GRADES 1 to 12 DAILY LESSON LOG	School:		Grade Level:	VI
	Teacher:		Learning Area:	MAPEH-ARTS
	Teaching Dates and Time:	S(WEEK 6)	Quarter:	1ST QUARTER

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
I. OBJECTIVE/S					
A. Content Standard	Demonstrates understanding 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 the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using newt technologies in drawing	Demonstrates understanding of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using newt technologies in drawing	Demonstrates understanding of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using newt technologies in drawing	WEEKLY TEST Demonstrates understanding of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using newt technologies in drawing
B. Performance Standard	Relates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo. designs cartoon character on the spot using new technologies	Relates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo. designs cartoon character on the spot using new technologies	Relates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo. designs cartoon character on the spot using new technologies	Relates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo. designs cartoon character on the spot using new technologies	ANSWER QUESTIONS GIVEN
C. Learning Competencies (write the LC Code)	Realizes that art processes, elements, and principles still apply even with the use of technologies. A6EL-Ie 2. appreciates the elements and principles applied in comic art. A6PL-Ie	Realizes that art processes, elements, and principles still apply even with the use of technologies. A6EL-Ie 2. appreciates the elements and principles applied in comic art. A6PL-Ie	Realizes that art processes, elements, and principles still apply even with the use of technologies. A6EL-Ie 2. appreciates the elements and principles applied in comic art. A6PL-Ie	Realizes that art processes, elements, and principles still apply even with the use of technologies. A6EL-Ie 2. appreciates the elements and principles applied in comic art. A6PL-Ie	Realizes that art processes, elements, and principles still apply even with the use of technologies. A6EL-Ie 2. appreciates the elements and principles applied in comic art. A6PL-Ie
II. CONTENT	Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. Producing these using Technology CARTOON CHARACTER Making	Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. Producing these using Technology CARTOON CHARACTER Making	Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. Producing these using Technology CARTOON CHARACTER Making	Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. Producing these using Technology CARTOON CHARACTER Making	Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. Producing these using Technology CARTOON CHARACTER Making

III. LEARNING RESOURCES					
A. References	The 21st Century MAPEH IN ACTION 6	The 21st Century MAPEH IN ACTION 6	The 21st Century MAPEH IN ACTION 6	The 21st Century MAPEH IN ACTION 6	The 21st Century MAPEH IN ACTION 6
1. TG/CG pages					
2. Learner's Materials pages					
3. Textbook pages	The 21st Century MAPEH IN ACTION 6 pp. 78-111	The 21st Century MAPEH IN ACTION 6 pp. 78-111	The 21st Century MAPEH IN ACTION 6 pp. 78-111	The 21st Century MAPEH IN ACTION 6 pp. 78-111	The 21st Century MAPEH IN ACTION 6 pp. 78-111
4. Materials downloaded from LRMDS					
B. Other Learning Materials	Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n' Draw (Open Source) for Tablet PC	Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n' Draw (Open Source) for Tablet PC	Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n' Draw (Open Source) for Tablet PC	Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n' Draw (Open Source) for Tablet PC	Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n' Draw (Open Source) for Tablet
IV. PROCEDURES					
A. Reviewing previous lesson and presenting new lesson	Review past lessons about digital logo. Ask: what are logos? What do logos do?	Review of the past lesson What are the different types of cartoons?	Review past lessons on the first and second drawing challenge	Review the past lesson on cartoon character made Which is the Sketch n' Draw	
B. Establishing a purpose for the lesson	Today, you will realize that art processes, elements, and principles still apply even with the use of technologies.	Today, you are going to do some challenges on making a cartoon face drawing challenge	Today we are going to do the third challenge on cartoon face challenge.	Tell the pupils: Today, we are going to do the Activity 2- Cosplay	
C. Presenting examples/instances of the lesson	For the second part of our lesson, we will study cartoon character making and study ther following: 1. Origin and Nature of Cartoons 2. Types of Cartoons 3. The art of cartoon character making 4. Methods and Principles of Cartoon Charatcer Making 5. Digital Cartoon Character Making	Tell and ask the pupils: How can one be a successful in creating cartoon character? Creating cartoon character is fun. This takes practice and patience.	Tell the pupils that they are going to do the third challenge which is all about Sketch n' Draw and Inkscape. Tell the Procedures: 1. Scan and and save your art as a digital file as you did in making your digital logo. 2. Search the internet for various website video tutorials on how to create cartoon	Tell the pupils: Cosplay is short for "costume play" It involves creating costumes, styling a dress, and mimicking a favorite cartoon, movie or video game character. Cosplay is commonly seen at shopping mall, parks, science fiction conventions and book fairs.	

