



COVERNMENT PROPERTY E

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Lesson Exemplar for PE and Health



IMPLEMENTATION OF THE MATATAG K TO 10 CURRICULUM

Lesson Exemplar for PE and Health Grade 4 Quarter 2: Lesson 3 (Week 5-6) SY 2024-2025

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LESSON EXEMPLAR

PE and Health / QUARTER 2 / GRADE 4

I. CURF	I. CURRICULUM CONTENT, STANDARDS, AND LESSON COMPETENCIES			
	ontent andards	he learners demonstrate an understanding of a healthy family, the roles and responsibilities of family members, and healthy living in promoting family wellness for active and healthy living.		
	erformance andards	The learners participate in daily life activities and invasion games to promote family wellness for active and healthy living.		
Co	earning ompetencies nd Objectives	Learning Competency 1. Perform physical activities using invasion game concepts with agility, balance, and coordination for active living: a. Locomotor skills by avoiding an object or obstacle. Learning objectives: 1. Define locomotor movements 2. Identify the various locomotor movements. 3. Perform the locomotor movements with agility, balance, and coordination. 4. Apply the locomotor movements in playing invasion games.		
C. Co	C. Content Locomotor Skills Movement Agility, Balance, Coordination, Speed Invasion Games			
D. Int	tegration	Family Values: Planning Decision-making		

II. LEARNING RESOURCES

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III. TEACHING AND LEA	NOTES TO TEACHERS	
A. Activating Prior Knowledge	WEEK 1: DAY 1 1. Short Review	
	Activity 1: "Dancing My Daily Household Chores"	
	Procedure:	The teacher may use any music
	• Ask all children to bring out a piece of paper and a pen.	for the children's dance
	• Group the class with 5-10 members/group.	presentation. If there is no music, the teacher may ask the
	• Ask each member to write down at least 2 household chores that they do in their own homes.	children to sing any Philippine folk song while dancing.
	• Ask each member to share with their group mates the household chores that they do.	
	• Ask the children to identify the movements that are involved in doing their household chores and use those movements to come up with a 1- minute dance presentation. (The teacher plays any Philippine folk	

song for the dance presentation of each group). Activity 2: "2-Minute Movement Identification Relay" The objective of the game is for the children to list on the board as fast and as many as they can the movements that they used in their dance- "Dancing My **Daily Household Chores**" that require changing one's location in space. **Procedure:** • Group the children according to their grouping in the activity, "Dancing My Household Chores". Mark the starting lines then ask the children to form their lines by group. • Before the relay, instruct the children that they shall take turns in going to the board. Hence, they shall wait for their group mate to hand them the chalk or the pen at the starting line before they will go to the board to write the word. After two (2) minutes, all children shall be asked to go back to their • proper seats. The teacher together with the children identify the correct movements written by the different groups. The group with the most correct movements listed on the board wins • the game. 2. Feedback (Optional) After the dance presentation of all the groups, ask the children the following questions: • How does doing household chores help in attaining good health and fitness? • What are the benefits to your health when you do your assigned household chores? • What are the benefits to your family when you do your assigned household chores? • How did you feel about your dance performance?

B. Establishing Lesson Purpose	 Lesson Purpose What are locomotor movements? What are the fundamental locomotor movements? What fundamental skills are needed to ensure the successful performance of the locomotor movements in our daily activities? How to enhance the locomotor movements? Activity 1: Film Viewing Let the children watch the "Locomotor Movements through Dance" video: Maniego, H.R. (2021, April 10). Locomotor movements through dance. [Youtube]. https://www.youtube.com/watch?v=zZU0DqPCByk After watching the video, ask the children to define locomotor skills. Ask the children to date note of the locomotor movements presented in the dance video. Ask the children to do the various locomotor skills with various speed. Ask the children what are the important basic movement skills needed to perform the locomotor skills properly. 	The teacher may demonstrate the locomotor skills if the video is not accessible. The teacher needs to ask the children to perform the locomotor skills from moderate to fast pace in order for them to realize the value of: 1. Coordination; 2. Balance; 3. Agility; and 4. Speed.
	Activity 2. "Trick or Treat using the Announced Locomotor Movement"	
	• Divide the class in to 5 equal groups. Identify the tagger team through draw lots.	Materials needed:
	• Draw a square by putting cones on the sides. This will allow all members of the class to know where the base is.	 Cones Candies/ Cookies Soft sticks for togging
	• Station one team in each corner outside the base.	3. Soft sticks for tagging
	• Put all the candies and cookies inside the base. The candies and cookies shall be protected by the taggers. Any student who will attempt to get the cookies or candies shall be chased by the taggers.	
	• The goal of each team is not to be tagged while getting candies/ cookies from the base.	
	• Except for the taggers, all the members of the different teams shall move along the playing area to get candies/ cookies from the base and	

