

School: DepEdClub.com Grade Level: VI
Teacher: File Created by Ma'am ANA LIZA DEGAMO SEBASTIAN Learning Area: MAPEH
Teaching Dates and Time: OCTOBER 28 - 31, 2024 (WEEK 5) Quarter: 2ND QUARTER

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY FRIDAY		
I.OBJECTIVES						
A.Content Standards	Understands the importance of keeping the school and community environments healthy	Demonstrates understanding of participation in and assessment of physical activities and physical fitness	Demonstrates the concept of melody by using intervals in the major scale and in the minor scale.	Demonstrates understanding of shapes, space, colors, and the principles of emphasis, harmony and contrast in digital painting and poster design using new technologies.		
B.Performance Standards	Demonstrates practices for building and maintaining healthy school and community environments	Participates and assesses performance in physical activities. Assesses physical fitness	Applies learned concepts of melody and other elements to composition and performance	Applies concepts on the use of software in creating digital paintings and graphics design.		
C.Learning Competencies/ Objectives	Classifies different types of wastes H6CMH-IIe-5	Observes safety precautions PE6GS-IIb-h-3 Executes the different skills involved in the game PE6GS-IIc-h4 Explains the nature background of the game PE6GS-IIb-1	Demonstrates the ability to sing, read, and write simple musical notations in the key of G Major and its relative minor MU6ME-IIa-1 Analyze the melodic patterns of songs in G major and its relative minor MU6ME-IIa-2	Realizes that art processes, elements and principles still apply even with the use of technologies AGEL-IIe		
II.CONTENT	Healthy School and Community Environment	Assessment of Physical Activities and Physical Fitness Invasion Game:" Lawin at sisiw"/ "Agawang panyo"	Melody	Digital painting graphic Design		
III.LEARNING RESOURCES						
A.References						
1.Teacher's Guide pages	TG. p9	PE6 Curriculum Guide, p.35				
2.Learners's Materials pages						
3.Textbook pages	Enjoying life Through Music, Arts, Physical Education and Health 6 by Marissa C. Pascual, Irene Feliz S. Reyes, Ma. Elvira M. Garcia. Mignon C. Artuz pp.40-43	The 21st Century MAPEH in Action	Enjoying life Through Music, Arts, Physical Education and Health 6 by Marissa C. Pascual, Irene Feliz S. Reyes, Ma. Elvira M. Garcia. Mignon C. Artuz pp.47-53 The 21st Century MAPEH in Action	Garcia. Mignon C. Artuz pp.44-53		
4.Additional materials from learning resource (LR) portal	K to 12 Curriculum Guide 6					

B.Other Learning Resource	Powerpoint, Activity card.	Laptop, Ppt Presentation https://www.youtube.com/watch ?v=piDObmOoDAY https://www.youtube.com/watch		Powerpoint, cellphones, computers, netbook		
NADDOCEDIADES		<u>?v=ZjBq-IF7KZk</u>				
A.Reviewing previous lesson or presenting the new lesson	Ask the pupils to identify wastes that can be found at home, in school and in the community	What game did you play last week? What are the rules to follow in playing Sungka? How many shells are needed in all? Who will win in the game sungka?	What key signatures have we discussed last week? What musical symbols do you see in it? Do Re Mi Fa Sol La Ti Do	Have you wondered just what digital paintings are?	Checking of pupils' homework. What are the different elements and principles of art?	
B.Establishing a purpose for the lesson		Present some examples of invasion games and let them identify it. Today,We are going to assess our participation in physical activities based on the	Present the song" O Come, All ye faithful"key of G major What do you notice at the fifth line of the staff? What do we call that symbol? What does it mean? Where can you find the Do? Look at the second staff what do you observed?What does the sharp mean except from telling its key signatures? Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more	Showing the art work of Vincent Van Gogh, Amorsolo and Tadao Cern.	Did you bring your gadgets children? Who are your favourite artists? Why did you like them?	

		Philippines physical activity pyramid through an invasion games.			
C.Presenting Examples/ instances of the new lesson	Activity1: Biodegradable and Non-Biodegradable (Annex 1) Direction: Classify the words below under the proper heading. food waste rubber tires DVD animal waste metals radioactive materials paper magazine dead animals vegetables BIODEGRADA NON-BIODEG BLE RADABLE	What games have you played with your friends and classmates? Have you tried the games shown on the pictures?	Present the song" O Come, Emmanuel"Let them analyze the key of the song What is the home tone of the song? Is the song in major or minor mode? On what line or space is the home tone located? What is the name of the key of the song?	Allow the puplis toobserve and describe the works of Vincent Van Gogh, Amorsolo and Tadao cern	Teacher discuss the activities to de done by the pupils using their gadgets. Direction: Create your own digital painting similar with the masters (Van Gogh, Amorsolo, Tadao Cern, Etc)using GIMP
D.Discussing new concepts and practicing new skills #1	Discuss and differentiate biodegradable and non-biodegradable materials 1. How will you know that waste is biodegradable? non-biodegradable? 2. How can you lessen the amount of biodegradable and non-biodegradable waste at home? In school? In the community?	What are some reasons why most children don't play traditional games anymore?	Allow the pupils tostudy the song "Away in a manger" -clap the rhythmic pattern whiule reciting the syllables -recite the words of the song in rhytmn -Sing the pitches of the song -Sing the words of the song in accurate pitch and rhytmn	What art processes are used by these artists in painting their artworks? Are these processes be use /apply even with the use of technologies? Why? Allow the pupils to view a video tutorial of GIMP's Paint tools.	Hands On activity of the pupils.

