



Lesson Exemplar for English







Learning Activity Sheet for English Grade 4 Quarter 1: Week 1

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Published by the Department of Education Secretary: Sara Z. Duterte Undersecretary: Gina O. Gonong

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MATATAG	School	Grade Level	4
K to 10 Curriculum	Name of Teacher	Learning Area	English
Weekly Lesson Log	Teaching Dates and Time	Quarter	1

		DAY 1	DAY 2	DAY 3	DAY 4		
CUF	RICULUM CONT	ENT, STANDARDS, AND I	ESSON COMPETENCIE	S			
А.	Content Standards						
<i>B. Performance</i> <i>Standards</i> The learners apply comprehension of literary and informational texts and produce narrative and expository texts on their purpose, context, and target audience using simple, compound, and complex sentences, and age-appr and gender-sensitive language.							
C.	Learning Competencies	EN4LR-1-1 Comprehend I	iterary texts				
D.	Learning Objectives	At the end of the lesson, the learners should be able to: a. give the distinguishing features of a narrative text; b. identify the setting, characters, and plot of a narrative text; and c. relate one's experiences to the text.	At the end of the lesson, the learners should be able to: a. identify the sound devices used in statements and stories and b. arrange the events of a narrative (at least 6 events).	At the end of the lesson, the learners should be able to: a. make predictions on events; and b. differentiate fantasy from reality.	At the end of the lesson, the learners should be able to: a. draw conclusions based on the text read; and b. relate one's experiences to the text.		
E.	Instructional Design framework feature (s)	Integrative Connection Collaboration	Integrative Connection Collaboration	Integrative Connection Collaboration	Integrative Connection		
F.	21 st Century Skills	Critical thinking Teamwork Collaboration	Critical thinking Teamwork Collaboration	Information Literacy Critical thinking Teamwork Collaboration	Critical thinking Communicating in Diverse Environments		



	Communicating in	Communicating in	Communicating in	
	Diverse Environments	Diverse Environments	Diverse Environments	
II. CONTENT	Narrative text	Sound Devices	Predictions	Drawing Conclusions
	Story Grammar	Linear Plot	Reality vs. Fantasy	
	Story: Maya's Adventure	Story: Maya's Adventure	Story: The Poor Bunny's Magic Present By Pedro Pablo Sacristan	
III. LEARNING RESOU	RCES			
A. References	Teacher's Guide pp. 112-119 English Learner's Material Grade 4, pp. 102-111	Reading Package 3 (Sequencing Events), Curriculum Development Division, Bureau of Elementary Education 2005 pp. 32-33, 51-52	Teacher's Guide pp. 357-360 English Learner's Material Grade 4 p. 181	Reading Package 3 (Inferring/Drawing Conclusions), Curriculum Development Division, Bureau of Elementary Education 2005 pp. 31-35 https://www.youtub e.com/watch?v=THO Vem7nRkA
B. Other Learning Resources	Worksheets, slide decks, laptop, printed copies of the story, real objects, pictures	Worksheets, slide decks, laptop, printed copies of the story	Worksheets, slide decks, laptop	Worksheets, slide decks, laptop
IV. TEACHING AND LE	ARNING PROCEDURES			
Before/Pre-Lesson Prop	ber			
Activating Prior Knowledge	Review the two types of texts: narrative and informational . Then present the following paragraphs. Have them identify which is	Review the elements of a narrative/story grammar.	Have you watched or heard about the movie "Harry Potter"? Can you describe Harry Potter? What are the things he can do?	Who among you lives or experienced living near a river, a lake or by the sea? Have you ever gone fishing? Let learners share their experiences when fishing.



