

**MAPEH (Arts) – GRADE I – 2<sup>nd</sup> QUARTER**

**Content Standard:** Demonstrates understanding of using two or more kinds of lines, colors and shapes through repetition and contrast to create rhythm.

**Performance Standard:** Creates a composition or design of a tricycle or jeepney that shows unity and variety of lines, shapes, and colors.

Most Essential Learning Competencies	Duration/ Date	K to 12 CG Code / Reference Material	Presented Date / s	Practicing Date / s	Mastery Date / s	Activity / Observations (Remarks)	Rating
Describes the lines, shapes, colors, textures, and designs seen in the skin coverings of different animals and sea creatures using visual arts words and actions.	<b>Week 1-2</b>						
Designs with the use of drawing painting materials the sea or forest animals in their habitats showing their unique shapes and features, variety of colors and textures in their skin.	<b>Week 3-4</b>						
Creates designs by using two or more kinds of lines, colors, and shapes by repeating or contrasting them, to show rhythm	<b>Week 5-6</b>						
Uses control of the painting tools and materials to paint the different lines, shapes and colors in his work or in a group work	<b>Week 7-8</b>						
Design an outline of a tricycle or jeepney on a big paper with lines and shapes that show repetition, contrast and rhythm							