

USER ADVISORY

These curriculum maps (CMaps) were developed by the Private Education Assistance Committee (PEAC) under the Junior High School In-Service Training (JHS INSET) program of the Government Assistance to Students and Teachers in Private Education (GASTPE), which is co-implemented by the Department of Education (DepEd) and PEAC.

The Grade 7 and Grade 8 CMaps were written by the PEAC JHS Trainers, and some of them were used as exemplars, serving as presentation samples and workshop activities during the 2024 and 2025 In-Service Training for Junior High School Teachers in private schools.

The CMaps are aligned with the Revised K-10 Curriculum of DepEd, which is being implemented in phases nationwide starting SY 2024-2025. Teachers from both private and public schools may use these CMaps to support the implementation of the Revised K-10 Curriculum.

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TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
Quarter 1 / Software Applications • application software • system software	The learners demonstrate an understanding of graphic design tools.	The learners create videos with graphics design in a safe and responsible manner.	A1. Define what a software application is	A1-A4. Formative <i>Online Quiz</i> (in Quiizziz.com) Summative: <i>Short Quiz</i>	A1. In Person/ Online/ Modular: iDefine	A1. 1 Frayer Model in Google Docs A1.2 Printed Activity Sheets A1.3 Printed Quiz Paper A1.4 <u>What is Application Software?</u> A1.5 <u>Quizizz</u>	A1. Professional Competence
Graphic Design Software • software • user interface • setting page size and resolution • types of graphics • photo editing			A2. Compare and contrast the types of software applications (e.g., productivity software, communication software, multimedia software, entertainment software, business software, educational software, utility software)		A2.1 In-Person/ Online: Jigsaw Activity: <i>What do you know about these?</i> A2.2 Modular: Let us Compare	A2.1 Google Docs A2.2 <u>What are the types of application software?</u> A2.3 Comparison Charts	A2.1 Professional Competence A2.2 Collaboration

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						A2.4 11 Types of Application Software	
			A3. Define 12 basic principles of graphic design (i.e., contrast, balance, emphasis, repetition, proportion, hierarchy, rhythm, pattern, white space, movement, variety, and unity)		A3.1 In-Person/ Online: Flashcard Challenge: <i>Mastering Design Principles</i> A3.2 Modular: Vocabulary Summary Worksheet	A3.1 Online flash card in wordwall.net A3.2 Basic design principles to help you make awesome graphics	A3.1 Professional Competence A3.2 Communication A3.3 ICT Literacy
			A4. List examples of various graphic design tools (e.g., Canva, Photoshop, Illustrator, GIMP, Pixlr)		A4.1 In-Person/ Online: Graphic Design Tool Word Hunt Modular: Seek and Find: Word Hunt Worksheet	A4.1 Online Word Hunt in wordwall.net A4.2 Graphic Design Tools That Will Transform Your Work	A4.1 Professional Competence A4.2 ICT Literacy
			A5. Explain the purpose and features of specific software tools in relation to particular tasks (e.g., graphic design software for creating visuals).	A5-A6. Guided Generalization	A5. Four Corners Activity	A5. Video: Graphic Design Basics FREE COURSE	A5.1 ICT Literacy A5.2 Professional Competence

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			A6. Interpret design concepts (e.g., visual hierarchy, composition, color schemes, branding) to create meaningful graphics that will convey a clear message		A6. Compass Point Activity	A6.1 Video: Conceptual Design – Create Images with Meaning	A6.1 Communication
			A7. Analyze real-world examples of copyright infringement (e.g., use of copyrighted images without permission, copying design elements, plagiarizing original work) or unethical design practices (e.g., use of misleading designs, failure to credit collaborators, use of unlicensed resources)	A7-A8. CER	A7.1 Stick-It Together A7.2 I Do, We Do, You Do	A7.1 What is copyright infringement? A7.2 Video: Copyright Infringement	A7.1 Social Responsibility A7.2 Integrity
			A8. Solve design problems in different contexts, showing flexibility in using design tools for diverse purposes (e.g., business, education, personal expression).		A8.1 Placemat Organizer A8.2 Design Quest: Claim, Evidence, Reasoning Expedition	A8.1 Video: Use ChatGPT to Solve Any Product Design Problem Statement A8.2 Design Flexibility: 5 Design Challenges that mean you need it	A8.1 Integrity A8.2 Social Responsibility A8.3 Professional Competence
			A9.	A9.	A9.1	A9.1	A9.1

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			<p>Apply graphic design principles to real-world contexts (e.g., marketing, branding, content creation)</p>	<p>Hands-On Activity #1: Brand Logo</p>	<p>Hands-On Demo #1: Make a Logo</p> <p>A9.2 Hands-On Exercise #2: Logo 2.0</p>	<p>How to Design Logo on Canva</p> <p>Graphic Design Principles Applied</p>	<p>Creativity</p> <p>A9.2 Communication</p>
			<p>A10. Utilize graphic design tools for graphic production (e.g., marketing and advertising, web development, publication, entertainment, education, product design, corporate communication, events and celebrations)</p>	<p>A10. Hands-On Activity #2: Time to Change!</p>	<p>A10.1 Hands-On Exercise #3: Advocacy Poster</p> <p>A10.2 <i>Teacher Modeling</i> (Sample Teaser)</p> <p>A10.3 <i>Guided Practice</i> (Hands-on Exercise #4 Advocacy Teaser v 1.0)</p>	<p>A10.1-10.3 Using Canva</p>	<p>A10.1 Creativity</p> <p>A10.2 Communication</p>
			<p>A11. Create professional- quality graphics for various projects (e.g., promotional materials, website designs, social media content, personal portfolios) that adhere to copyright laws and intellectual property.</p>	<p>A11.1 <i>Scaffolding Activity/Guided Practice:</i> Hands-on Activity #3: Online Advocacy Video (Prototype)</p>	<p>A11.1.1 <i>Teacher Modeling</i> (Making an Online Advocacy Video with ethical considerations)</p> <p>A11.1.2 <i>Guided Practice:</i> (Hands-on Exercise #5 Advocacy Teaser v 2.0)</p>	<p>A11.1-2 Videos in Canva</p>	<p>A11.1 Creativity</p> <p>A11.2 Communication</p> <p>A11.3 Social Responsibility</p>

