School:		Grade Level:	VI
Teacher:	File created by Ma'am EVELYN M.CABAHUG	Learning Area:	MAPEH
Teaching Dates and Time:	AUGUST 29 – SEPTEMBER 2, 2022 (WEEK 2)	Quarter:	1st Quarter

RADE 6 DAILY LESSON LOG

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
I. OBJECTIVE/S	**P.E**	**HEALTH**	**MUSIC**	**ARTS**	**P.E.**
A. Content Standard	demonstrates understanding of participation and assessment of physical activity and physical fitness	Demonstrates understanding of personal health issues and concerns and the importance of health appraisal procedures and community resources in preventing or managing them	demonstrates understanding of the concept of rhythm by applying notes and rests, rhythmic patterns, and time signatures	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 participation and assessment of physical activity and physical fitness
B. Performance Standard	participates and assesses performance in physical activities.assesses physical fitness	practices self-management skills to prevent and control personal health issues and concerns	responds to beats in music heard with appropriate conducting patterns of	creates concepts through art processes, elements, and principles using new technologies (hardware and	participates and assesses performance in physical activities. assesses physical fitness

			2 3 4 and 6 4 4 4 8	software) to create personal or class logo. designs cartoon character on the spot using new technologies	
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 improvement PE6PF-Ib-h-22	describes personal health issues and concerns H6PHIab-18 demonstrates self-management skills H6PHIab-19	Differentiates among 2 3 4 4 4 4 And 6 time signatures 8 MU6RH-Ib-e-2 • Describes the 2 4 time signature	applies concepts on the use of the software (commands, menu, etc.) A6PR-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
II. CONTENT	Assessment of physical activities and physical fitness Target games (Tumbangpreso)	Personal Health -Issues and Concerns 1. height and weight(stunted growth, underweight, overweight, obesity) 2. hearing (impacted cerumen, swimmer's ear, otitis media) 3. vision	RHYTHM Musical Symbols and Concepts: 1. Notes and Rests 2. Meters 3. Rhythmic Patterns	Principles: 6. CONTRAST 7. EMPHASIS	Assessment of physical activities and physical fitness Target games (batuhang Bola/ Tamaangtao Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more

		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)			
III. LEARNING RESOURCES					
A. References					
1. TG/CG pages					
2. Learner's Materials pages					
3. Textbook pages	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	MISOSA5-module6 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		ASE P.E Module 2 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 ?
B. 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		Group the class in four Give them topics to research and to talk /share with the group and share	Present again the song " Tao, taopo ".	(This lesson should be done in the E-classroom. In the absence of technology, the teacher may	Fill the pride of being a Filipino with Tumbangpreso. This game

	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	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	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.	prepare visuals that would help the pupils visualize and conceptualize the concepts on the use of software)	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 them play TumbangPreso	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 The pupils will sing the song ,too.	Each pupil should hands on/ or manipulate the computer while the teacher showing the commands and menu Those pupils who are 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..	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
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E. Discussing new concepts and practicing new skills #2	After the play, ask them How is Tumbangpreso played		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 The pupils will sing the song ,too.		Basagangpalayok is a Filipino game played by children during birthday parties and town fiestas. The goal of the game is for a blind-folded player to hit and break the clay pot into pieces. Discuss with the pupils the rules of the game.
F. Developing mastery (lead to formative assessment 3)					
G. Finding practical application of concepts and skills in daily living				Provide the pupil activity to apply the concept	Have a classroom setting portraying fiesta or birthday party. Provide

					each pupil with a party hat to wear during the game to create a birthday party atmosphere in the classroom. Assign one of the pupil to play/ be blind-folded
H. 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	
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 rubrics to assess pupils performance Theory 50% Application 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. 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?	