 a narrative and informational text. A. "Here" shouted Jill, "Catch the ball." She threw the ball to Tim. "Now, throw it back." she said. "I like to play ball. I have something to tell you. I am going to be on the school team." B. The housefly carries many germs. Some of the germs are on the hairs of its legs. Some are on the housefly's feet. Most flies carry far more than a million germs. One fly is known to carry over six million germs. Ask the learners about a story they have read and what makes it interesting. Have them share their favorite part of the story. 	Recall the story, "Maya's Adventure." Identify the elements present in the story.	Do you think these can happen in real life?	
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Lesson Purpose/Intention	Explain that stories have a structure or framework called story grammar, which includes different elements that make up a narrative.	In this lesson, we shall work on the plot of the same story we read yesterday and identify sound devices used in stories.	In the story that we will read today, we will find out what the wizard gave the bunny and how the bunny used it.	Today, we shall listen to a short story entitled, "Going Fishing" and we shall draw conclusions based on the details of the story.
	Write "Story Grammar" on the board. Explain that you will be exploring the different elements of a story grammar together.			
Lesson Language Practice	Unlock the following words using context clues, picture clues or through actions/ realia: nestled, symphony, venture, mystical, enchanting, damp, perched, echoed, vibrant, mesmerized, soothing, fluttering, stumbled. Example:	Match the underlined words in column A with their meaning in column B. Write your answers in your notebooks.AB1. There are many mystical stories about butterflies.a. repeated2. The birds are fluttering around.b. flying	Choose the meaning of the following words from the given choices. Write your answer in the line provided below. 1. Mr. Cruz is very annoyed because his car stopped in the middle of the road. This means that he feels a. angry b. excited	 Choose the meaning of the highlighted words from the options below. Write your answers in your notebooks. 1. <i>Dawn</i> is the first appearance of light in the morning followed by sunrise. 2. Father the two cars out of our <i>garage.</i> 3. An artist is <i>skillful</i> in the use of colors. a. good at something b. early morning



<i>3. dan</i> and pu a tissu	his head against his mother's shoulder. (show a video/picture showing this action) <i>symphony</i> (use a picture or give a synonym) <i>np</i> (get water ut a little of it on the or paper to ate the meaning)	flowers in the garden look <u>vibrant</u> . 4. His voice <u>echoed</u> , and he was heard. 5. The prince was <u>mesmerized</u> by the beauty of the princess.	d. fallen for e. colorful	 d. sad 1. The long summer season resulted in drought and hunger in the region. There was no rainfall for a long period and the plants dried. Drought means a. frequent flooding b. long dry season c. seasonal rain d. strong typhoon 3. Houdini, the wizard, performed wonderful magical tricks in front of the audience. A wizard is a/an A wizard is a/an 4. She placed a	kept	
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			 a. a basket full of flowers b. a box full of flowers c. a truck full of flowers d. a small bunch of arranged flowers 	
Reading the Key Idea/Stem	Reading of the TextModeling reading: Read the story aloud while learners listen.Pupil reading: Choose some learners to read aloud using the Popcorn Reading Technique.Note: Please access the story and group activities/tasks at https://tinyurl.com/Grade- 	Reread the text, "Maya's Adventure" orally with the learners. Pause between paragraphs and ask about Maya's adventure to direct the learners on the sequence of events or plot of the story. Write their answers on the sequence ladder. Example: 1. Maya decided to go on an adventure into the forest. 2. She heard the birds on the branches of the trees.	Read the story aloud to the learners. At indicated points, ask them what they think will happen next in the story. (See pp. 359-360 of the Teacher's Guide for the copy of the story) Let the learners answer the motive question: What did the wizard give the bunny use it? Answer comprehension questions about the story (see p. 361 of the Teacher's	 Watch the Drawing Conclusion Short Passage by Kelley Randall on https://www.youtube.com/watch?v=Yj- lqA-Wal0 Trawing Conclusions Trawing Conclusions Prawing Conclusions Prawing Conclusions Mote: Give reminders to the learners before viewing the material. Ask: What is the video all about? What did you learn from the video? What is the meaning of conclusion? How do you draw conclusions?



