



**GRADES 1 to 12**  
**DAILY LESSON LOG**

School:	Visit <a href="http://DepEdResources.com">DepEdResources.com</a> for More	Grade Level:	III
Teacher:	File created by Sir LIONELL G. DE SAGUN	Learning Area:	MAPEH
Teaching Dates and Time:	MARCH 18 – 22, 2024 (WEEK 8)	Quarter:	3 <sup>RD</sup> QUARTER

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
<b>I OBJECTIVES</b>					
A. <i>Content Standard</i>	Demonstrates understandings of movement in relation to time ,force and flow.	Demonstrates understanding of factors that affect the choice of health information and products.	Demonstrates understandings of movement in relation to time ,force and flow.	Demonstrates understanding of factors that affect the choice of health information and products.	
B. <i>Performance Standard</i>	Performs movements accurately involving time,force and flow.	Demonstrates critical thinking as a wise consumer.	Performs movements accurately involving time,force and flow.	Demonstrates critical thinking as a wise consumer.	
C. <i>Learning Competency</i>	Performs conditioning and flexibility exercises that will improve body mechanics. PE3PF – IIIa – h -16	Identify consumer responsibilities H3CH – IIIh -9-10	Performs conditioning and flexibility exercises that will improve body mechanics. PE3PF – IIIa – h -16	Identify consumer responsibilities H3CH – IIIh -9-10	
<b>II CONTENT</b>	Indigenous Game: Tumbang Preso	Consumer Responsibilities	Indigenous Game: Tumbang Preso	Consumer Responsibilities	
<b>III. LEARNING RESOURCES</b>					
<b>A. References</b>					
1. <i>Teacher’s Guide Pages</i>	317 -318	436 -437	317 -318	436 -437	
2. <i>Learner’s Materials pages</i>					
3. <i>Text book pages</i>					
4. <i>Additional Materials from Learning Resources</i>					
<b>B. Other Learning Resources</b>					
<b>IV. PROCEDURES</b>					
A. <i>Reviewing previous lesson or presenting the new lesson</i>	Checking of Attendance Warm - up Activities	Form 3 groups and ask each group to role play a situation about consumer right.	Checking of Attendance Warm - up Activities	Form 3 groups and ask each group to role play a situation about consumer right.	
B. <i>Establishing a purpose for the lesson</i>	What games do Filipinos usually play?	What should you do as a consumer before you use a product or service?	What games do Filipinos usually play?	What should you do as a consumer before you use a product or service?	
C. <i>Presenting Examples/instances of new lesson</i>	Present a picture of creative game called Crazy Can.	Brainstorm about the word “ responsibility” and a “ consumer”.	Present a picture of creative game called Crazy Can.	Brainstorm about the word “ responsibility” and a “ consumer”.	

<i>D. Discussing new concepts and practicing new skills #1</i>	How would you like to play this game?	- What are the five things to remember concerning consumer as a person?	How would you like to play this game?	- What are the five things to remember concerning consumer as a person?	
<i>E. Discussing new concepts and practicing new skills #2</i>					
<i>F. Developing mastery (Leads to Formative Assessment)</i>					
<i>G. Finding Practical applications of concepts and skills</i>	Activity 2 : Tumbang Preso Original File Submitted and Formatted by DepEd Club Member - visit <a href="http://depedclub.com">depedclub.com</a> for more	Role Play about consumer responsibilities: Reflective Strategy: As a consumer ,how vast you know your responsibility in our country?	Activity 2 : Tumbang Preso Original File Submitted and Formatted by DepEd Club Member - visit <a href="http://depedclub.com">depedclub.com</a> for more	Role Play about consumer responsibilities: Reflective Strategy: As a consumer ,how vast you know your responsibility in our country?	
<i>H. Making generalizations and abstractions about the lesson</i>	What indigenous game did you played today?	What are consumer responsibilities?	What indigenous game did you played today?	What are consumer responsibilities?	
<i>I. Evaluating Learning</i>	Rubriks	Do Let's Check on LM.	Rubriks	Do Let's Check on LM.	
<i>J. Additional activities for application or remediation</i>	Research a game that is like tumbang preso in way of playing the game.	Agreement: Make or be a wise consumer.	Research a game that is like tumbang preso in way of playing the game.	Agreement: Make or be a wise consumer.	
<b>V. REMARKS</b>					
<b>VI. REFLECTION</b>					
<i>A. No. of learners who earned 80% on the formative assessment</i>					
<i>B. No. of Learners who require additional activities for remediation</i>					
<i>C. Did the remedial lessons work? No. of learners who have caught up with the lesson.</i>					
<i>D. No. of learners who continue to require remediation</i>					
<i>E. Which of my teaching strategies worked well? Why did these work?</i>					
<i>F. What difficulties did I encounter which my principal or supervisor can help me solve?</i>					
<i>G. What innovation or localized materials did I use/discover</i>					

*which I wish to share with other teachers?*

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