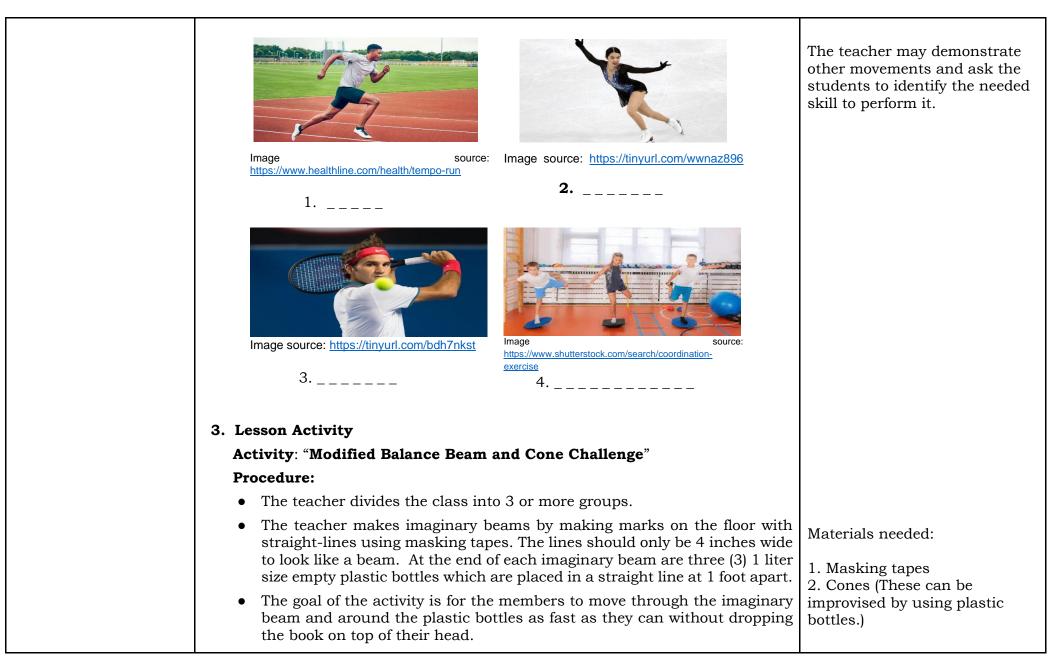
	back to their home base only through the locomotor movemer announced by the teacher. (For example, jumping, hopping, etc.).	
•	Any member tagged shall become a prisoner and shall stay inside the base. At the end of the game, the number of tagged members of an team shall be deducted from the number of cookies/ candies that the got from the base.	7
•	The group with the greatest number of candies/ cookies wins the game	
•	After the game, let them answer the following questions:	
	1. What locomotor movements were used by the players in the game "Trick or Treat"?	;
	2. What kind of game is "Trick or Treat"?	
	3. What was the objective of the game?	
	4. What should each member of the team do to make their tear win?	L
	 Aking Content Area Vocabulary Cocomotor Movements - These are movements that involve traveling from one place to another. These are associated with changing one ocation in space (Lacia, et al., 2019). Walking - is done by transferring the weight of the body from one foot the other (Lacia, et al., 2019). Running - is done by transferring one's weight from one leg to another i a fast motion (Lacia, et al., 2019). Hopping - is done by taking off the floor/ground from one foot an anding on the same foot (Lacia, et al., 2019). Ceaping - is done by taking off the floor/ground from one foot and landing on the other foot (Lacia, et al., 2019). Jumping - is done by taking off the floor/ground from one foot or bot feet and landing on both feet (Lacia, et al., 2019). Skipping - is done by doing a step and a hop (Lacia, et al., 2019). 	

