





Life Performance Outcome

✓ LPO1: Mindful, Self-directed LEARNERS and ROLE MODELS



Program Outcomes

- ✓ PO7: Create and adeptly execute a variety of individual and group skill, dance, and sports movements that develop self-discipline, confidence, and teamwork.
- ✓ PO3: Utilize their technical, communication, interpersonal, and teamwork skills in planning, executing, and evaluating a proposed project or venture that represents an economically viable and sustainable career pathway for themselves and benefits their local community.



Essential Performance Outcomes

✓ EPO7: Describe the new abilities they have developed as the result of self-initiated projects and learning experiences.



Content Standard

✓ The pupil demonstrates understanding of participation and assessment of physical activity, physical fitness, identify the different game safety precautions and value of health-enhancing games, know other products or equipment found at home, in school, or in community using electricity, commands used in formatting data and cells of self-initiated projects and learning experiences.





Performance Standards

✓ The pupil participates and assesses performance in physical activities, making a project plan, apply formatting to an Excel worksheet that contains data as the result of self-initiated projects and learning experiences.



Most Essential Learning Competencies

✓ Demonstrate an understanding of the game safety precautions, value of health-enhancing games, make a project plan using different kinds of materials available in community (wood, metal, bamboo) using electricity that can be a livelihood project and formatting data into cells.



Intended Learning Outcomes

- Health-enhancing Games: Nature, Importance and Safety Precautions
- ✓ Safety and function in planning, working with electricity
- ✓ Apply formatting to an Excel worksheet that contains data







MAPE (P.E) Session 1

HELE/COM Session 2

- ✓ Write a Short paragraph/explanation
- Match the Electrical appliances or gadgets
- ✓ Identify the Group
- To help us understand better, let's click/open this link – https://www.youtube.com/w atch?v=L0cQ_lvL8LQ
- https://www.youtube.com/w atch?v=SelJii6Old8
- https://www.youtube.com/w atch?v=E1oSmesXgBA







Rubric for scoring: 3 – points Content 2 – points Grammatical Structure

Write a short explanation about the following questions.

 As a PE student, what benefit did you personally get from the health-enhancing game

2. What is the best way to prepare your body before engaging in sports?



Match the electrical appliances or gadgets in column A with its uses or functions in column B. Write the letter of the correct answer on the line.

Α	В
electrical appliances or gadget	use or function
1. robot	a. cool
2. radio	b. electronics
3. electric fan	c. heat
4. fluorescent lamp	d. light
5. telephone	e. movement
6. battery	f. power
7. train	g. sound
8. fire alarm	h. wind
9. oven	
10. refrigerator	

https://www.sciencebuddies.org/science-fair-projects/science-projects/electricity-electronics/fifth-grade



Identify which group the given command belongs to. Encircle the letter of your answer.

1	Top	Alic	ın	
1.	100	AIIC		

- a. Cell
- b. Font
- c. Number
- d. Alignment

3. Font color_____

- a. Cell
- b. Font
- c. Number
- d. Alignment

5. Percent Style _____

- a. Cell
- b. Font
- c. Number
- d. Alignment

2. Insert Cells _____

- a. Cell
- b. Font
- c. Number
- d. Alignment

4. Decrease Decimal_____

- a. Cell
- b. Font
- c. Number
- d. Alignment

References:

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www.phoenix.net.ph/:9000/PDF2/web/dlpic.php?file=TalaQRFFJ3847

