CONTENT	CONTENT STANDARDS	LEARNING COMPETENCIES		
DOMAIN	The learners should have knowledge	The learners		
2011111	and understanding of			
Measurement and Geometry (MG)	<ol> <li>12- and 24-hour time, and world time zones.</li> </ol>	<ol> <li>describe a 12- and 24-hour clock system.</li> <li>convert 12-hour time to 24-hour time, and vice-versa.</li> <li>solve problems involving 12- and 24-hour time.</li> <li>compare the time in different world time zones to the time in the Philippines using a world time zone map.</li> <li>solve problems on comparing the time in different world time zones to the time in the Philippines.</li> </ol>		
Number and Algebra (NA)	<ol> <li>the GMDAS rules for operations with numbers.</li> <li>multiplication of fractions.</li> </ol>	<ol> <li>perform three or more different operations by applying the GMDAS rules.</li> <li>multiply fractions using models.</li> <li>multiply a fraction by a fraction.</li> <li>solve multi-step problems involving multiplication of fractions that may or may not also involve addition or subtraction of fractions.</li> </ol>		
Measurement and Geometry (MG)	4. area of a parallelogram, triangle, and trapezoid.	<ol> <li>identify the height of a parallelogram, triangle, and trapezoid, in different orientations.</li> <li>find the area of a parallelogram, triangle, and trapezoid, in sq. cm or sq. m, using formulas.</li> <li>estimate the areas of triangles and quadrilaterals (parallelogram, rhombus, trapezoid) using grids.</li> </ol>		
Performance Standards				

## mance Standards

*By the end of the quarter, the learners are able to ...* 

- use 12- and 24- hour time. (MG)
- compare the time in world time zones with the time in the Philippines. (MG) •
- use the GMDAS rules for 3 or more different operations. (NA) ٠
- multiply fractions. (NA) ٠
- determine the area of a parallelogram, triangle, and trapezoid. (MG)

CONTENT	CONTENT STANDARDS	LEARNING COMPETENCIES
DOMAIN	The learners should have knowledge and understanding of	The learners
Number and Algebra (NA)	<ol> <li>division of fractions.</li> <li>decimal numbers with decimal</li> </ol>	<ol> <li>divide fractions using models.</li> <li>divide a fraction by a fraction.</li> </ol>
	<ul><li>parts up to ten thousandths.</li><li>3. addition and subtraction of</li></ul>	<ol> <li>solve multi-step problems involving division of fractions that may or may not involve the other operations with fractions.</li> <li>determine</li> </ol>
	decimal numbers. 4. divisibility rules.	<ul><li>a. the place value to thousandths of a digit in a given decimal number,</li><li>b. the value of a digit, and</li><li>c. the digit of a number, given its place value.</li></ul>
	5. prime and composite numbers.	<ol> <li>read and write decimal numbers with decimal parts to thousandths.</li> <li>convert terminating decimals to fractions, and vice versa.</li> <li>compare and order decimal numbers with decimal parts to thousandths.</li> <li>round decimal numbers to the nearest thousandths.</li> <li>add and subtract decimal numbers with decimal parts of up to 3 decimal places.</li> </ol>
		<ol> <li>solve multi-step problems involving addition and/or subtraction of decimals, including problems involving money.</li> <li>use divisibility rules to find common factors of numbers:         <ul> <li>a. divisibility rules for 2, 5, and 10,</li> <li>b. divisibility rules for 3, 6, and 9, and</li> </ul> </li> </ol>
		<ul><li>c. divisibility rules for 4, 8, 11, and 12.</li><li>12. distinguish prime numbers from composite numbers using the Sieve of Eratosthenes.</li></ul>

## Performance Standards

*By the end of the quarter, the learners are able to ...* 

- divide fractions. (NA)
- compare, order, and round decimals to the nearest one thousandth. (NA)
- add and subtract decimal numbers. (NA)
- use divisibility rules. (NA)
- distinguish prime numbers from composite numbers. (NA)