	 Invasion - capturing 2018). Base - the area to b in an invasion game Defense - protecting al., 2018). Offense - attacking al., 2018). To apply what the student. 	e floor/ ground (Lacia, et al., 2019). g or attacking a territory or attacking (Nolasco, et al. e protected or defended by a team from its opponen (Nolasco, et al., 2018). g one's base against the opposite team. (Nolasco, e or putting pressure on the other team. (Nolasco, e s learned during the lesson, an activity will be given activity which students will accomplish. Kindly refe	t t
C. Developing and Deepening Understanding 1. Explicitation a. What are examples of locomotor movements? • Walking • Running • Jumping • Hopping • Leaping • Skipping • Galloping • Sliding		of locomotor movements?	The teacher will facilitate the answers of the pupils leading to the identification of various forms or examples of locomotor movement.
	b. How to properly do	b the locomotor movements? How to do it? (Balaso, et al.,2015)	The teacher may explain how the locomotor movements are done while demonstrating to
			the children if the video is not accessible.

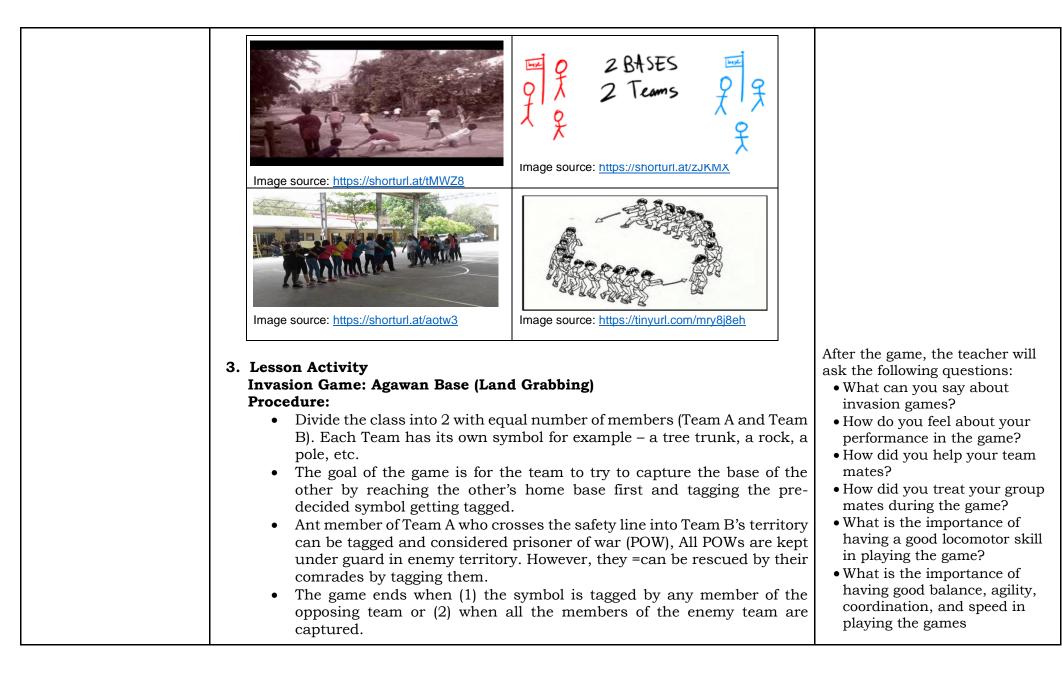
1. Walking	 Transfer your weight from one foot to the other. Relax your shoulders. Start walking with one foot pointing forward and let your heels touch the ground first as you carry them. Swing your arms as you walk. 	
2. Running	 Keep your body straight and bent forward. The steps you take should be faster and wider than when you are walking. Raise your chest and lean your body forward. Bend your arms and elbows =, swing them forward and backward with wrists facing inward and fist half-closed. Keep your arms close to your body. 	
3. Jumping	 Stand with your feet slightly apart. Bend both knees and swing your arms backward. Spring on both feet and one foot. Land on both feet. Jump properly and lightly, maintaining the correct form. 	
3. Hopping	 Stand with your feet slightly apart. Bend both knees and swing your arms backward. Spring on both feet. Land on one foot. Hopping properly and lightly, maintaining the correct form. 	
7. Leaping	 Stand with your feet slightly apart. Bend both knees and swing your arms backward. Spring on one foot. Land on the other foot. 	