	 3. She spotted a group of colorful butterflies. 4. She came across a small stream. 5. She stumbled upon a group of children playing patintero. 6. She heard the barking dogs before the evening came. * Tell the learners that what you did together is called sequencing or identifying the components of the plot of the story. It is a strategy that will help them better 	Guide). What we did in between the story was make predictions. How were you able to predict? *Predicting is giving possible outcomes or events that could happen in the story based on the situations or ideas presented. It is important to listen to or read the details carefully. Look for clues and use what you know to predict outcomes.	
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Developing Understanding of the Key Idea/Stem	Teaching Modelling There are two types of texts: narrative and informational . A narrative text is a type of text that tells a story or recounts a series of events. It typically includes elements such as characters, setting, and plot. Narrative texts can be found in various forms. The purpose of a narrative text is to entertain , engage, or inform the reader by presenting a sequence of events in a logical and coherent manner. A story grammar is a way to understand and analyze the structure of a story. It helps us identify the important elements and how they fit together to	narrative text.Ask: Whatsounds did Mayahear as she wenton an adventurein the forest?Write the learner'sanswers on theboard.• soft"squish- squish" sound on the damp earth• "tweet-tweet" of birds• loud"buzzzz" coming from a nearby tree• soothing "babble- babble" sound of the water• "gulp- gulp" sound from her throat• "tap-tap" sound from	 Let us read the following sentences. 1. The wizard offered the bunny a bag filled with little magical bouquets of flowers. 2. The bunny was dying of hunger. 3. He remembered how his parents had always taught him to share everything. 4. At that moment, with a great rumble of thunder, the wizard appeared again. 5. He pulled the bouquet out of the bag and gave it to the sheep. As soon 	 When we read narrative or informational texts, the author does not tell the readers everything. Authors leave details out on purpose. To guess what the characters in a story say or do or to infer something, one must draw conclusions. Drawing conclusions means combining the details in what we already know with the details found in a text read. Using words, phrases, or sentences in a text can help us understand where the story is heading.
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		1 1	
create a complete	children's	as he did this,	
narrative.	feet	the bunch shone	
The elements of a	• "woof-	with a thousand	
story grammar are	woof" of	colors. Magic	
setting, character,	dogs	was at work.	
and plot.			
The setting talks	The teacher says:	 Which among the 	
about the place and	The highlighted	sentences shows	
the time when the	words are examples	something that	
events in the story	of the literary device	happens in fantasy?	
happened.	called	Which shows reality?	
The characters are	onomatopoeia.	•How did you know?	
the people or animals			
in the story. The plot is made up of the events that happened in the story. It consists of the beginning, the middle, and the ending. •Beginning- It narrates the problem/s faced by the main character. •Middle – It presents the actions made by the characters to solve the problem. •Ending- It shows the solution to the problem.	<i>Onomatopoeia</i> is a fun and interesting literary device that helps make writing more engaging and descriptive. It is a word that imitates or suggests the sound it is describing. Onomatopoeia can be found in all kinds of writing, including stories, poems, comics, and even in everyday conversations. It brings words to life	 Teaching/Modelling Reality refers to situations that happen in real life. Example: Plants and animals die because of thirst and hunger. Fantasy refers to situations that are magical or make- believe and could not happen in real life. Example: A fairy appeared to Mina and told her to make three wishes. 	
	by creating a connection		



Deepening Understanding of the Key Idea/Stem	Divide the class into three groups for their group tasks.	sound and the meaning. Examples: buzz, crash, sizzle, and meow Divide the class into three groups for their group tasks.	Group the learners into three and let them do the following tasks.	Read the passages with the learners and have them draw conclusions.
Making Generalizations and Abstractions	What is a narrative text? What are the elements of a story grammar? Give your own examples of stories.	What do we do when we arrange the events in the plot of a story? How can this strategy help us? What is onomatopoeia? Give your own examples of onomatopoeia and use them in your own sentences.	What do you do when you make predictions? How can you differentiate reality from fantasy?	What two things do we need before we can draw conclusions?
Evaluating Learning	A. Identify the elements of the story by choosing the correct answer from the choices	A. Read the story and number the events (1-6) as they happened in the story.	Read the following situations and choose what you think might	Read and draw conclusions from the following short stories. 1. "When I grow up," said Mila,