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				A11.2 Performance Task: Online Advocacy Video			
ICT as a Tool in Online Marketing	The learners demonstrate an understanding of the tools and equipment in ICT.	The learners create videos with graphics design in a safe and responsible manner	A1. Identify various ICT tools used in online marketing. (i.e., Website Creation, Social Media Marketing, Email Marketing, Analytics)	A1. Multiple Choice	A1.1 In Person/ Modular "We Share Every Achievement" A1.2 ODL: "We Share Every Achievement"	A1.1 Mnemonic Chart A1.2 Mnemonic Chart using Google Docs (LMS)	A1.1 Competence A1.2 Collaboration A1.3 Communication A1.4 Creativity
			A2. Describe ICT as tools for online marketing. (i.e., Website Creation, Social Media Marketing, Email Marketing, Analytics)	A2. Multiple Choice	A2. In Person/ Modular: "Mapping ICT in Online Marketing" A2.2 ODL: "Mapping ICT in Online Marketing"	A2.1 Graphic Organizer Worksheet A2.2 Printed copy of an Article A2.3 Digital Graphic Organizer Worksheet using Google Docs (LMS) A2.4	A2.1 Critical Thinking A2.2 Digital Literacy A2.3 Excellence A2.4 Leadership

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			A3. Describe the 10 advantages and 10 limitations of using ICT in online marketing strategies.	A3. Multiple Choice	A3.1 In Person/ Modular Noting Details with Graphic Organizer (Jigsaw Method) A3.2 ODL: Noting Details with Graphic Organizer (Jigsaw Method)	A3.1 Graphic Organizer Worksheet A3.2 Hard copy of an Article A3.3 Digital Graphic Organizer Worksheet using Google Docs (LMS) A3.4 E-Copy of an Article using Google Docs (LMS)	A3.1 Competence A3.2 Collaboration
ICT-Related Legal Bases • Republic Act No 10844 Section 4, 5, and 6 (Establishment of DICT) • Republic Act No 10627 Section 2-D (Cyberbullying Act)			A4. Distinguish ICT-related legal bases and their consequences. (i.e. RA No. 10844 Establishment of DICT, RA No. 10627 Anti-Bullying Act, RA No. 10173 Data Privacy Act of 2012, RA No. 8293 Intellectual Property Code of the Philippines)	A4. Multiple Choice	A4.1 In Person/ Modular ICT Law Matching Game (Group Activity) A4.2 ODL: ICT Law Matching Game	A4.1 ICT-related laws scenarios (Hard copy) A4.2 ICT-related laws scenarios (Soft copy)	A4.1 Critical Thinking A4.2 Digital Literacy A4.3 Excellence
			A5.	A5. Short Response	A5. In Person/ Modular\	A5.1	A5.1 Critical Thinking

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<ul style="list-style-type: none"> Republic Act No 10173 (Data Privacy Act of 2012) Chapter VIII Sec 26 Republic Act No 8293 (Intellectual Property Code of the Philippines) Chapter XVII Sec 216-217 			<p>State the following provisions of Philippine laws related to ICT:</p> <ul style="list-style-type: none"> Section 4-6 of Republic Act No 10844 Section 2-D of Republic Act No 10627 Chapter VIII Sec 26 of Republic Act No 10173 (Data Privacy Act of 2012) 		<p>Gallery Walk Discussion</p> <p>A5.2 ODL: Analysis by Breakout Room</p>	<p>Printed summaries of provisions, scenario cards, posters worksheets</p> <p>A5.2 Digital copies of the provisions</p>	<p>A5.2 Digital Literacy</p> <p>A5.3 Excellence</p>
Tools and Equipment in ICT <ul style="list-style-type: none"> computer programming visual arts computer system servicing telecommunication 	The learners demonstrate an understanding of the tools and equipment in ICT.		<p>A6. Classify tools and equipment in ICT. (i.e., Computer Programming, Visual Arts, Computer System Servicing and Telecommunication)</p>	<p>A6. Multiple Choice</p>	<p>A6.1 In Person/ Modular ICT Tools Identification Relay</p>	<p>A6.1 Stations with ICT Tools (Real or Images): Programming (e.g., IDE on a computer), Visual Arts (e.g., graphic tablet), Computer Servicing Tools (e.g., screwdrivers), and Telecommunication Devices (e.g., modem)</p> <p>A6.2 Bowl, Test questions</p> <p>A6.3 Using Kahoot</p>	<p>A6.1 Accuracy and Precision</p> <p>A6.2 Critical Thinking</p> <p>A6.3 Collaboration</p>

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					A6.3 ODL: Virtual Scavenger Hunt A6.4 Virtual Field Sorting	https://tinyurl.com/K-CTools A6.4 Using Canva	
Digital Citizenship • Elements Digital Footprints and Identity	The learners demonstrate an understanding of digital citizenship.		A7. Discuss current events reflecting on their own the 3 elements of digital citizenship. (i.e., Digital Literacy, Ethics and Etiquette	A7. CER	A7.1 In Person: Gallery Walk on Digital Citizenship (print-outs/digital display of the three elements) A7.2 ODL: Digital Citizenship Current Events Poster and Digital Gallery	A7.1 Worksheet on Digital Citizenship Elements A7.2 Digital Worksheet on Digital Citizenship Elements	A7.1 Critical thinking A7.2 Creativity A7.2 Collaboration A7.4 Communication
			A8. Model three ways of respectful communication in digital environments such as increased online security, better online relationships, and a positive digital environment.	A8.1 Compass Points A8.2 Closed Reading	A8.1 In Person: Role-Play/ Simulation A8.2 ODL: Respectful Digital Communication Workshop (using Padlet, Zoom/Meet)	A8.1 Slide Deck of Lessons A8.2 Padlet, Zoom/Meet	A8.1 Computing A8.2 Cross-cultural Understanding A8.3 Career and Lifelong Learning

