<table>
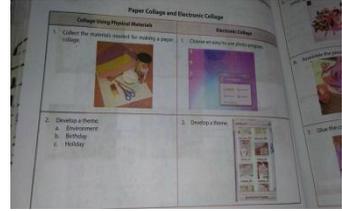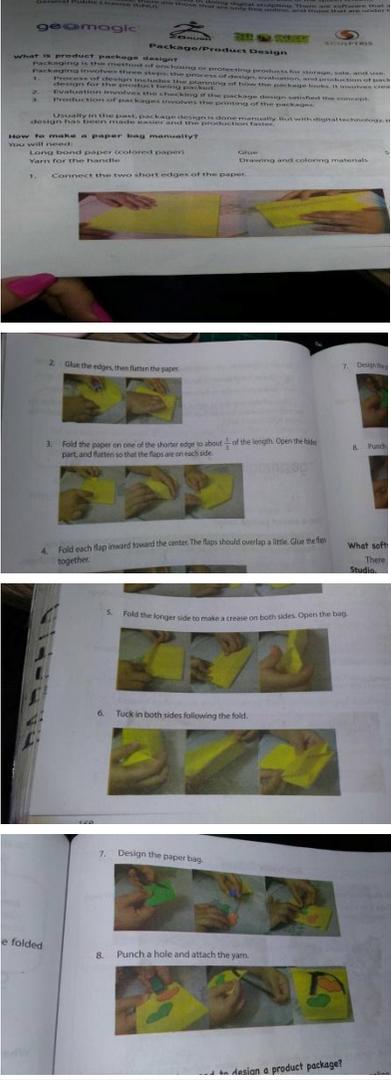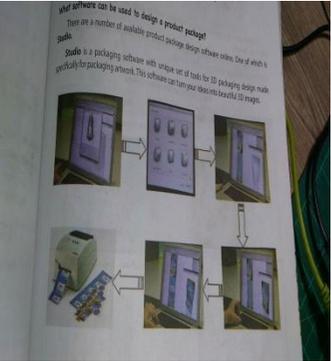<tr><td rowspan="2"><img /> GRADES 1 to 12 DAILY LESSON LOG</td><td>School:</td><td></td><td>Grade Level:</td><td>VI</td></tr>
<tr><td>Teacher:</td><td></td><td>Learning Area:</td><td>MAPEH-ARTS</td></tr>
</table>

Teaching Dates and Time:	**WEEK 4**	**Quarter:**	**4TH QUARTER**

	MONDAY	**TUESDAY**	**WEDNESDAY**	**THURSDAY**	**FRIDAY**
I. OBJECTIVE/S	**ARTS**	**ARTS**	**ARTS**	**ARTS**	
A. Content Standard	The learner demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	The learner demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	The learner demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	The learner demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	WEEKLY TEST
B. Performance Standard	"The learner creates an actual 3-D digitally-enhanced paper bag for a product or brand. The leaner applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation."	"The learner creates an actual 3-D digitally-enhanced paper bag for a product or brand. The leaner applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation."	"The learner creates an actual 3-D digitally-enhanced paper bag for a product or brand. The leaner applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation."	"The learner creates an actual 3-D digitally-enhanced paper bag for a product or brand. The leaner applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation."	1. ADMINISTERING TEST QUESTIONS CORRECTLY. 2. ADMINISTERING OF WEEKLY TEST 3. SETTING OF STANDARDS 4. TEST PROPER 5. CHECKING OF TEST RESULTS
C. Learning Competencies (write the LC Code)	The learner knows that design principles and elements relates to everyday objects. **A6EL-IVa**	The learner appreciates the elements and principles applied in product design. **A6PL-IVa**	The learner manifests understanding of the concepts applied in product design. **A6PR-IVb**	The learner utilizes art skills in using new technologies (hardware and software) in package design. **A6PR-IVc**	
II. CONTENT	NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (Electronic Collage)	NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (Electronic Collage)	NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (Electronic Collage)	NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (Electronic Collage)	
III. LEARNING RESOURCES					
A. References					
1. TG/CG pages	21st Century Mapeh in Action 6	21st Century Mapeh in Action 6	21st Century Mapeh in Action 6	21st Century Mapeh in Action 6	
2. Learner's Materials pages					

3. Textbook pages	pp.167-170	pp.167-170	pp.169-170	pp.170-171	
4. Materials downloaded from LRMDS					
B. Other Learning Materials					
IV. PROCEDURES					
A. Reviewing previous lesson and presenting new lesson		Have a review on product design.	What is product/package design?	What is a 3D art?	
B. Establishing a purpose for the lesson	Today we are going to study about products.	What is product design?	Why do some groceries used paper bags instead of plastic bags?	What is a collage?	
C. Presenting examples/instances of the lesson	What is a product? How do you choose a product according to its packaging?	What is package design?	What is software design?	Collage is an art production in which several materials are put together, to form a new work of art.	
D. Discussing new concepts and practicing new skills #1	What are the product design processes?	Ask the students to bring out their materials and make their own product design using the paper.	What is a studio? Where can we create a 3D design?		
E. Discussing new concepts and practicing new skills #2	Discuss the product design processes Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more	How to make a paper bag manually?	What can we create inside a studio? What software can we used to design a product package?	What is procuct/package design?	

F.	**Developing mastery (lead to formative assessment 3)**	Groupings. Form 3 groups that will arrange the following into order. Production-planning-drawing-selection-implementation-evaluation Answer: Planning-drawing-selection-implementation-evaluation-evaluation-production	Give the instructions on how to make a paper bag manually.	Hands on. Create their own product design using a computer. Follow the steps below:		
G.	**Finding practical application of concepts and skills in daily living**	If the packaging of an item is eye-catching than the other one what will you buy and why?	Why is it important to use paper bag instead of plastic bags?		Where can we use 3D product design? In Animation can we use it? Give names of cartoon characters used in animation.	
H.	**Making generalization and**	What is a product?	What is package? product design?	What is the software that we could use in making a 3D product package design?	What is the importance of a studio in creating a 3D product design?	

	abstractions about the lesson					
I.	**Evaluating learning**	True or False 1. Drawing stage when artist are met by the planning team to discuss the package design.(T) 2. The planning stage is tested and checked for its weaknesses and strengths before being passed for production.(F) 3. Selection team reviews all drawings made and makes a careful study of which best suits the objectives made in the planning stage. (T) 4. A product can be in physical, nonphysical, and virtual forms. (T) 5. A product package design involves certain stages to produce the approved creative design. (T)	True or False Write true if it is a part of making a paper bag manually. If not write false. 1. Connect the two edges of the paper. (T) 2. Glue the edges then flatten the paper. 3. Fold the paper on one of the shorter edge about 1/5 of the length. Open the folded part, and flatten so that the flaps are on each side. (T) 4. Fold each flap inward toward the center. (T) 5. Fold the longer side to make a crease on both side. Open the bag.(T)	Create their own 3D design using their own downloaded files.	What is a studio? What is 3D packaging?	
J.	**Additional activities for application or remediation**	Bring the following tomorrow: Glue, colored paper, scissors, yarn for handle.	Download pictures of birthdays, valentine's day or any celebration. Save it in your usb.	Bring pictures of flowers. 10 pictures per student.	Study more on 3d design.	
ARKS						
.ECTION		**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?	

File created by Ma'am MONA LIZZA S. BARCELO
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