Content Standard:		
Performance Standard:	and striking/fielding games in promoting personal wellness for active and healthy living. The learners participate in stress-reduction activities and striking/fielding games in promoting personal wellness for active and healthy living.	
CONTENT		LEARNING COMPETENCIES The learners
Nature of Stress		1. apply various healthy coping strategies to manage
Stress and Stressors		stress;
 Physical Responses of the Body to Stress 		
Importance of Coping Strategies		
• Examples of Unhealthy	Coping Strategies to Be Avoided (Use of Alcohol and	
	ing, Avoidance, And Blame)	
• Examples Of Recommended Healthful Coping Strategies (Visualization, Positive		
Self-Talk, Managing Time and Energy, Gratitude Journal, Talking to a Responsible		
Adult, Seeking Support And Professional Help, Nurturing Resiliency through		
Grounding Exercises and Other Mindfulness Activities)		
Bullying and Other Violent-Related Behaviors as Stressors		2. demonstrate assertive behavior to prevent and deal
• Negative Effects of Bullying, Harassment, Discrimination, and Other Violent		with bullying, harassment, discrimination, and
Behaviors on Well-Being		violence;
• Life Skills and Assertive Behavior to Prevent and Deal with Bullying,		
	on, and Other Violent Behaviors	
Stress-reduction Activiti		3. analyze stress-reducing benefits of physical
• Stress-reducing Benefits		activities; and
• Various Physical Activities That Can Help In Reducing Stress (Exercise, Hobbies,		
and Indoor and Outdoor Activities)		
	pation: Striking/Fielding Games	4. performs physical activities using striking/fielding
Focus Foundational Skills		game concepts with agility, balance, coordination,
1. Movement Concept		and speed for active living:
- Relationship with People and Object		a. locomotor skills by creating, moving,
2. Movement Skills		denying, and covering space
- Locomotor, Non-Locomotor Manipulative		
3. Fitness Concepts		

- Agility, Balance, Coordination, Speed
- Intensity: Moderate to Vigorous Physical Activities (MVPA)
- 4. Game Concepts
 - Positioning (People and Location in Space)
 - Relationship to Object: Sending Away (Throw and Strike)

Suggested Activities: **Philippine Traditional Games** (Kickball, Syato, Bati-Cobra, Tupa, and/or other variations of unpublished games in the locality)

b. manipulative skills by striking, receiving, sending or propelling an object to an intended area.

Content Standard:	myths and misconceptions, and net/wall games in promoting family wellness for active and healthy living.			
Performance Standard:	Performance Standard: The learners participate in net/wall games in promoting family wellness for active and healthy living.			
CONTENT		LEARNING COMPETENCIES The learners		
 Changes During Puberty Physical (Growth Spurt; Primary and Secondary Sexual Characteristics; Menstruation and Wet Dreams, Etc.) Social, Emotional, and Mental/Intellectual Changes Impact of Changes During Puberty Management of Changes During Puberty With Emphasis on Skin, Body, and Genital Care; Menstrual Hygiene Management and Sleep Hygiene 		describe concepts, effects, and ways to manage changes during puberty;		
Family Roles in Managing Changes During Puberty • Puberty-related Issues, Concerns, and the Need for Support and Understanding of the Family • Different Roles to Support and Guide Children in Managing Changes During Puberty		2. analyze various family roles in managing changes during puberty;		
Puberty-related Myths and Misconceptions and Effects on Physical Activity Participations • Common Puberty-Related Myths and Misconceptions • Puberty-related Myths and Misconceptions That can Affect Physical Activity Participation		3. discuss common puberty-related myths and misconceptions that can affect physical activity participation; and		
Physical Activity Participation: Net/Wall Games • Focus Foundational Skills 1. Movement Concept - Relationship with People and Object 2. Movement Skills - Locomotor, Non-Locomotor, Manipulative 3. Fitness Concepts - Agility, Balance, Coordination, Speed		4. perform physical activities using net/wall game concepts with agility, balance, and coordination for active living: a. locomotor skill by attacking to create and move into space and denying and covering space; and		

- Intensity: Moderate to Vigorous Physical Activities (MVPA)

4. Game Concepts

- Positioning (People and Location in Space)

- Relationship to Objects: Striking (Attack), Blocking/ Receiving (Defend)

Suggested Activities: Games (Pickle Ball, Wall Ball, Ringo)

b. manipulative skills by serving and hitting the ball to an open space.