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ICT-Related Legal Bases <ul style="list-style-type: none"> Republic Act No 10844 Section 4, 5, and 6 (Establishment of DICT) Republic Act No 10627 Section 2-D (Cyberbullying Act) Republic Act No 10173 (Data Privacy Act of 2012) Chapter VIII Sec 26 Republic Act No 8293 (Intellectual Property Code of the Philippines) Chapter XVII Sec 216-217 	The learners demonstrate an understanding of ICT-related legal issues.		A9. Discuss the following provisions of Philippine laws related to ICT: <ul style="list-style-type: none"> Section 4-6 of Republic Act No 10844 Section 2-D of Republic Act No 10627 Chapter VIII Sec 26 of Republic Act No 10173 (Data Privacy Act of 2012) 	A9. Scenario-based Analysis	A9.1 In Person/ Modular Close Reading Activity A9.2 Online Close Reading Activity	A9. Text Material	A9.1 Critical thinking A9.2 Creativity A9.3 Collaboration

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			A10. Use the screen recording features of the presenter application (e.g., PowerPoint).	A10. Hands-On Activity #1: Screen Record features	A10.1 Hands-On Exercise #1: Video 1 A10.2 Hands-On Exercise #2: Video 2	A10. Using PowerPoint	A10.1 Critical thinking A10.2 Creativity A10.3 Computing
			A11. Create a video using a presenter application (e.g., PowerPoint)	A11.1 Scaffolding Activity: Digital Safety Awareness Video A11.2 Performance Task: Digital Safety Awareness Video	A11. Hands-on Activity#3: Video clips of important parts of the project.	A11. Videos in PowerPoint	A11.1 Computing A11.2 Cross-cultural Understanding A11.3 Career and Lifelong Learning
Video Editing • video editing applications • user interface • user experience • trim • crop • adding text effects, images,	The learners demonstrate an understanding of video editing tools.	The learners create videos with graphics design in a safe and responsible manner	A1. Define what a video editing application is.	A1. Quiz	A1.1 In Person: “ <i>Define it to win it!</i> ” A1.2 ODL: “ <i>Video Editing Essential Quiz</i> ”	A1.1 Kahoot or other platforms A1.2 Youtube video: What is Video Editing?	A1. Creativity A1.2 Collaboration

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transitions, narration, and audio effects			A2. State the purpose and functions of video editing applications (i.e. their common uses and scope in multimedia production).	A2.1 Quiz A2.2 Group presentation	A2.1 In Person: <i>"Editing at a Glance: Navigating the Video Editing Playground"</i> A2.1 ODL: <i>"Virtual Video Editing Lab"</i>	A2. <u>Multimedia presentation slides</u>	A2. Critical thinking
			A3. Identify video editing applications (e.g. Filmora, CapCut, Canva, or ShotCut)	A3.1. Matching activity: <i>Applications with their descriptions</i> A3.2. Individual worksheet: <i>Features of specific video editing software</i>	A3.1 In Person: Demo of various video editing applications - "App Detectives" A3.2 ODL: Virtual walkthrough of app features	A3.1 Software tools (e.g., Filmora, CapCut, Canva, ShotCut) A3.2 Tutorials and guides A3.3 <u>Best Free Video Editing Software</u> A3.4 <u>Other Video Editing Software</u>	A3. Responsibility
			A4. List key elements (e.g. timeline, media library, preview window,	A4.	A4.1 In Person:	A4.1 Software documentation	A4. Attention to detail

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			tools/toolbar) of the user interface of the video editing applications	Worksheet: Label the parts of a video editing interface.	<p><i>“Decode the Interface: What’s What?”</i></p> <p>A4.2 ODL: Interactive interface exploration exercises</p>	<p>A4.2</p> <p>Example screenshots of video editing interfaces</p>	
			<p>A5. Distinguish the functions of the tools used in video editing. (i.e. trimming, cropping, adding text, effects, images, transitions, narration, and audio effects)</p>	<p>A5.1 Quiz</p> <p>A5.2 Practical test:</p>	<p>A5.1 In Person: “Editing Toolbox Unleashed”</p> <p>A5.2 ODL: Online practice exercises and video tutorials</p>	<p>A5.1 Video editing software</p> <p>A5.2 Computers/ laptops</p> <p>A5.3 Step-by-step guides</p> <p>A5.4 Sample videos for editing</p>	<p>A5.1 Creativity</p> <p>A5.2 Excellence</p>
			<p>A6. Enumerate the steps in utilizing video editing tools (i.e. trimming, cropping, adding text, effects, images, transitions, narration, and audio effects).</p>	<p>A6.1 Checklist-based assessment:</p> <p>A6.2 Peer review of the editing process</p>	<p>In Person: A6.1 Demonstration of step-by-step editing techniques</p> <p>A6.2 Complete an editing project</p> <p>A6.3 ODL: Video submission</p>	<p>A6.1 Video tutorials</p> <p>A6.2 Online collaboration tools</p>	<p>A6. Collaboration</p>
			<p>A7. Analyze the efficiency of video editing tools (i.e. trimming,</p>	A7. CER Table	A7. Placement Organizer	<p>A7. Best Video Editing Tools 2025</p>	<p>A7.1 Competency</p>

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			<p>cropping, adding text, effects, images, transitions, narration, and audio effects)</p> <p>A8. Utilize video editing tools with multimedia materials, including images, audio, and animations</p>	<p>A8.1 Hands-on Activity: Practical assessment: Integrate multimedia elements into a video project</p> <p>A8.2 Checklist evaluation: Verify proper use of images, audio, and animations</p>	<p>In Person: A8.1 Demonstration of integrating multimedia elements</p> <p>A8.2 Group activity: Collaborative video project incorporating multimedia</p> <p>ODL: A8.2 Online practice: Submit videos showcasing multimedia integration</p> <p>A8.4 Virtual group discussions to share challenges and solutions</p>	<p>A8.1 Video editing software (e.g., Filmora, CapCut, Canva, ShotCut)</p> <p>A8.2 Multimedia resources (images, audio clips, animations)</p>	<p>A7.2 Communication</p> <p>A8.1 Responsibility</p> <p>A8.2 Collaboration</p>
			<p>A9. Produce a 2-minute video for a school-wide campaign (e.g., environmental awareness, anti-bullying, mental health, or digital citizenship)</p>	<p>A9. Scaffolding Activity <i>Video Creation</i></p>	<p>A9. Video Advocacy</p>	<p>A9.1 Video editing software (e.g., Filmora, CapCut, Canva, ShotCut)</p> <p>A9.2</p>	<p>A9.1 Responsibility</p> <p>A9.2 Collaboration</p>

