	School:	Dalaguete National High School	Grade Level	Grade 12
	Teacher:	Mr. George P. Lumayag	Teaching Area:	Media & Information Literacy
Daily Lesson Plan	Teaching Dates & Time:	January , 2023 7:45-11:00 noon 1:00-4:00 P.M.	Quarter:	2

I. COMPETENCIES	WEEK 16, DAY 5 NOTE: Be sure that the lesson for a particular day is discussed. (non-negotiable)
A. Content Standard	The learner demonstrates an understanding of media and information literacy (MIL) and MIL-related concepts.
B. Performance Standard	The learner organizes a creative and interactive symposium for the community focusing on being a media and information-literate individual.
C. Learning Competencies/Objectives	The learner produces the manipulative presentation information and media.
I. OBJECTIVES	
Knowledge	Identify the manipulative tools;
Skills	Produce a creative manipulative-based presentation; and
Attitudes	Evaluate honestly the manipulative-based presentation and media.
II. CONTENT	Manipulative Presentation Information and Media
III. LEARNING RESOURCES	
A. References	https://www.studocu.com/ph/document/silliman-university/financial-accounting-and-reporting/manipulative-and-multimedia-dimensions-of-information-media/26191343
1. Teacher's Guide pages	https://sites.google.com/deped.gov.ph/mil/dlps
2. Learner's Materials pages	https://sites.google.com/deped.gov.ph/mil/online-slides
3. Test Book pages	
4. Learning Resources (LR) portal	
B. Other Learning References Self Learning Home Task (SLHT)	https://sites.google.com/deped.gov.ph/mil/online-slides Pages 1-10
IV. PROCEDURES	
	A. Questions: B. Prayer: C. Checking of Attendance: D. Cleaning the Area: E. Other:
	Using your cellphone, search on the internet for the meanings of unfamiliar words. **Vocabulary:** **Manipulative Media** are tools that are used to aid in hands-on learning. **computer program** is a sequence of instructions written using a Computer **Programming Language** to perform a specified task by the computer. **programming language** is a way for programmers (developers) to communicate with computers. Programming languages consist of a set of rules that allows string values to be converted into various ways of generating machine code, or, in the case of visual programming languages, graphical elements. **kinesthetic senses** are the senses of position and movement of the body.

DRILLS: Use game as an activity to engage, correct, and assess learner's prior knowledge to determine their readiness to the present lesson. Give analysis right after performing the said activity.	innate is existing in, belonging to, or determined by factors present in an individual from birth
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REVIEW: The Teacher will ask 3 to 5 relevant questions leading to the topics to be discussed. | The teacher may ask the students to recall the previous lesson and share it before the class.

What is a Motion Media?

- is visual media that gives the appearance of a movement
- can be a collection of graphics, footage, videos. It is combined with audio, text and /or interactive content to create multimedia |
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MOTIVATION: It is the teacher's priming that will hook engage student's interest to focus by giving essential and relevant, situations to activate the prior knowledge leading to the presentation of new lesson. | The teacher shall ask the following question:

Manipulative Media

Manipulative media are objects, activities, programs and applications that teachers and students use to engage in interactive, hands-on learning.
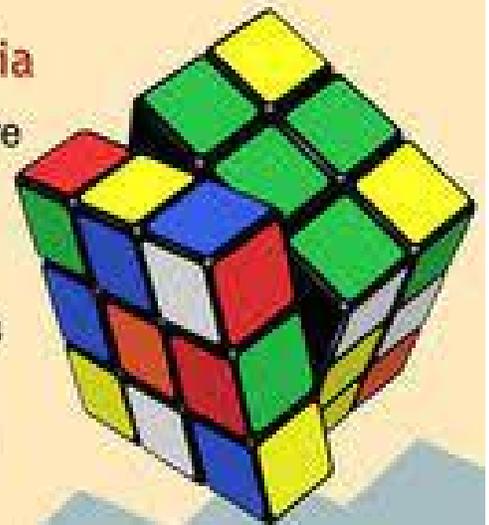
What can you describe in the picture? |
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WHAT ARE MANIPULATIVES MEDIA AND INFORMATION?
Manipulatives Media are tools that are used to aid in hands-on learning. They can be physical objects or computer programs which |

