

 GRADES 1 to 12 DAILY LESSON LOG	School:	DepEdClub.com	Grade Level:	VI
	Teacher:	File created by Ma'am ANA LIZA D. SEBASTIAN	Learning Area:	MAPEH
	Teaching Dates and Time:	OCTOBER 21 - 25, 2024 (WEEK 4)	Quarter:	2ND QUARTER)

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
I. OBJECTIVES					
A.(Content Standards)	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.	Demonstrates understanding of participation in and assessment of physical activities and physical fitness	Understands the importance of keeping the school and community environments healthy	Weekly test
B. (Performance Standards)	Applies learned concepts of melody and other elements to composition and performance.	Applies concepts on the use of software in creating digital paintings and graphic design.	1. participates and assesses performance in physical activities. 2. assesses physical fitness	Demonstrates practices for building and maintaining healthy school and community environments	
C. (Learning Competencies)	Demonstrates the ability to sing, read, and write simple musical notations in the: 1.1 Key of C Major 1.2 Key of G Major 1.3 Key of F Major	Creates a digital painting similar with the Masters' (e.g., Van Gogh, Amorsolo, etc.) in terms of style, theme, etc. A6PR-IIc	describes the Philippines physical activity pyramid PE6PF-lia-16 explains the indicators for fitness PE6PF-lia-17	Identifies different wastes H6CMH-lie-4	Be able to answer the given questions with accuracy.
II. (Content)	Melody	Digital Painting	Invasion Games for Physical Fitness: An Enhanced Understanding	Healthy School and Community Environments	
III. (Learning Resources)					
A. (References)	The 21st Century MAPEH in Action				
1. (Teacher's Guide Pages)		p.49			
2. (Learner's Materials pages)					
3. (Textbook Pages)		MAPEH in Action pp.112-133	The 21 st Century MAPEH in Action pp. 202-216		
4. (Additional Materials from LR Portal)					
B. (Other Learning Resources)		Pictures,Laptop,any personal/school computers, powerpoint, LCD Projector,	Powerpoint , Lcd projector, Sungka, pebbles or small shells.	Powerpoint, pictures, activity cards,	Test Questionnaires, test notebooks, e-class record, pens.

		For the school/pupils without gadgets. Paint, paint brush, oslo paper,coupon bond and water color.			
IV. (Procedures)					
A. (Review previous Lesson)	Do you still remember when you were a baby, your mother used to sing a lullaby in order for you to sleep?	What is digital painting? (is a type of digital art but it is not “computer-generated” art, in that it does not involve the computer automatically generating an image from mathematical models created by the artist. In digital painting, the artist uses painting techniques to create the image directly on the computer)	What games have you played with your friends and classmates? What are again the rules in playing Agawang Base Stealing Base?	1. What can you do to make and keep the school and environment healthy? 2. Identify and discuss the wastes that affect the family, school, and community.	Recall their past lessons. Preparation of test materials
B. (Establishing purpose for the lesson/ Motivation)	What is the reason why you have a favorite song?	How do you prepare and go digital painting? (see pp.114-)	Picture analysis: Teacher presents a picture and allows the pupils to describe it. Today, we will be having group activities. Teacher divides the group, and pupils follow directions.		Why should you get a high score in any given test?
C. (Presenting examples or presentation/ instances of the new lesson)	Present the copy of the song. “With a Little help from my friends” https://www.youtube.com/watch?v=krZlsZ9I2o4	Preparing for digital painting Of what use is a computer software in making paintings today? (see pp.115-126) How do you assemble everything to create a finished digital painting? Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more	Video presentation: How to play Sungka https://www.youtube.com/watch?v=V_AaVnx-StQ	Word Hunt Directions: Identify and encircle 10 words in the box that are related to wastes. (arranged vertically and horizontally) Write your answer on a cartolina/manila paper. One minute is provided for the activity. Present the group’s answer when the time is up. Words to find: wood, cartons, needles, battery, sewage, metals, CD, plastic, rubber and bottles	Setting of standards in taking the test