2. Skipping	 Raise one foot (right) from the ground and spring on this foot and land on the same foot. Step forward with the other (left) foot, as you raise the other (right) foot from the ground. Continue travelling forward. Swing your arms 	
6. Galloping	 Put the lead foot in front. As you move the lead foot, the trail foot cuts the lead foot. Continue doing this movement until you reach the finish line. Swing your arms while doing the gallop to keep your balance. 	
8. Sliding	 Stand straight, feet together. Bring your right foot diagonally forward without lifting it. Bring your left foot diagonally forward, without lifting it. Repeat alternately with your right foot and left foot till you reach the finish line. Swing your arms as you slide. 	
https://www.youtube.com/watch?v=rCg-MkVkxyU		The teacher may assign a leader who can properly demonstrate the locomotor movements to their group mates if the video is not
to perform the demonstration.	ute practice of the locomotor skills allowing the children e locomotor movements properly based on the tor Movement Circuit Game	accessible.

 Set up a circuit with multiple stations, each focusing on a different locomotor movement. Place the markers to indicate the start and finish line of each station. For example: Station 1: Walking from marker 1 to 2. Station 2: Hopping with the right foot from marker 2 to 3. Station 3: Running from marker 3 to 4. Station 4: Skipping from marker 4 to 5. Station 5; Jumping from marker 5 to 6. Station 6: Galloping from marker 6 to 7. Station 7: Leaping from marker 7 to 8. Let all the children do the activity. 	The teacher may adjust the time for the practice. The teacher may not necessarily let all the movements be done by the class. The teacher may also adjust the time for the activity.
 SUB-TOPIC 2: Movement Skills: Agility, Balance, Coordination, Speed 1. Explicitation What fundamental skills are needed to ensure the successful performance of the locomotor movements in our daily activities? Ask the students to solve the word puzzle. 1. LITYIAG = <u>AGILITY</u> = is the ability to move and change direction (TeachPE, 2021) 2. CELABAN = <u>BALANCE</u> = is the ability to keep your body from falling (TeachPE, 2021) 3. OCROIODNTANI = <u>COORDINATION</u> = is the ability to use the body and senses together (TeachPE, 2021) 4. PESED = <u>SPEED</u> = is the ability to move quickly (TeachPE, 2021) 2. Worked Example Ask the students to identify the skills needed in the following activities: 	The teacher may provide letter cut outs for the crossword puzzle or the teacher may flash the jumbled letters on the board.



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• Each member of the team shall perform the locomotor movements at the imaginary beam and moving around the three cones then back to the imaginary beam towards the starting point that will be announced by the teacher. The member who has finished shall immediately pass the book to the next member.	
• Members who drop the book, or whose foot goes outside the lines, or who hits and drops the cones of plastic bottles will be out.	
• The team who has the greatest number of members who successfully reached their base at the shortest time wins the game.	
• At the end of the game, the teacher shall ask the following questions:	
 What did you feel about the performance of every member of your group? How satisfied are you with the performance of your group? 	
3. What values are needed when working with a group?	
4. What skills do you need to perform well in the activity?	
DAY 2 SUB-TOPIC 3: How to enhance the locomotor Movements (Invasion Games)	
1. Explicitation a. How can you develop your locomotor movements?	
 2. Worked Example The teacher shows the photos to the students and asks them the following questions? What game is being played in the photo? What kinds of games are these? What skills are needed in playing the games? 	The teacher may use photos of other invasion games for students to guess.



IV. EVALUATING LEARNING: FORMATIVE ASSESSMENT AND TEACHER'S REFLECTION			NOTES TO TEACHERS
A. Evaluating Learning			
	Proper execution of locomotor movements - Energy - Total =	15 pts 5 points 20 points	

	 Homework (Optional) Let the children make a journal of their activities that involved the different locomotor movements. 			
B. Teacher's Remarks	Note observations on any of the following areas:	Effective Practices	Problems Encountered	The teacher may take note of some observations related to the effective practices and problems encountered after utilizing the different strategies, materials used, learner engagement and other related stuff.
	strategies explored			
	materials used			
	learner engagement/ interaction			
	others			Teachers may also suggest ways to improve the different activities explored/ lesson exemplar.
C. Teacher's Reflection	 Reflection guide or prompt can be on: <u>principles behind the teaching</u> What principles and beliefs informed my lesson? Why did I teach the lesson the way I did? Did I attain all my lesson objectives? How did I encourage my students to participate in the class discussions and activities? students What roles did my students play in my lesson? What did my students learn? How did they learn? Did my pupils actively participate in all the class activities that I prepared? Were the instructions in the class activities clear to the pupils? <u>ways forward</u> What could I have done differently? What can I explore in the next lesson? What challenges did I encounter in implementing the class activities? 			Teacher's reflection in every lesson conducted/ facilitated is essential and necessary to improve practice. You may also consider this as an input for the LAC/Collab sessions.