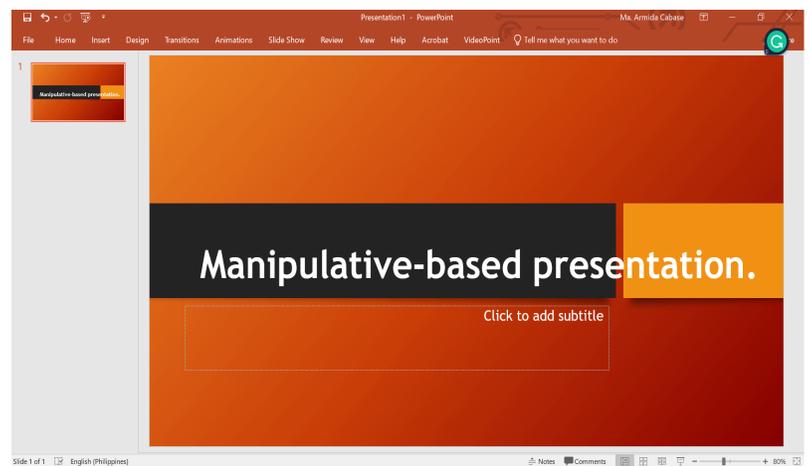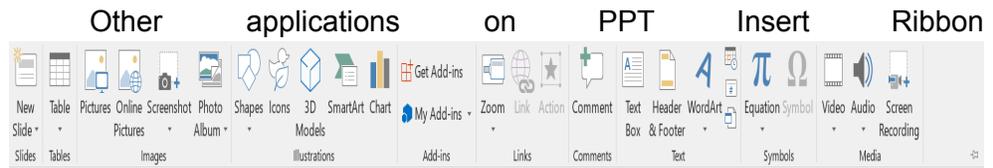|	
LESSON PROPER: Teacher's input or abstraction to deliver and present the concepts of the lesson in a systematic manner. Provoke thinking of students by asking relevant questions to gauge student's understanding of the lesson/s.	learners can manipulate in order to grasp an idea, and gain understanding or mastery of given concepts. These tools assist students to advance their knowledge through their visual and kinesthetic senses. Interactive media engage the user and interact with him or her in a way that non-interactive media do not. Interactivity is the communication process that takes place between humans and computer software. This is typically found in games. There are two types of manipulative media: • Traditional manipulative • Digital manipulative The following are the advantages of traditional manipulative: • Hands-on learning • Multisensory • Variation in learning • Promotes collaboration The following are the disadvantages of traditional manipulative: • Need for supervision • Inability to save progress • Difficulty in assessing • Limited feedback • Costly • Limited The following are the disadvantages of digital manipulative: • Expensive • Not accessible An example of digital manipulative is Lego bricks embedded with robotics technology, which students can program to move and perform certain functions. Other examples of digital manipulatives are computer programs which learners can manipulate in order to grasp an idea, and gain understanding or mastery of given concepts. These tools assist students to advance their knowledge through their visual and kinesthetic senses. Microsoft PowerPoint Presentation for offline and Google Slide Presentation for online application. Using Advanced Features of MS Powerpoint ● Customize Color Schemes. ● Add Animation effects.