			characters using software programs, The third challenge is all about Sketch n' Draw and Inkscape. Procedures: 1. Scan and and save your art as a digital file as you did in making your digital logo. 2. Search the internet for various website video tutorials on how to create cartoon characters using software programs		
D. Discussing new concepts and practicing new skills #1	Show pictures of different cartoons character like Mickey Mouse, Pinocchio etc..	Discuss about the physical features, facial character, facial expression, hands, and the feet	3. Download any of these image programs for final character layout using a tablet and digital pen. Print out and copy	Discussion on cosplay a well-designed costume cosplay costume relies on the creativity and skills of the cosplayer.	
E. Discussing new concepts and practicing new skills #2	Discuss what are cartoons and how cartoons evolve What are the different types of cartoons in Editorial cartoon, strip cartoon, and caricature	Talk about the recent developments in cartoon making 	Find out who is the best invention and best cartoon character is most interesting and funniest?	A role playing complete an effective cosplay costume	

F.	**Developing mastery (lead to formative assessment 3)**	Activity to try: Have you ever tried drawing a caricature? Choose anyone who likes to have fun, ask yourself what is special to them? Are they tall and skinny? Do they smile a lot? Do their ears stick out?  Does the finished picture make you laugh?	Do the activity: Cartoon Face Drawing challenge: Materials: Pencils, oslo paper, crayons, felt tip pen or marker. Procedures: Draw a cartoon character of yourself, inventing a cartoon character and drawing a cartoon character digitally 1. Study yourself in a mirror 2. See what your eyes and mouth are up to when you are sleepy, shocked, angry naughty etc.. 3. Sketch the result.		Group activity: A. Creation Procedures: 1. Choose a character to cosplay, choose a cartoon character that fits a model's general appearance , such as height and weight. 2.Take into consideration your group's skills and limitations before choosing a character 3.Choose an outfit 4.Search materials 5.Visualize your own ideas 6.Look for recycle materials to transform 7.Apply make up for the costume 8.Presentation of the group	
G.	**Finding practical application of concepts and skills in daily living**	Where do cartoonist get their ideas to create them	Let the pupils Invent their own cartoon character based on their image, and let them tell their character to their classmates.	Give a suitable name of the cartoon character you made and what is applied to you as your own image?	Taking a mold of a body part special effects manipulation is part of cartoon character-making	
H.	**Making generalization and abstractions about the lesson**	Cartoonist has been creating amusing characters and fantasy creatures for a long time. Many ideas come from their life.	Cartoonist has been creating amusing characters and fantasy creatures for a long time. Many ideas come from their life.	Cartoonist has been creating amusing characters and fantasy creatures for a long time. Many ideas come from their life	Cartoonist has been creating amusing characters and fantasy creatures for a long time. Many ideas come from their	
I.	**Evaluating learning**	Prepare learning logs Learning logs help you integrate the art content, art process, and personal feelings that you experience in our lesson, 1. What did I do in my art class today? 2. What did I learn? 3. What did I find interesting about the art? 4.What questions do I have	Prepare learning logs Learning logs help you integrate the art content, art process, and personal feelings that you experience in our lesson, 1. What did I do in my art class today? 2. What did I learn? 3. What did I find interesting about the art? 4.What questions do I have	Prepare learning logs Learning logs help you integrate the art content, art process, and personal feelings that you experience in our lesson, 1. What did I do in my art class today? 2. What did I learn? 3. What did I find interesting about the art? 4.What questions do I have	Prepare learning logs Learning logs help you integrate the art content, art process, and personal feelings that you experience in our lesson, 1. What did I do in my art class today? 2. What did I learn? 3. What did I find interesting about the art? 4.What questions do I have	

	about what I learned 5. What was the point of today's lesson?	about what I learned 5. What was the point of today's lesson?	about what I learned 5. What was the point of today's lesson?	about what I learned 5. What was the point of today's lesson?	
J. Additional activities for application or remediation					
V. REMARKS					
VI. REFLECTION	Assessing yourself as a teacher and analyzing the students' progress this week.				
A. No. of learners who earned 80% in the evaluation					
B. 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?					