



GRADES 1 to 12
DAILY LESSON LOG

School:		Grade Level:	III
Teacher:	Credits to the Writer of this DLL	Learning Area:	MAPEH
Teaching Dates and Time:	APRIL 11-14, 2023 (WEEK 9)	Quarter:	3RD QUARTER

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
I OBJECTIVES					
<i>A. 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.	
<i>B. Performance Standard</i>			Performs movements accurately involving time,force and flow.	Demonstrates critical thinking as a wise consumer.	
<i>C. Learning Competency</i>			Performs conditioning and flexibility exercises that will improve body mechanics. PE3PF – IIIa – h -16	Identify consumer responsibilities H3CH – IIIh -9-10	Summative Test
II CONTENT			Indigenous Game: Tumbang Preso	Consumer Responsibilities	
III. LEARNING RESOURCES					
A. References					
<i>1. Teacher’s Guide Pages</i>					
<i>2. Learner’s Materials pages</i>					
<i>3. Text book pages</i>					
<i>4. Additional Materials from Learning Resources</i>					
B. Other Learning Resources					
IV. PROCEDURES					

<i>A. 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.	
<i>B. 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?	
<i>C. Presenting Examples/instances of new lesson</i>			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?	
<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	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?	
<i>I. Evaluating Learning</i>			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.	
V. REMARKS					
VI. REFLECTION					

<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 which I wish to share with other teachers?</i>					