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						Multimedia resources (images, audio clips, animations)	

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2ND Quarter Agriculture and Fishery Arts (Food Processing)	Demonstrate an understanding of the concepts and skills in food processing.	The learners perform recipe quantification in food processing and develop label design for processed products.	A1. Define related terms in food processing (food safety, preservation, nutritional value, taste and quality, reduction of food waste, global food trade, food availability, and economic growth) Key Term: Food Processing is the use of methods and techniques involving equipment, energy, and tools to transform agricultural products such as grains, meats, vegetables, fruits, and milk into food ingredients or processed food products.	A1. Multiple Choice	A1. Vocabulary Exercise	A1. TLE- Leaps-Phoenix	A1. Excellence

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			A2. Identify career and business opportunities in food processing opportunities for food processing as a career (e.g. <i>Food technologist, Production Manager/Supervisor, Quality Assurance Specialist, Packaging specialist, Food Safety Inspector</i>) and as a business (Bakery, Production, Manufacturing, Farming, Packaging)	A2. Classification	A2. Chunking Information	A2. TLE- Leaps-Phoenix	A2. Entrepreneurial Mindset
			A3. Enumerate the eight different raw materials used in food processing different raw materials (Meat, Fish/ Seafood Fruits & Vegetable, Dairy Products, Grains and Flolorings and Preservatives) and ingredients (e.g. raw materials, flavor enhancers, coloring	A3. Identification	A3. Table Completion	A3. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 118-121). The Phoenix Publishing House Inc.	A3. Accuracy

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			<i>agent, and texture improvement) used in food processing</i> A3				
			A4. Differentiate the tools (e.g. measuring, mixing, cutting, handling, packaging) and equipment (e.g. food preparation, processing, packaging, and storing equipment), uses, and maintenance (storing, keeping, and sanitizing of tools and equipment, repair of equipment) in food processing	A4. Multiple Choice	A4. Labeling Exercise	A4. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 129-131). The Phoenix Publishing House Inc.	A4. Critical Thinking
			A5. Enumerate different methods in food processing (freezing, drying/dehydration, fermentation, pickling, sugar preservation, smoking, and salting) following industry	A5. Enumeration	A5. Process Flow Chart Creation	A5. Book Food Processing: Principles and Applications" (2nd Edition)	A5. Resourceful

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			standards(HACCP, ISO, GMP, WHO/ DOH)				
			A6. Identify the appropriate packaging materials (plastic, glass, cans, paper, or cardboard) used in food processing and food labels for processed food products	A6. Matching- Type	A6. Packaging Matching Game on Board	A6. Book "Food Packaging: Principles and Practice" <i>Author:</i> Gordon L. Robertson	A6. Resourceful
			A7. Discuss the importance of food processing (food safety, preservation, nutritional value, taste and quality, reduction of food waste, global food trade, food availability, and economic growth)	A7. CER	A7. Close Reading	A7. Online A Short Note on Food Processing https://www.scholarsresearchlibrary.com/articles/a-short-note-on-food-processing.pdf	A7. Sustainability
			A8. Discuss how the five career opportunities in food processing (e.g., Food Technologist,	A8. Essay	A8. Situational analysis	A8. Online https://www.fao.org/food-safety/resources/public	A8. Service

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			Production Manager/Supervisor, Quality Assurance Specialist, Packaging Specialist, Food Safety Inspector) are interconnected with various food processing businesses (e.g., Bakery, Production, Manufacturing, Farming, Packaging).			ations/en	
			A9. Discuss different raw materials (Meat, Fish/ Seafood Fruits & Vegetable, Dairy Products, Grains and Flavorings and Preservatives) and ingredients (e.g. raw materials, flavor enhancers, coloring agent, and texture improvement) used in food processing	A9. Reflection	A9. Four Corners	A9. Book Methods for Developing New Food products By Fadi Aramouni, Kathryn Deschenes DEStech Publications, Inc 439 Nth Duke Street Lancaster, Pennsylvania 17602 USA	A9. Responsibility

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			A10. Discuss different methods in food processing (<u>freezing, drying/dehydration, fermentation, pickling, sugar preservation, smoking, and salting</u>) following industry standards(HACCP, ISO, GMP, WHO/DOH) M4	A10. Critique Writing	A10. Video Analysis and Group Discussion	A10. Online Common food preservation techniques, methods & types - FICSI. (2024, July 4). Ficsi Blog - Ficsi Blog. https://www.ficsi.in/blog/common-food-preservation-techniques/	A10. Critical thinking
			A11. Discuss different tools (e.g. <u>measuring, mixing, cutting, handling, packaging</u>) and equipment (e.g. <u>food preparation, processing, packaging, and storing equipment</u>), uses, and maintenance (<u>storing, keeping, and sanitizing of tools and equipment, repair of equipment</u>) in food processing	A11. Short response	A11. Compass point	A11. Online https://www.slideshare.net/slideshow/food-processing-tools-with-label-and-usespptx/252969687#3	A11: Determined

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			A12. Discuss different packaging materials (plastic, glass, cans, paper, or cardboard) used in food processing	A12. Stick-It-Together	A12. The Packaging Hunt and Analysis	A12.1. Online https://sustainablepackaging.org/ A12.2. Online https://www.packagingdigest.com/ A12.3. Online https://www.foodpackagingforum.org/	A12. Resourceful
			A13. Perform quantification procedures (e.g. mass/ weight, volume measurement, nutritional value content) in processing food A14. Develop sample label design for processed food products	A13-A14. Performance task	A13-A14.1 Scaffolding 1: Teacher demonstrates recipe quantification & label design A13-A14.2 Scaffolding 2: Practice (by pair) quantifying ingredients & analyzing labels A13-A14.3 Scaffolding 3:	A13-A14. Online Youtube videos	A13-A14.1 Responsibility A13-A14.2. Accuracy A13-A14.3. Innovation

