ann NG EO		School:		Grade Level:	VI	]		
, KADA	GRADE 6 DAILY LESSON	Teacher:		Learning Area:	МАРЕН			
		Teaching Dates						
WAYA NG PILA	LOG	and Time:	(WEEK 2)	Quarter:	1 <sup>st</sup> Quarter			
			MONDAY	TUESDAY	WEDNESDAY	THURS	DAY	FRIDAY
I. OBJECT	VE/S		P.E		HEALTH	MUSIC	ARTS	P.E.
A.	Content Standard		demonstrates understanding of participation and assessment of physical activity and physical fitness	the importance of hea	onal health issues and concerns and lth appraisal procedures and in preventing or managing them	demonstrates understanding of the concept of rhythm by applying notes and rests, rhythmic patterns, and time signatures	demonstrate s understandin g of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using new technologies in drawing	demonstrates understanding of participation and assessment of physical activity and physical fitness
В.	Performance Standard		participates and assesses performance in physical activities.assesses physical fitness	practices self manager skills to prevent and co concerns	ment ontrol personal health issues and	responds to beats in music heard with appropriate conducting patterns of 2 3 4 and 6 4 4 4 8	creates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo.	participates and assesses performance in physical activities. assesses physical fitness

C. Learning Competencies (write the LC Code)	. explains thenature/background of the games PE6GS-Ib-1 describes the skills involved in the games PE6GS-Ib-2 observes safety precautions PE6GS-Ib-h- recognizes the value of participation in physical activities PE6PF-Ib-h-19 assesses regularly participation in physical activities based on the Philippines physical activity pyramid PE6PF-Ib-h-18 displays joy of effort, respect for others and fair play during participation in physical activities PE6PF-Ib-h-20 identifies areas for	describes personal health issues and concerns H6PHlab-18 demonstrates self-management skills H6PHlab-19	Differentiates among 2 3 4  4 4 4  And 6 time signatures  8 MU6RH-Ib-e-2  • Describes the 2  4 time signature	designs cartoon character on the spot using new technologies applies concepts on the use of the software (commands, menu, etc.) A6P R-Ib	Explains the nature/background of the games PE6GS-Ib-1 describes the skills involved in the games PE6GS-Ib-2 observes safety precautions PE6GS-Ib-h-recognizes the value of participation in physical activities PE6PF-Ib-h-19 assesses regularly participation in physical activities based on the Philippines physical activity pyramid PE6PF-Ib-h-18 displays joy of effort, respect for others and fair play during participation in physical activities PE6PF-Ib-h-20 identifies areas for improvement PE6PF-Ib-h-22
	identifies areas for improvement PE6PF-Ib-h-22				
II. CONTENT	Assessment of physical activities and physical fitness	Personal Health -Issues and Concerns 1. height and weight(stunted growth, underweight, overweight, obesity)	RHYTHM Musical Symbols and Concepts: 1. Notes and Rests	Principles: 6. CONTRAST 7. EMPHASIS	Assessment of physical activities and physical fitness Target games (batuhang Bola/ Tamaangtao

III. LEARNING RESOURCES	Target games (Tumbangpreso)	2. hearing (impacted cerumen, swimmer's ear, otitis media) 3. vision 4. (astigmatism, myopia, hyperopia,xerophthalmia, strabismus) 5. skin, hair and and nail 6. (sunburn, dandruff,corns, blisters and calluses, ingrown toenails) 7. posture and spine disorders (scoliosis, lordosis, kyphosis) 8. oral/dental problems (cavities, gingivitis, periodontitis, malocclusion, halitosis)	2. Meters 3. Rhythmic Patterns		Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more
A. References					
1. TG/CG pages					
2. Learner's Materials pages					
3. Textbook pages	ASE P.E Module 2	1 OUSD Health 1 O1 Medule 1 Deading 2	MISOSA5-module6		ASE P.E Module 2
	pp.6-7,12-13  21st Century MAPEH in Action Gerardo C. Lacia pp. Copyright 2016,pp126	1. OHSP Health 1 Q1 Module 1, Reading 2 2. OHSP Health 1 Q2 Module 1 pp.10-13 3. EdukasyongPangkatawan, kalusugan, at Musika I. DepED. Abejo, Mary Placid Sr. et.al. 1991.pp.46-52, 69-7	Musika at Sining 6. Sunico, Raul M. et al, 2000. Projector, laptop, musical scale of the songs HaranasaBukid, HimigPasko and other folk songs pp.8-10 *Umawit at Gumuhit 6.Valdecantos, Emelita C. 1999. pp.5-20		pp.6-7,12-13  21st Century MAPEH in Action Gerardo C. Lacia pp. Copyright 2016,pp126
4. Materials downloaded from LRMDS					
B. Other Learning Materials	Lata ng gatas/evap , tsinelas			Laptop, PC desktop	Palayok,
IV. PROCEDURES					

