live inside the trio.

3 · Objective sections have a floor

The first half of an objective section is recall most children can do. Bank it fast and carefully — then spend the saved minutes on the structure tail, where each question carries 2–4 marks and a frame (Bonus 3) makes them writable.

4 · The three-pass finish

- **Pass 1** — everything answerable on sight, whole paper, fast.
- **Pass 2** — the skipped ones, with the clock pressure lower.
- **Pass 3** — last 5 minutes: no blank objective answers, and one reread of the longest written answer for its science words.

THE ONE-SENTENCE VERSION

Speak the notes' English, answer experiments in the trio, bank the floor first.

BONUS 3 · The Answer-Frame Vault

WHAT Fill-in frames for the three written-answer shapes every primary Science paper uses.

HOW Keep this page open beside every structure answer until the frames live in your child's hand.

WHY The blank line under a structure question is a starting problem, not a knowledge problem. A frame removes the start.

Frame 1 · Definition / state (1–2 marks)

_____ **is** _____ **.** One sentence, the notes' own term, no "thing" or "stuff".

Example: "Evaporation is the process where water changes into water vapour when heated."

Frame 2 · Explain / why (2–3 marks)

State: _____ happens. **Because:** because _____ . **So:** so _____ .

Two marks = two links in the chain. Write all three sentences even if the last feels obvious.

Frame 3 · Experiment (3–4 marks)

Aim: To investigate _____ .

What I change (manipulated): _____ **What I measure (responding):** _____ **What I keep the same (constant):** _____

Conclusion: When _____ increases, _____ _____ .

WEAK (real answer)

The plant die because no sun.

STRONG (same child, framed)

The plant dies. This is because it does not receive sunlight, so it cannot carry out photosynthesis to make food.

BONUS 5 · The Last-48-Hours Cram Card

WHAT The only page you touch in the two days before the Science paper. Everything that still moves marks in 48 hours, nothing that doesn't.

HOW 48 hours out: evening block. 24 hours out: morning block. Exam morning: hall block. No new topics inside 48 hours — they cost more marks than they earn.

WHY Panic revision is random revision. This card replaces panic with a script. It ships in the A+ Premium edition only.

48 hours out · evening (40 min)

- Read the entire Bonus 4 Tracker aloud, twice. Your child's own gaps are the highest-yield revision on earth.
- Redraw the five key diagrams from memory, label in English, check against the notes.
- Run the experiment trio on the two biggest experiments in the notes.

24 hours out · morning (25 min)

- One two-minute memory dump per topic from the index — closed book.
- Read the three circled Tracker rows. Write them once on a card. The card goes to school.
- Pack tonight: pens, pencils, ruler, water. Sleep is a mark multiplier — 8 hours beats 2 more of notes.

Exam morning · at the desk

- The moment writing is allowed, write the three circled facts in the margin from memory.
- First 2 minutes: map the paper — sections, marks, minutes-per-mark.
- Bank the objective floor first. Three-pass finish. No blank answers, ever.

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