E.Discussing new concepts and	Activity2:	Do you know the game "Lawin at	Write out the melodies on the staff	Give some instructions to the	Call on a pupil to say something
practicing new skills #2	Classify other waste materials	Sisiw"? How about the agawang	in the key of GMajor and e minor	pupils in creating a digital	about his/her output.
practicing new skins #2	as: solid waste, water waste,	panyo? How to play the game?	In the key of diviajor and e minor	painting that shows	What motivates you to create
	hazardous waste, bio	The teacher let the pupils to view	- ()	a. Geometric shape	your output?
	medical/health care waste, and	the short video about "Agawang	X	b. Constrasting lines	your output:
	reusable and recyclable	panyo and Lawin at Sisiw"		c. Two colors	Is using technology in your art
	materials. (Annex 2)	https://www.youtube.com/watch		c. Two colors	work essential? Why?
	materials. (Annex 2)	?v=piDObmOoDAY	J		work essential: wily:
	Direction: Classify the words	:V-DIDOBINOODAT	so fa mi re		
	below by matching Column A	https://www.youtube.com/watch	30 10 1111 10		
	with that of Column B.	?v=ZjBq-IF7KZk			
	Column A Column B	:V-ZJDQ II 7 KZK	-0		
			X		
	1 1				
	boards, pet				
	bottles, cartons,		J		
	11		mi re do ti		
	fragile bottles,				
	plastic				
	containers,				
	1 1				
	scrap metals				
	Spoiled Hazardous				
	foods, scrap Wastes				
	parts of fruits				
	and				
	vegetables, animal				
	bones,				
	internal				
	organs				
F.Developing Mastery	The teacher will discuss other	What should we remember	Analyze the melodic patterns of	Study and discuss the	Contimuation of hands On
, ,	waste materials (solid waste,	before we play?	song in g major in e minor	outputs of the puplis	Activity.
	water waste, hazardous waste,	Play the game "Lawin at Sisiw"/	"Away in a Manger"		,
	bio medical/health care waste,	Agawang Panyo"	Fiil the data being asked for in the		
	and reusable or recyclable		table below		
	materials) 1.		Away in O		
	Why is it important to know the		the Come,		
	types of wastes?		manger All ye		
	2. How can this help you in		faithful		
	maintaining a healthy school		Home		
	and community environment?		Tone		
	The second secon	<u> </u>		<u>I</u>	<u> </u>

G.Finding Practical application of concepts and skills in daily living	How does classification and segregation of wastes help you	Why should we not forget our Traditional Filipino games?	Letter name where the home tone is Mode Name of the key			
,	at home? In school? In the community	,				
H.Making generalization and abstraction about the lesson	What are the different classifications of wastes?	What are the skills develop in the game? Can you assess your physical fitness through this game?	 The sharp sign at the beginning of the staff serves as the key to be able to read the pitches on the staff The sharp sign raises the pitch by a half step The key of one sharp gives the key of G major and E minor G mnajor and E minor are relative keys because both of them use the same key signatures which is one sharp 	GIMP is a powerful and versatile siftware that can be used to create a beautiful digital painting its various features can create lines, shapes and colors that when these elements are blended in a pleasing way, it shows harmony. Arts elements and principles still apply with the use of technologies.		
I.Evaluating learning	Classify the different type of wastes Direction: Write B if the example is biodegradable, NB if non biodegradable or H if it is haradous Fruit Seeds peelings Cans Used batteries	 Did you enjoy the game? Describe the skills involved in the game? Did you observe safety precautions? What are the rules in playing Agawang Panyo? Lawin at Sisiwi? Do you feel proud being Filipino while playing the game? 	True or false 1. The home tone or tonal center of songs in majoy keys is DO 2. The key of a piece is named after the letter name where the home tone is. G major and D Minor are relative keys because they use the same key signatures.		 of the part of the	Devel oping 1 Can apply desig n eleme nts with

	Pesticides Left over					with	with	fair
	foods					exce	grea	skill
	bottles Expired					llent	t	
	medicines					skills	skills	
					Crea	Can	Can	Can
					tivit	sho	sho	show
					l y	w	w	good
					'	exce	grea	attent
						llent	t	ion to
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							n to	
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						il	ils,	es are
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						mat	erial	ghtou
						erial	s,	t the
						/met	met	digital
						hods	hods	painti
						are	are	ng.
							effec	116.
						highl		
						γ	tive	
						effec		
						tive		
J.additional activities for application	Make a slogan about the	List down other invasion games		Bring your gadgets tomorrow	What is	a poste	r?How	can you
or remediation	importants of classifying wastes.	with pictures then paste it in your			create r			
	, ,	portfolio					•	
V.MGA TALA								
VI.PAGNINILAY								
A.Bilang ng mag-aaral na nakauha ng								
80% sa pagtatayao.								
B.Bilang ng mag-aaralna								
nangangailangan ng iba pang Gawain								
para sa remediation								
C.Nakatulong ba ang remedial? Bilang								
ng mag-aaral na nakaunawa sa aralin.								
D.Bilang ng mag-aaral na magpapatuloy								
sa remediation								
E.Alin sa mga estratehiyang pagtuturo								
ang nakatulong ng lubos?Paano ito								
nakatulong?								
	<u> </u>	·	!	!				

F.Anong sulioranin ang aking naranasan			
na solusyunansa tulong ng aking			
punungguro at superbisor?			
G.Anong kagamitang panturo ang aking			
nadibuho nanais kong ibahagi sa kapwa			
ko guro?			