D. (Discussing new concepts and practicing new skills)	Ask different questions about the song	<p>Do It Yourself (DIY) My Paint</p> <ol style="list-style-type: none"> 1. Open Gimp(Open Source) for tablet PC. 2 .Using your digital pen, draw out your outlines. 3. Then, use the paint bucket tool to dump color into large areas. 4. Create virtual brushstrokes. 5. Work in layers. 6. Use the Artists 'Brushes. 7. Print the completed painting. <p>Note: For those who do not have any computers/gadgets. You make use of paint/watercolor and paint brush to draw your digital art painting.</p>	<p>Discussion on how to play Sungka</p> <ul style="list-style-type: none"> •The skills developed in playing Sungka •The Rules In playing Sungka 	<p>Word Configuration</p> <ol style="list-style-type: none"> 1. Divide the class into 4 groups. 2. Each group will be given work sheets (Annex 2) 3. The task of the group is to identify the words being described in the following numbers (1-5). Word configuration with quiz bee approach will be applied to this activity. 4. Each group will use a Show Me Board in presenting their answers. <p>Questions</p> <ol style="list-style-type: none"> 1. Waste that can easily be broken down into smaller parts by natural processes 2. Waste products with poisonous chemicals that were flushed out by factories and industrial plants 3. Also known as waste 4. One of the most common radioactive materials 	Distributes test materials to the pupils.
E. (Discussing new concepts & practicing new skills #2)	Listen to the song. “With a little help from my friends”	Activity Proper: Pupils perform the given activity with the guidance of the teacher (Hands On)	Activity Proper; Pupils play the Sungka while the teacher observes and manage the class	The teacher will identify and discuss the wastes that affect the family, school, and community	Answering of test items
F. Developing Mastery (Leads to Formative Assessment 3)					
G. (Finding to Practical Application of concepts and skills in daily living/ Valuing)	Sing with the Music.	Is digital art painting more convenient for you? Why?	Why should we preserve our traditional games like Sungka?	<ol style="list-style-type: none"> 1. What are the waste products that can be found at home and in the community? 2. How will you dispose these wastes properly 	

H. (Making Generalization & Abstraction about the lessons)	What is the message of the music?	What are the steps in making digital art painting?	Sungka is a game played by two player by using a solid carved wood with two rows of seven circular hole and two large holes at both ends called house (bahay) Forty-nine small stones, marbles, pebbles, seeds, or even shells can be used in holes that are alternately put except in the house. The two players hold each side of rows as their territory.		
I. (Evaluating Learning)	Reflection of the music.	Direction: Put a check (/) before each statement that describes your attitudes and feelings during and after doing the artwork. ___I can apply concepts on the use of the software.(commands,menu,etc.) ___2. I can utilize art skills using new technologies(hardware and software) ___3.I can create a digital painting similar with the Masters’(e.g., Van Gogh, Amorsolo, Tadao, etc.) ___4.I can accept the remarks and suggestions of others ___5.I can see me improving in how I think and work in this activity.	List down the rules in playing Sungka.	Game: Pinoy Henyo 1. Divide the class into four (4) teams. 2. Each team will choose 2 representatives, one will be the “tagahula”, while the other one will serve as the guide. He/she is only allowed to say “oo, hindi, pwede”. 3. Each team will be given a minute to guess the word assigned to them. 4. The teacher will record the time of each team. 5. The team with the shortest time in guessing the word wins the game. Answers: (paper, bone, urine, cotton, glass)	Checking and recording of test results
J. (Additional activities for application or remediation)		Finalize your work at home. Read more about digital art painting and memorize the commands, etc	List down the different kinds of wastes that affect our health and the community.		
V. (Remarks)					
VI. (Reflection)					
A.(No. of learners who earned 80% in the evaluation)					
B.(No. of learners who requires additional acts for remediation who scored below 80%)					

C.(Did the remedial instruction really work? No of learners who caught up with the lesson)	
D.(No. of learners who continue to require remediation)	
E. (Which of the strategies work well? Why did this work?)	
F. (What difficulties did I encounter which my principal/ supervisor can help me solve?)	
G. (What innovations or localized materials did I used/ discover which I wish to share with other teacher?)	