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					Practice Work- (by group)		

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THIRD QUARTER	<p>1. Introduction to Beauty Care and Wellness Services</p> <ul style="list-style-type: none"> • Concepts of beauty care and wellness services • structures of nail, skin, and hair <p>2. Career and Business Opportunities</p> <p>3. Legal Basis (Republic Act No. 7877) Sec. 3 Work, Education or Training-related Sexual Harassment Defined</p> <p>4. Trends, Issues, and Challenges in Beauty Care and Wellness Services</p>	<p>The learners demonstrate an understanding of the concepts of beauty care and wellness services.</p> <p>The learners perform hand spa services following safety precautions.</p>	<p>A1. Define related terms in beauty care and wellness services. (e.g., <i>Massage Therapy, Manicures, Pedicure, Facial, Haircare, Makeup Application, Exfoliation, Hydration, Aromatherapy, Dermatology, Sanitation</i>).</p> <p>A2. Identify the structures of nails, skin, and hair. (i.e Nails: a. <i>Nail Plate</i>, b. <i>Nail Bed</i>, c. <i>Lunula</i>, d. <i>Cuticle</i>, e. <i>Matrix</i>, <i>Hyponychium</i>, f. <i>Free Edge</i>; Skin: a. <i>Epidermis</i> b. <i>Dermis</i> c. <i>Hypodermis</i> (<i>Subcutaneous Layer</i>)</p>	<p>A1. Matching activity</p>	<p>A1. Vocabulary Exercise</p>	<p>A1.1. Book Sercado, V. C. (2015). <i>Skills for a lifetime in TLE 7</i> (pp. 135). JO ES Publishing House, Inc.</p> <p>A1.2. Book Mangalindan, Fe, S.J. et.al. 2016. <i>Technology and Livelihood Education 8</i>. 5/F Point Plaza No. 111 Panay Ave., Quezon City: The Library Publishing House, Inc.</p>	<p>A1. Excellence</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
5.Tools, Implements, Materials, and Equipment • beauty care (nail, skin, hair) • wellness services (massage, reflexology, hilot) • sanitation and maintenance in the workplace, tools, implements, materials, and equipment			Hair: a. Hair Shaft, b. Hair Follicle, c. Hair Bulb, d. Sebaceous Glands, e. Arrector Pili Muscle, f. Hair Papilla)				
6.Occupational Safety and Health (OSH) Practices •personal protective equipment • hazards and risks			A3. Identify ten (10) career and business opportunities in beauty care and wellness services (e.g., <i>Hair stylist/barber, Makeup Artist, Esthetician/Skincare Specialist, Nail Technician, Massage Therapist, Spa Manager, Wellness Coach, Beauty Consultant, Beauty Instructor</i>)	A3. Classification	A3. Chunking Information	A3.1. Book Sercado, V. C. (2015). <i>Skills for a lifetime in TLE</i> 7 (pp. 135). JO ES Publishing House, Inc. A3.2. Book Mangalindan, Fe, S.J. et.al. 2016. <i>Technology and Livelihood Education</i> 8. 5/F Point Plaza No. 111 Panay Ave., Quezon City: The Library Publishing House, Inc.	A3. 1. Adaptability A3. 2. Service
7.Hand Spa Services • nail trimming • hand scrub • hand massage			A4. State the five (5) legal bases in beauty care and wellness services (e.g., <i>Licensing and Certification, Health and Safety Regulations, Consumer Protection</i>)	A4. Fill in the blanks	A4. Jigsaw Graphic Organizer	A4.1. Book Sercado, V. C. (2015). <i>Skills for a lifetime in TLE</i> 7 (pp. 168). JO ES Publishing House, Inc. A4.2. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L.,	A4.1. Responsibility , A4.2. Integrity

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			<i>Laws, Employment Laws, Chemical and Hazardous Materials Regulations).</i>			& Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 148-150). The Phoenix Publishing House Inc.	
			A5. Identify four (4) trends, issues, and challenges in beauty care and wellness services (e.g. <i>Rising Costs and Inflation, Competition and Market Saturation, Adaptation to Technological Advances, Regulatory Compliance Across Regions</i>)	A5. Fill in the blanks	A5. Crossword puzzle	A5. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 148-150). The Phoenix Publishing House Inc.	A5.1. Innovation A5.2. Sustainability
			A6. Identify ten (10) tools, implements, materials, and equipment used in beauty care and wellness services. (e.g. <i>Scissors, Nail Clippers, Tweezers, Hair Brushes, Combs, Pedicure Tools, Massage Tools, Facial Brushes and Sponges,</i>	A6. Matching	A6. Pictionary	A6. Books Sercado, V. C. (2015). <i>Skills for a lifetime in TLE 7</i> (pp. 135-140). JO ES Publishing House, Inc. Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn</i>	A6. Respect