Content Standard The learners demonstrate understanding of medicines, gateway substances, and rhythmic activities and dances in promoting community wellness for active and healthy living.		
Performance Standard The learners participate in rhythmic activities and dances in promoting community wellness for active and healt living.		
CONTENT		LEARNING COMPETENCIES The learners
Medicines as Health Products		1. explain the proper use of medicines as health
• Uses of Medicines (Protection, Prevention, and Cure)		products to prevent misuse and harm to the body;
• Types of Medicines (Over-The-Counter, Prescription, and Complementary Medicines)		
• Prevention of Medicine N	Misuse and Abuse	
• Proper Use of Medicines		
Dangers of Gateway Drugs		2. analyze the negative effects of gateway drugs on the
• Concepts and Nature of Gateway Drugs (Caffeine, Tobacco, E-Cigarette, and		individual, family, and the community;
Alcohol)		
• Negative Effects of Gateway Drugs (Individual, Family, and Community)		
• Prevention and Control of Use and Abuse of Gateway Drugs		
	se and Use of Gateway Drugs to Physical Activity and	3. determine the negative effects of medicine misuse
Fitness		and use of gateway drugs to physical activity and
`	les: Impaired Physical Performance, Increased Risk of	fitness; and
Injuries, and Musculoskeletal Problems)		
3	luable Preventive Measure for Medicine and Substance	
Misuse and Abuse		4
	pation: Rhythmic Activities and Dances	4. participate actively in different rhythmic activities
• Focus Foundational Skil	.IS	and dances for maintaining their movement
1. Dance Elements		competence and physical activity participation.
- Body, Action, Space, Time, Energy 2. Movement Skills		
Locomotor, Non-locomotor, Manipulative3. Fitness Concepts		
- Agility, Balance, Coordination, Cardiovascular Endurance		
- Intensity: Moderate to Vigorous Physical Activities (MVPA)		
- intensity: Moderate to Vigorous Physical Activities (MVPA)		

Suggested Activities: Dance Exercise (i.e., DepEd Galaw Pilipinas), Movement	
Exploration, Fundamental Dance Movements (local context), Fundamental	
Dance Steps (2 4-time), and/or Social Dance Mixers (2 4-time)	

Content Standard:	The learners demonstrate understanding of home, so prevention, and rhythmic activities and dances in prom	school, community, and outdoor safety, road safety, inju-
Performance Standard:	The learners participate in road safety and injury prevention practices and rhythmic activities and dances in promoting societal wellness for active and healthy living.	
CONTENT		LEARNING COMPETENCIES The learners
Home, School, Community, and Outdoor Safety		1. discuss potential hazards and safety guidelines
Potential Hazards at Hor	me, School, in the Community, and Outdoors (With	home, in school, in the community, and outdoor
Emphasis on Fire Hazard)		
 Safety Guidelines at Hor 	ne, School, in the Community, and Outdoors	
Road Safety		2. demonstrate self-management skills for ro
Basic Road Signs and Tr	raffic Signals (Rights and Responsibilities)	safety;
	ctance of Sidewalks, Crosswalks, Pedestrian Signals,	
Crossing the Streets Safely	y)	
0 , 0	the Designated Loading and Unloading Zones, Not	
Running into the Street)		
	ce of Wearing Helmets and Using Bike Hand Signals)	
• Self-Management Skills	· · · · · · · · · · · · · · · · · · ·	
	ng Physical Activity Participations	3. analyze ways to prevent injuries during physic
_	acture, Concussions, Knee Injuries, Tendinitis, Shin	activity participations; and
Splint		
• Injury Prevention Praction		
	pation: Rhythmic Activities and Dances	4. participate actively in different rhythmic activiti
• Focus Foundational Skil	lls	and dances in maintaining their moveme
1. Dance Elements	m' - D	competence and physical activity participation.
- Body, Action, Space, Time, Energy		
2. Movement Skills		
- Locomotor, Non-locomotor, Manipulative		
3. Fitness Concepts		
 Agility, Balance, Coordination, Cardiovascular Endurance Intensity: Moderate to Vigorous Physical Activities (MVPA) 		
- intensity: Moderat	te to vigorous Physical Activities (MVPA)	

Suggested Activities: Dance Exercise (i.e., DepEd Galaw Pilipinas), Movement	
Exploration, Fundamental Dance Movements (local context), Fundamental	
Dance Steps (3 4-time), and Social Dance Mixers (3 4-time)	