A.	Reviewing previous lesson and presenting new lesson	Describe the Philippine Physical activity pyramid	Review the previous lesson	Let the pupils sing the song "Tao, taopo ". Let the pupils clap/ tap the rhythm of the song .	Review the previous lesson	How is Tumbangpresoplayed? What skills are develop by playing the game?
В.	Establishing a purpose for the lesson	Would you like to play a game ?	Establish the purpose for the lesson	Today, we are going to describe the 2 4 time signature	Today, we are going to apply concepts on the use of software.	Would you like to play a game again ?
C.	Presenting examples/instances of the lesson	Fill the pride of being a Filipino with Tumbangpreso. This game promote healthful lifestyle. Furthermore,they promote: patriotism( to feel the pride of being Filipino) Bonding( to build bridge of fun and closeness among neighborhood to develop camaraderie with peers) and sportsmanship ( to build a positive outlook on acceptance of winning and being defeated	Group the class in four Give them topics to research and to talk /share with the group and share to the whole class. Provide them with readings downloaded from LRMDS Group 1. skin, hair and and nail Group 2. (sunburn, dandruff ,corns, blisters and calluses, ingrown toenails) Group 3. posture and spine disorders (scoliosis, lordosis, kyphosis) Group 4. oral/dental problems (cavities, gingivitis, periodontitis, malocclusion, halitosis) *Include personal hygiene to be observe to prevent or control personal health issues	Present again the song "Tao, taopo". Analyze the song. Give the value of each note find in the song and relate the value of the notes to the time signature of the song. Review the meaning of the numbers in the time signature. Discuss the value of the song in the life of Filipino.	( This lesson should be done in the E-classroom. In the absence of technology, the teacher may prepare visuals that would help the pupils visualize and conceptualize the concepts on the use of software )	Fill the pride of being a Filipino with Tumbangpreso. This game promote healthful lifestyle. Furthermore,they promote: patriotism( to feel the pride of being Filipino) Bonding( to build bridge of fun and closeness among neighborhood to develop camaraderie with peers) and sportsmanship ( to build a positive outlook on acceptance of winning and being defeated
D.	Discussing new concepts and practicing new skills #1	Remind the pupils on the precautionary measures that they should do to avoid being hurt while playing Bring them to the playground and let	Big group sharing	Play the song and then the pupils will do the following:  1. Tap the rhythm of the song  2. Clap the rhythmic pattern of the song  3. Create an action of the song	Each pupil should hands on/ or manipulate the computer while the teacher showing the commands and menu	Remind the pupils on the precautionary measures that they should do to avoid being hurt while playing Bring them to the playground and let them play BasagangPalayok

		them play		The pupils will sing	Those pupils	
		TumbangPreso		the song ,too.	who are	
		Turnburgi reso		the song ,too.	already	
					literate in the	
					use of	
					computer	
					may serve as	
					tutors to	
					their peers.	
					Any	
					applications	
					in the	
					computer	
					may be use.	
					Would it be	
					photoshop,	
					publisher, my	
					drawing desk	
					etc	
		MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
E.	• • • • • • • • • • • • • • • • • • • •	After the play, ask them		Play the song and		Basagangpalayok is a
	skills #2	How is Tumbangpreso		then the pupils will		Filipino game played by
		played		do the following:		children during birthday
				1. Tap the		parties and town fiestas.
				rhythm of the song		The goal of the game is for
				2. Clap the		a blind-folded player to hit
				rhythmic pattern of		and break the clay pot into
				the song		pieces.
				3. Create an		Discuss with the pupils the
				action of the song		rules of the game.
						rules of the game.
				The pupils will sing		
				the song ,too.		
F.	, , ,					
	assessment 3)					
G	• • • • • • • • • • • • • • • • • • • •				Provide the	Have a classroom setting
	skills in daily living				pupil activity	portraying fiesta or
					to apply the	birthday party. Provide
					concept	each pupil with a party hat
						to wear during the game
						to create a birthday party
						atmosphere in the
						classroom.

н.	Making generalization and abstractions about the lesson		What are personal health issues? How to handle it	How would you describe the 2 4 time signature ?	What are the commands and menu in the use of software	Assign one of the pupil to play/ be blind-folded
I.	Evaluating learning	Self-assessment . Use rubrics  1.Did you enjoy the game ? 2. Describe the skills involved in the game ? 3.Did you observe safety precautions ? 4. Did you display joy of effort, respect for others and fair play during your participation to the game ? 5.Do you feel proud being Filipino while playing the game ?	Do you practice personal hygiene to prevent and control personal health concerns.? What are these ?	Sample questions for assessment:  1. What is the value of quarter note in the 2/4 time signature?  2. How many beats are there in every measure in 2/4 time signature?  3. What is the value of eight note in 2/4 time signature?  4. Can we use the whole note in 2/4 time signature?  Why?	Use rubr ics to asse ss pupi Is perf orm ance The ory 50% Appl icati on 5%	Self-assessment . Use rubrics  1.Did you enjoy the game?  2. Describe the skills involved in the game?  3.Did you observe safety precautions?  4. Did you display joy of effort, respect for others and fair play during your participation to the game?  5.Do you feel proud being Filipino while playing the game?
J.	Additional activities for application or remediation		Share your inputs to your family and friends			
V. REM	IARKS					
VI. REI	ELECTION	Assessing yourself as a tea	cher and analyzing the students' progress this week.			
	No. of learners who earned 80% in the evaluation					
В.	No. of learners who acquired additional activities for remediation who scored below 80%					
C.	Did the remedial lessons work? No. of learners who have caught up with the lesson.					
D.	No. of learners who continue to require remediation.					

E. Which of my teaching strategies worked well? Why did these work?	
F. What difficulties did I encountered which my principal can help me solve?	
G. What innovation or localized materials did I used/discover which I wish to share with other teachers?	