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			Waxing Kits, Facial Steamers)			Achieve Productivity Series (3rd ed. pp. 152-160). The Phoenix Publishing House Inc.	
			<p>A7. Determine the sanitation and maintenance practices in the workplace in relation to the Occupational Safety and Health (OSH) practices in beauty care and wellness services. (i.e. Sanitation Practices: a. Personal Hygiene of Workers b. Cleaning and Disinfecting Tools and Equipment; c. Sterilization of Equipment; d. Sanitation of Workstations and Surfaces; Maintenance Practices: a. Equipment and Facility Maintenance; b. Waste Disposal; c. Facility; Cleanliness and Upkeep OSH Practices in Beauty</p>	<p>A7. Hands-on operation with guided practice</p>	<p>A7. Hands-on modeling Demo with guided practice</p>	<p>A7. Books Sercado, V. C. (2015). <i>Skills for a lifetime in TLE 7</i> (pp. 151-154). JO ES Publishing House, Inc. Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 163-164). The Phoenix Publishing House Inc.</p>	<p>A7. 1. Responsibility A7. 2 Accountability</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			Care and Wellness Services: a. Legal Compliance; b. Client Safety and Comfort; c. Employee Health and Safety)				
			A8. Differentiate the (3) three hand spa services (<i>nail trimming, hand scrub and hand massage</i>)	A8. Fill in the blanks	A8. Venn diagram	A8.1 Book Sercado, V. C. (2015). <i>Skills for a lifetime in TLE 7</i> (pp. 176-190). JO ES Publishing House, Inc. A8.2. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L., & Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 165-168). The Phoenix Publishing House Inc.	A8. Critical thinking
			A9. Enumerate the procedures in basic hand spa services (<i>i.e. Preparation, Nail Trimming, Hand massage, Finishing Touches</i>)	A9. Fill in the Blanks	A9. Mnemonic Relay "Song"	A9.1. Book Sercado, V. C. (2015). <i>Skills for a lifetime in TLE 7</i> (pp. 135). JO ES Publishing House, Inc. A9.2. Book Bernardino, J. C., Fulgencio, M. G. A., Lee, E. G. L., Paragas, A. L.,	A9. Consistency

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
						& Rafael, E. T. (2025). <i>Technology and Livelihood Education Grade 8: Learn Earn Achieve Productivity Series</i> (3rd ed. pp. 165-167). The Phoenix Publishing House Inc.	
			A10. Discuss the factors (e.g. cultural influences, technological advancements, economic factors, social and demographic factors, & health and wellness awareness) that influence the three (3) concepts of beauty care and wellness services (e.g., hair care services, nail care, and spa services).	A10. CER	A10. Close Reading	A10. 1. Book Bryant, K. (2024, February 21). <i>How technology is driving growth and inclusion in beauty and wellness</i> . A10. 2. Online Forbes. https://www.forbes.com/sites/kalinabryant/2024/02/21/how-technology-is-driving-growth-and-inclusion-in-beauty-and-wellness/ https://www.skininc.com/business/trends/news/22913367/beauty-services-growing-market-is-a-result-of-shifting-cultural-beauty-standards	A10. Respect
			A11. Discuss the importance of the five (5) legal bases in beauty care and	A11. Essay (Paper-Pen)	A11. Placemat organizer with group consensus	A11.1. Book "Understanding Legal Compliance in Beauty and Wellness" -	A11. Accountability

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			wellness services (e.g., Licensing and Certification, Health and Safety Regulations, Consumer protection Laws, Employment Laws, Chemical and Hazardous Materials Regulations) concerning trends, issues, and challenges.			Professional Beauty Association. A11.2. Online https://www.probeauty.org/ "Trends Shaping the Future of Beauty and Wellness Law" - Forbes. https://www.forbes.com/	
			A12. Discuss the implications of sanitation and maintenance in the workplace, tools, implements, materials, and equipment following the Occupational Safety and Health (OSH) practices in beauty care and wellness services.	A12. Compass Points	A12. Four Corners (Fig Jam)	A12. 1. online https://impacthygiene.net/blog/a-guide-to-workplace-hygiene-and-wellness/ A12.2. Online https://www.studocu.com/ph/document/phinma-upang-college-urdaneta/education/beauty-care-studyguide/94680235	A12. Responsibility
			A13. Perform the three hand spa services (i.e., nail trimming, hand scrub, and hand massage) following	A13. Performance Task	A13.1. Scaffolding 1: Teacher Demonstration	A13.1 Book Sarcedo, V.C. 2015. <i>Skills for a Lifetime in TLE 8.</i> #388 McArthur Highway, Dalandan,	A13.1. Responsibility A13.2. Cautiousness

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			<p>safety precautions (i.e. <i>sanitation and maintenance practices</i>, <i>Occupational Safety and Health (OSH) practices in beauty care and wellness services</i>)</p>		<p>A13.2. Scaffolding 2: Practice Work (by pair)</p> <p>A13.3. Scaffolding 3: Practice Work- (by group)</p>	<p>Valenzuela City: JO ES Publishing House, Inc.</p> <p>A13.2. Book Mangalindan, Fe, S.J. et.al. 2016. <i>Technology and Livelihood Education</i> 8. 5/F Point Plaza No. 111 Panay Ave., Quezon City: The Library Publishing House, Inc.</p>	

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
1. Working Drawings and Signs and Symbols • Construction services blueprint / residential plan • Electrical & Electronics Services • Automotive and small engine • Schematic and Block Diagram • Electrical and electronics engine	The learners demonstrate an understanding of the: <ul style="list-style-type: none">• signs and symbols of working drawings• consumables and component parts in industrial arts services• concepts and principles in performing simple diagnostics and simple troubleshooting in industrial arts services	The learners perform simple diagnostics and simple troubleshooting in industrial arts Services	A1. Identify <u>3 common signs</u> in: <u>Construction</u> (i.e. area-keep out, Hard hat area, No smoking), <u>Electrical services</u> (i.e. High voltage, Do not touch-Live wires, Turn-off before servicing), <u>Electronics services</u> (Electrostatic Sensitive Device, use proper fire extinguisher, No liquids near electronics), <u>Automotive and small engine services</u> (i.e. Engine off during service, Use jack stands, Exhaust are-ventilate)." <u>and five (5) symbols</u> in: <u>Construction</u> -(i.e. Wall, door, window, elevation marker, column), <u>Electrical</u> -(i.e. Ground earth, DC	A.1. Formative: Identification	A1.1 In Person/ Modular "Labeling Exercise" A1.2 ODL: "Labeling Exercise"	A1.1 Technical Drawing Manuals or Textbooks A1.2 Signs and symbols Charts and Posters A1.3 Works Presentation Slides or Videos A1.4 Using Google Docs (LMS)	A1. Accuracy A1.2 Honesty
2. Types of Manuals • User's and operator's manuals • Service manuals • Maintenance manuals							
3. Consumables • Construction services (paint, electrode, cutting							

