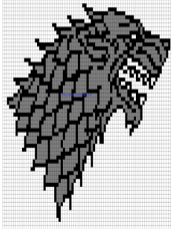
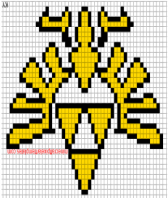


 GRADES 1 to 12 DAILY LESSON LOG	School:		Grade Level:	VI
	Teacher:		Learning Area:	MAPEH
	Teaching Dates and Time:	SEPTEMBER 12 – 16, 2022 (WEEK 4)	Quarter:	1ST QUARTER

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
I. OBJECTIVE/S					
A. Content Standard	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	The learner...Demonstrates understanding of personal health issues and concerns and the importance of health appraisal procedures and community resources in preventing or managing them
B. Performance Standard	responds to beats in music heard with appropriate conducting patterns of 2 3 4 and 6 4 4 4 8		creates 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	participates and assesses performance in physical activities assesses physical fitness	practices self management skills to prevent and control personal health issues and concern
C. Learning Competencies (write the LC Code)	Differentiates among 2 3 4 4 4 4 And 6 time signatures 8 •Describes the4 4 time signature MU6RH-Id-e-2		creates personal or class logo as visual representation that can be used as a product, brand, or trademark A6PR-Id	1`explains the nature/background of the games PE6GS-Ib-1 2.describes the skills involved in the games PE6GS-Ib-2 3.observes safety precautions PE6GS-Ib-h- 4.recognizes the value of participation in physical activities PE6PF-Ib-h-19 assesses regularly participation in physical activities based on the	explains the importance of undergoing health appraisal procedure H6PH-Idf-21 regularly undergoes health appraisal procedures H6PH-Idf-22

			Philippines physical activity pyramid PE6PF-Ib-h-18 5.displays joy of effort, respect for others and fair play during participation in physical activities PE6PF-Ib-h-20 6.identifies areas for improvement PE6PF-Ib-h-22	
II. CONTENT	RHYTHM Musical Symbols and Concepts: 1. Notes and Rests 2. Meters 3. Rhythmic Patterns	Process: 8. DRAWING – NEW TECHNOLOGIES 8.1 logo 8.2 cartoon characters LOGO DESIGN Software: Inkscape (Open Source) for Laptop/Desktop PC	Assessment of physical activities and physical fitness Target games (Tatsing)	Undergoing Health Appraisal Procedures (height and weight measurement, breast selfexamination for girls, hearing test, vision screening, scoliosis test and health and dental examinations)
III. LEARNING RESOURCES				
A. References				
1. TG/CG pages				
2. Learner's Materials pages				
3. Textbook pages	MISOSA5-module6 Musika at Sining 6. Sunico, Raul M. et al, 2000		ASE P.E Module 2 pp.6-7,12-13 21st Century MAPEH in Action Gerardo C. Lacia pp. Copyright 2016,pp126 Original File Submitted and Formatted by DepEd Club Member - visit depedclub.com for more	OHSP Health 1Q1 Module 1 Reading 2 pp. 8-9 Screening test 2. EdukasyongPangkatawan,Kalusugan,at Musika I. DepED. Abejo, Mary Placid Sr. et. al. 1991. pp.49-50;54-59;69-71.
4. Materials downloaded from LRMS				
B. Other Learning Materials	Projector, laptop, musical scale of the songs HaranasaBukid, or any folk songs in three-four time signature pp.8-10 *Umawit at Gumuhit 6.Valdecantos, Emelita C. 1999. pp.5-20	Desk top, laptop , graphing paper (alternative)		
IV. PROCEDURES				

A. Reviewing previous lesson and presenting new lesson	Let the pupils sing the song “HARANA SA bUKID”. Ask the pupils to pass the ball following the rhythm of the song	Review the concepts on the use of software Commands, menu etc..	Review the previous lesson	
B. Establishing a purpose for the lesson	Today, we are going to describe the 4 time signature	Are you familiar with this art?  PIXEL ART (Logo design) Quarter 1 DEPARTMENT OF EDUCATION Today, we are going to create your own logo, using pixel art	Today you are going to play tatsing. Why Tatsing ?	
C. Presenting examples/instances of the lesson	Present the song Bumalaka ay Buwan  What is the time signature of the song ?WHAT is meant by the upper 4 ?, the lower 4 ?What are the notes and rests used in the song? What is the value of the quarter note/rest, eight note/rest , half note/rest ? How many beats are there in each measure of the song ?	Have a short discussion on the history and processes of pixel art A History of Pixel Art  Pixel art is a form of Digital Art, created through the use of raster graphics software, where images are edited on the pixel level. Graphics in most old (or relatively limited) computer, console, graphing calculator and mobile phone video games are mostly pixel art.  A History of Pixel Art The term Pixel Art was first published by Adelle Goldberg and Robert Rignall of Xerox Palo Alto Research Center in 1982. The concept, however, goes back about 10 years before that, for example in Richard Shoup's SuperPaint system in 1972, also at Xerox PARC. Some traditional art forms, such as counted-thread embroidery (including cross-stitch) and some kinds of mosaic and beadwork, are very similar to pixel art. These art forms construct pictures out of small colored units similar to the pixels of modern digital computing.	Feel the pride of being a Filipino with Tatsing. 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	

D. Discussing new concepts and practicing new skills #1	Help the students clap/ tap the rhythmic pattern of the song “Bumalaka ay Buwan “		Remind the pupils of thw Dos and DONTs while making an art work. Provide the class with graphing paper, in the absence of laptop or computer. Demonstrate to the pupils how to use the graphing paper in creating a logo	Make sure to remind the class of the precautionary measures while playing before you let them play the game. (Those who cannot perform the game may serve as scorer or can play as sport journalist who will cover the game)	
E. Discussing new concepts and practicing new skills #2	(May use the rhythmic syllables to represent each note in the rhythmic pattern)		Group activity Help the pupils to do the art process. Students who are good in pixel art may assist their peers	Call a pupil to discuss the Mechanics of the game	
F. Developing mastery (lead to formative assessment 3)		Present the song 	ART PRODUCTION	Give emphasis on the value of the game. Make sure that the pupils will bear in mind that the game is never a way of teaching them to gamble but for them to be able to take pride of their culture while enjoying the game	
G. Finding practical application of concepts and skills in daily living	Group activity 1. What is the time signature of the song? 2. What are notes and rests used in the song? 3. What is the value of notes/rests in the song? 4. How many beats are there in each measure Clap the rhythmic pattern of the song			?	
H. Making generalization and abstractions about the lesson		How would you describe the 4 4 Time signature	What should we remember in making a logo using pixel art ?	What skills are develop in the game ?How would you assess your physical fitness after playing the game ?	
I. Evaluating learning		Use rubrics to assess the performance of the pupils	Rubrics Process 50% Product 50%	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					
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?					