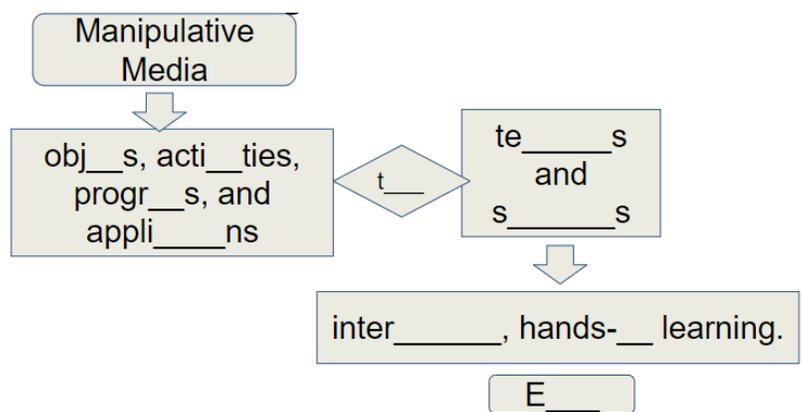|	
	- Use the Slide, Notes and Handout Masters. - Create, Edit and Import Charts. - Create and Edit Tables. - Manage Hyperlinks. - Create Custom Shows. - Export Outlines & Presentation Slides to Word. Other applications on PPT Insert Ribbon **Disclaimer:** The statements and icons stated above are borrowed from the online sources. The Department of Education does not claim or own the presented statements and icons. Links for the sources are found in the reference part of the Self-Learning Home Task.
  PRACTICE EXERCISES: The teacher will provide practice exercises that will be answered by the students in pairs or in group or in individual performance in the new normal.	**Activity: ICT Integration. Group 1** Based on the reading material, what are manipulative tools? Integration: Insert Financial Statement using the tables and charts. Journals of the following: Share Capital, Sales, Merchandize Inventory; Operational expenses **Numeracy** : Gross Profit: Php 800,00, Operational Expenses: Php 300,00. What is your Net Surplus? Source: **Analysis: Group 2** **Why is there a need to understand manipulative media and information?** We count with our fingers, use hand signs like thumbs up, ok, quit, etc. the "basics' ' of manipulatives media and information is innate in us. Learning through this medium is natural. Learning through this medium is also engaging and affective as well.
  GENERALIZATION: The teacher will give questions to draw out or elicit from the students what is expected to generalize about concepts and or demonstrate steps in solving problems.	**Abstraction: Group 3** Directions. Fill-in the letters on the empty spaces of the schematic diagram. Source:
	Applications: By pair

APPLICATIONS: The teacher will give questions on application to ensure that the lessons were understood and skills were being acquired. Ask real life situations if possible to develop appreciation of students.	Directions. Use the desktop computer, and utilize the MS Powerpoint presentation. Produce a manipulative presentation using the text-based, audio based, visual based, and motion based presentations. Criteria: - quality of material - developmentally appropriate - facilitator has a working knowledge - upkeep of equipment and strong internet connection
QUIZ: The teacher will give a pen paper test to verify and ensure students' mastery of the lesson.	**Assessment:** Evaluate honestly the 10-item quiz @ https://docs.google.com/presentation/d/1mo2TKEm00e6eBIiUBH-5A3B5_5gRbmGN/edit#slide=id.p26 Source: https://sites.google.com/deped.gov.ph/mil/online-slides
ASSIGNMENT: The teacher will give 1 or 2 easy, 1 or 2 average, and 1 difficult activities to be done at home to strengthen the students assessment.	Assignment is optional

GUIDE QUESTIONS FOR REFLECTIONS	
REFLECTION: The teacher needs to reflect what went well and what went wrong to improve teacher's and students' performance.	How many students didn't find difficulties in answering their lesson?
	How many students find the lesson interesting, engaging, and enjoyable?
	What is lacking in the lesson? (Prior knowledge, skills needed, or interest to listen and pay attention).
	How many students were trying to cope up despite the same difficulties encountered in the delivery of the lesson?
	How many students mastered the lesson despite the limited resources facilitated the teaching and learning process?
	How many students finished their work on time, and how many of them did not finish their work on time? Why?
	Number of learners who earned 80% in the evaluation.
	Number of learners who earned 80% above.
	Number of learners who need additional activities and require for remediation.
	What went well?

	(Ex. I planned well what strategy fits my students, and the lesson as well to be discussed the reason why 90% of them acquired the skills needed to use and perform.)
	What do I need to improve in my teaching performance and students' performance? (Ex. I have to employ a variety of strategies that fits to my students and sustain my energy to execute another lesson.)

Prepared by: Checked by:

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