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
/grinding disc, Teflon tape, sealant, cement, steel, gravel and sand, wood lumber, joint, and elbow)			<i>voltage source, AC supply, lamp/light), Electronics- (i.e. battery, resistor, capacitor, ground, diode). Automotive & small engine- (i.e. Oil pressure, battery, temperature, brake system, service reminder) in technical drawings.</i>				
• Electronics-electrical services (soldering lead, soldering paste, wire, and electrical tape)			A2. Describe the function of 5 common symbols in: Construction- (i.e. Wall, door, window, elevation marker, column), Electrical- (i.e. Ground earth, DC voltage source, AC supply, lamp/light), Electronics- (i.e. battery, resistor, capacitor, ground, diode). Automotive & small engine- (i.e. Oil pressure, battery, temperature, brake system, service reminder) that are used in blueprints and schematic diagrams.	A2.1 Formative: Matching Type	A2.1 In Person/ Modular "SymbolSeense Match up"	A2.1 Blueprints, signs and symbols flashcards	A2.1 Accuracy
• Automotive and small engine (adhesive, sealant, coolant, lubricant, and gas)				A2.1 Summative: "Blueprint Labelling Exercise"	A2.2 ODL: "SymbolSeense Match up"	A2.2 Printed symbol charts, matching worksheets, drawing guides	A2.2 Responsibility
3. Component Parts					A2.3 In Person/ Modular "Blueprint Symbol Mastery"	A2.3 Presentation Slides or Videos	
• construction services					A2.4 ODL: "Blueprint Symbol Mastery"	A2.4 Interactive floor plan software.	
• residential structure						A2.5 Illustrated Symbols and Signs Chart	
• sewerage system							
• electrical wiring							
• water system (hot & cold water)							
• fixtures							

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
<ul style="list-style-type: none"> electrical-electronics services electrical circuit electronics circuit automotive and small engine engine under chassis electrical system steering system brake system 						A2.6 Blueprints A2.7 Technical Drawing Workbook or Symbol Worksheets A2.8 Software/Apps Canva / Google Slides / Jamboard / Quizizz	
4. Diagnostics and Troubleshooting in Industrial Arts Services <ul style="list-style-type: none"> construction services (woodwork, metal works, masonry, construction painting, plumbing, tile setting) electrical-electronics services (electronics product assembly 			A3. Describe the 3 types of manuals (<i>i.e.. users and operator's manuals, service manuals, maintenance manuals</i>) used in industrial arts services.	A3.1 Formative: Exit Ticket A3.1 Summative: Multiple Choice	A3.1 In Person/ Modular “Manual Matching Game” A3.2 ODL: “Interactive Google Slides or Wordwall drag-and drop”	A3. Sample Manual Pages Set (Printable/Google Slides or Wordwall)	A3. Accuracy
			A4. Identify consumables in construction services (<i>i.e.. paint, electrode, cutting/grinding disc, teflon tape, sealant, cement, steel, gravel</i>)	A4.1 Formative: Identification and classification A4.2 Summative: Multiple Choice	A4.1 In Person/ Modular “Know Your Consumable” A4.2 ODL:	A4.1 Know Your Consumable Printed Worksheet /Google Docs	A4.2 Accuracy

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
<ul style="list-style-type: none"> • and services, • electrical installation and maintenance, domestic refrigeration and air condition services) • automotive and small engine (automotive • servicing, • motorcycle/ small engine servicing) <p>5. Service Cost</p> <ul style="list-style-type: none"> • replacement material • costing • manpower labor • costing 			<p><i>and sand, wood lumber, joint, and elbow), electronics-electrical services (i.e.. soldering lead, soldering paste, wire, and electrical tape) and automotive and small engine services (i.e.. adhesive, sealant, coolant, lubricant, and gas).</i></p>		<p>“Know Your Consumable - Interactive”</p>		
			<p>A5. Specify the different component parts of construction services (i.e.. <i>residential structure, sewerage system, electrical wiring, water system, fixtures</i>), electrical-electronics services (i.e.. <i>electrical circuit, electronics circuit</i>) and automotive and small engine services (<i>engine, under chassis, electrical system, steering system, brake system</i>).</p>	<p>A5.1 Formative: Matching and labeling</p> <p>A5.2 Summative: Identification / Multiple Choice</p>	<p>In Person/ Modular</p> <p>A5.1 “Diagram Labeling”</p> <p>A5.2 “Matching the Components”</p> <p>A5.3 ODL: “Diagram Labeling” and Matching the Components”</p>	<p>A5.1 System Diagrams (construction, electrical, automotive) Printable/Digital (Google Slides)</p> <p>A5.2 Flashcard/Wordwall Set</p>	<p>A5. Accuracy</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			<p>A6. List the different simple diagnostics in construction services (i.e.. woodwork, metal works, masonry, construction painting, plumbing, tile setting), electrical-electronics services (i.e.. electronics product assembly and services, electrical installation and maintenance, domestic refrigeration and air condition services), automotive and small engine services (i.e.. automotive servicing, motorcycle/ small engine servicing) and troubleshooting tasks on basic electrical or mechanical tools or appliances commonly used at home or in school.</p>	<p>A6.1 Formative: Matching and Classification</p> <p>A6.2 Summative: Scenario Based Multiple Choice</p>	<p>In Person/ Modular</p> <p>A6.1 “Diagnostic Match Game”</p> <p>A6.2 “Scenario Sorting”</p> <p>ODL:</p> <p>A6.3 “Digital Diagnostic Match Game”</p> <p>A6.4 “Scenario Sorting”</p>	<p>A6.1 Worksheet with matching columns (Pictures)</p> <p>A6.2 Printed scenarios and category chart</p> <p>A6.3 Google Slides drag-and-drop or Wordwall Matching</p> <p>A6.4 Forum-based or Google Doc response activity</p>	<p>A6. Accuracy</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			A7. Define the 2 types of repair service cost (<i>i.e.. replacement material costing, manpower labor costing</i>) in industrial arts.	A7.1 Formative: Traffic Light A7.2 Summative: Identification	In Person/ Modular A7.1 “Cost Type Match Game” A7.2 “Repair It Right” ODL: A7.3 “Cost Type Match Game” A7.4 “Repair It Right”	A7.1 Worksheet with 2 columns (Materials or Labor) A7.2 Printed scenarios with a classification chart A7.3 Wordwall drag-and-drop A7.4 Google Docs / Slides with Fill-in- the blanks activity	A7.1 Accuracy A7.2 Honesty
			A8. Explain (3) common signs for: Construction (<i>i.e. area-keep out, Hard hat area, No smoking</i>), Electrical services (<i>i.e. High voltage, Do not touch-Live wires, Turn-off before servicing</i>), Electronics services (<i>Electrostatic Sensitive Device, use proper fire extinguisher, No liquids near electronics</i>) Automotive and small engine services (<i>i.e.</i>	A8.1 Formative: Exit Ticket - make-meaning question. A8.2 Summative: Essay - Scenario-based questions	A8.1 In Person/ Modular “Real-Life Connection Scenarios” A8.2 ODL: “Real-Life Connection Scenarios”	A8.1 Book reference: International Organization for Standardization (ISO) for graphical symbols A8.2 National Automotive Technicians Education Foundation (NATEF) A8.3 Printed/soft copy worksheet in Kami	A8. Excellence