CONTENT DOMAIN	<b>CONTENT STANDARDS</b> The learners should have knowledge and understanding of	<b>LEARNING COMPETENCIES</b> The learners
Data and Probability (DP)	<ol> <li>double bar graphs and double line graphs.</li> <li>theoretical probability.</li> </ol>	<ol> <li>collects bivariate data from interview, questionnaire, and other appropriate sources.</li> <li>identify the appropriate graph (bar graph or line graph) to represent a given set of data.</li> <li>construct double bar graphs and double line graphs.</li> <li>interpret data presented in a double bar graph or a double line graph.</li> <li>draw conclusions or make inferences based on data presented in a double bar graph or a double line graph.</li> <li>solve problems using data presented in a double bar graph or a double line graph.</li> <li>describe probability as a measure of the chance of an event occurring.</li> <li>calculate the theoretical probability of a simple event by listing all possible outcomes.</li> </ol>
Number and Algebra (NA)	3. multiplication and division of decimal numbers.	<ul> <li>9. estimate each of two decimal numbers to the nearest whole number to estimate their product.</li> <li>10. multiply decimal numbers with decimal parts of up to 2 decimal places.</li> <li>11. solve multi-step problems involving multiplication of decimals that may or may not also involve addition or subtraction of decimals, including problems involving money.</li> <li>12. estimate the quotient when dividing two decimal numbers by estimating the dividend and divisor to the nearest whole number.</li> <li>13. divide: <ul> <li>a. 1- to 2-digit whole numbers resulting in a terminating decimal quotient (e.g., 4 ÷ 5 = 0.8), and</li> <li>b. a decimal of up to 2 decimal places by a 1- to 2-digit whole number, resulting in a terminating decimal quotient of up to 3 decimal places.</li> </ul> </li> </ul>

# Performance Standards

By the end of the quarter, the learners are able to ...

- identify, construct, and interpret double bar graphs and double line graphs. (DP)
- draw conclusions and make inferences from data represented in double bar graphs and double line graphs. (DP)
- calculate theoretical probability. (DP)
- multiply and divide decimal numbers. (NA)

CONTENT	<b>CONTENT STANDARDS</b>	LEARNING COMPETENCIES		
DOMAIN	The learners should have knowledge and understanding of			
Number and Algebra (NA)	1. GMDAS rules when performing three or more operations with fractions and decimals.	<ol> <li>solve multi-step problems involving division of decimals that may or may not also involve the other operations with decimals, including problems involving money.</li> <li>perform three or more different operations with fractions and decimals by applying the GMDAS rules.</li> </ol>		
Measurement and Geometry (MG)	<ol> <li>prisms and pyramids.</li> <li>surface area of solid figures.</li> <li>cubes and rectangular prisms.</li> <li>resulting image after rotation</li> </ol>	<ol> <li>illustrate different solid figures using concrete and pictorial models.</li> <li>relate plane figures to solid figures using concrete and pictorial models.</li> <li>describe and differentiate prisms and pyramids using their vertices, faces, and/or edges.</li> <li>illustrate and describe solid figures and their nets.</li> <li>make models of solid figures.</li> <li>illustrate and find the surface area of solid figures.</li> <li>solve problems involving the surface area of solid figures.</li> <li>describe and distinguish cubes and rectangular prisms.</li> <li>estimate the volume of a cube and of a rectangular prism using non-standard units of measurement.</li> <li>draw the image of an object after applying rotation about a point given an angle of rotation, clockwise or counterclockwise.</li> </ol>		
	e quarter, the learners are able to			
	<ul> <li>apply the GMDAS rules with operations with fractions and decimals. (NA)</li> <li>illustrate and describe calid figures and their pate. (NC)</li> </ul>			

- illustrate and describe solid figures and their nets. (MG)
- determine the surface area of solid figures. (MG)
- distinguish between cubes and rectangular prisms, and estimate their volumes. (MG)
- draw the image of an object after applying rotation about a point (MG)