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			<p><i>Engine off during service, Use jack stands, Exhaust are-ventilate) and five (5) symbols for: Construction- (i.e. Wall, door, window, elevation marker, column), Electrical-(i.e. Ground earth, DC voltage source, AC supply, lamp/light), Electronics- (i.e. battery, resistor, capacitor, ground, diode). Automotive & small engine- (i.e. Oil pressure, battery, temperature, brake system, service reminder)</i></p>				
		<p>A9. Discuss the 3 types of manuals (i.e.. <i>users and operator's manuals, service manuals, maintenance manuals</i>) used in industrial arts services.</p>		<p>A9.1 Formative: Sentence Choice</p> <p>A9.2 Summative: CER - Claim, Evidence, Reasoning</p>	<p>A9.1 In Person/ Modular “What’ Manual Do I Need?”</p> <p>A9.2 ODL: “What’ Manual Do I Need?”</p>	<p>A9.1 Ultimate Guide to Write Instruction for User Manual</p> <p>A9.2 Types of Manuals</p> <p>A9.3 Worksheet in Kami:</p>	<p>A9. Excellence</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			A10. Discuss the consumables in industrial arts services (i.e., construction services, electronics-electrical services, automotive and small engine).	A10. Case Study	A10.1 In Person/ Modular Compass Point Activity A10.2 ODL: Compass Point	A10.1 <u>Consumables of Construction</u> A10.2 <u>What are Consumables in Constructions?</u> A10.3 <u>What are Consumable Items in Electronics?</u> A10.4 <u>Automotives:</u> A10.5 <u>Compass Point Template</u>	A10.1 Critical Thinking A10.2 Creativity A10.3 Communication
			A11. Discuss the components or parts of industrial arts services (i.e., construction services, electronics-electrical services, automotive and small engine).	A11. Scenario-based Analysis	A11.1 In Person/ Modular Close Reading Activity A10.2 ODL: Close Reading Activity	A11. Hard copy or soft copy of the article or text in Kami	A11.1 Critical Thinking A11.2 Communication

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
			<p>A12. Discuss simple diagnostics in industrial arts services (i.e., construction services, electronics-electrical services, automotive and small engine).</p>	<p>A12. Situational Analysis</p>	<p>A12.1 In Person/ Modular Four Corners Activity</p> <p>A12.2 ODL: Four Corners Worksheet</p>	<p>A12.1 A Review on Fault Detection and Process Diagnostics in Industrial Processes</p> <p>A12.2 How to Troubleshoot Electrical Circuits</p> <p>A12.3 Basic Electrical Fault Tracing</p> <p>A12.4 Teacher Toolkits: Four Corners</p>	<p>A12.1 Critical Thinking</p> <p>A12.2 Creativity</p> <p>A12.3 Communication</p>
			<p>A13. Perform simple diagnostics and troubleshooting tasks on basic electrical or mechanical tools or appliances commonly used at home or in school.</p>	<p>A13. In Person /ODL/Modular "Virtual Troubleshooting Report and Analysis"</p>	<p>A13.1 In Person/ODL Scaffolding Activity: <i>Think Aloud</i> "Diagnose Like a Pro – Step-by-Step Guide"</p> <p>A13.2 Modular Modular Sheet: "Diagnose Like a Pro – Step-by-Step Guide Worksheet"</p> <p>A13.3 In Person/ODL</p>	<p>A13.1 In Person/ODL Non-Working Electrical Outlet Troubleshooting</p> <p>A13.2 Modular Modular Sheet: "Diagnose Like a Pro – Step-by-Step Guide Worksheet"</p> <p>A13.3 In Person/ODL</p>	<p>A13.1 Critical Thinking</p> <p>A13.2 Creativity</p> <p>A13.3 Understanding</p> <p>A13.4 Career and Lifelong Learning</p>

TOPIC/QUARTER	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	ASSESSMENTS	ACTIVITIES	RESOURCES	INSTITUTIONAL CORE VALUES
					In Person/ODL Scaffolding Activity: <i>Guided Practice</i> “Step-by-Step Guide Template: Diagnostic and Troubleshooting Report using Virtual Troubleshooting Simulation”	10 Simple Reasons Your Motorcycle Won't Start & Battery is Good A13.4 Modular Modular Sheet: “Step-by-Step Guide Template: Diagnostic and Troubleshooting Report”	
			A14. Produce a diagnostic and troubleshooting report.	A14.1 In Person /ODL/Modular Real-World Diagnostic and Troubleshooting Report A14.2 Performance Task: “Fix it Right”	A14.1 In Person/ODL/ Modular Electrical Troubleshooting Basics A14.2 Real-World Diagnostic and Troubleshooting Report Worksheet	A14.1 Critical Thinking A14.2 Creativity A14.3 Communication A14.4 Career and Lifelong Learning	