provided below.		happen next.	"I want to fly an airplane. It
Encircle the letter	It was Janet's	Write the letter of	must be fun to fly over the
of your answer.	birthday. She	your answer in	towns. It must be fun to see
	woke up early.	your notebooks.	people down there." From the
1. It is the element	She dressed up		story you can tell that
of the story which	and went to	1. Jaime is playing	a. Mila wants to be a doctor.
gives the place and	church. When	with his kite. The	b. Mila doesn't mind high
time when the story	she arrived	kite is flying high	places.
happened.	home, she	above a coconut	c. Mila wants to go
a. plot	helped Mother	tree. Suddenly, the	somewhere.
b. setting	set the table.	kite string snapped.	 Mila is afraid of heights.
c. characters	She put plates,		
d. point of view	spoons, and	a. The kite will	2. "Look at your hands, Henry,
	cups on the	fly higher.	"said Mother. "I have never seen
2. They are the	table. She got a	b. The kite will	your hand look like that. Get
people or animals	flower vase and	fall and hit	them clean right now. How could
in the story.	put the flowers	the tree.	you sit down to eat with those
a. plot	in it. She put the	c. The kite will	dirty hands."
b. setting	cake on the	be carried	
c. characters	table, too. She	away by the	From the story you can tell that
d. point of view	put the chairs	wind.	
	around the	d. The kite will be	a. Henry got a chair for
3. It refers to the	table. Soon her	torn.	Mother.
sequence of events	visitors arrived.		b. Mother likes to see dirty
in the story.		2. All the pupils are	hands.
a. plot b. setting	Sequence the	inside the	c. Henry loves to have
c. characters	events (1-6) as	classroom. Some	dirty hands.
	they happened	are playing and	d. Henry's hands are clean
d. point of view	in the story.	others are chatting.	most of the time.
4 It is the part of	Write the	The teacher comes	
4. It is the part of the plot that relates	numbers	in.	
the problem of the	beside each	a.The pupils will	
main character of	event.	sit quietly.	
		b. The teacher will	
the story. a. middle	She got a	go out of the	
	Ŭ	J	



b. ending c. resolution d. beginningflower vase and put the flowers in it.room. c. The pupils will continue with	
d. beginning it. continue with	
She helped what they are	
5. It is the part of the her mother set the doing.	
plot that tells the table. d. The teacher	
solution to theShe woke will get mad at	
problem of the main up early and her pupils.	
character. went to church.	
a. middleShe put 3. Mother is cooking	
b. ending the chairs sinigang. She	
c. resolution around the accidentally used	
d. beginning table. two tablespoons	
B. Read the storyShe put the of sugar instead of salt.	
and answer the places, spools, of sail.	
and cups on the a. The singang	
follow Engineer the lable. Will laste	
letter of the heatHerSweet.	
answor	
soon. will be very	
There was a brave She put the Salty.	
and imaginative girl Cake on the table, C. The sinigary	
named Sarah One 100. Will be filore	
delicious.	
sunny day, Sarah B. Encircle the d. The sinigang	
decided to go on an onomatopoeia in will taste very	
exciting adventure in each sentence. sour.	
her neighborhood.	
With a backpack a. The audience Write reality or	
tilled with snacks clapped at the fantasy in the	
and a sense of end of the play, space provided.	
curiosity, she set off	
on her journey. She b.The a. A superhero	
explored the nearby feather can stop a storm with	
woods, climbed fluttered to a snap of his finger.	
trees and	



discovered hidden	the	b. Prolonged	
treasures like	ground.	drought can lead to	
colorful leaves and		famine and hunger.	
shiny rocks. Along	c.The delivery		
the way, she	man knocked on		
encountered	our front door.		
friendly animals like			
squirrels and birds,	d.10. The race		
who seemed to	car zoomed		
guide her deeper	past the other		
into the forest.	car.		
Sarah's adventure			
was filled with			
laughter, wonder,			
and the joy of			
discovering the			
beauty of nature			
right in her own			
backyard.			
Dackyalu.			
1. Who is the main			
character in the			
story?			
a. Sarah			
b. Selina			
c. Shela d. Sofia			
2. Where does			
the story take			
place?			
a. in school			
b. in the garden			
c. in the market			
d. in the woods			



	3. How did the story
	begin?
	a. Sarah went on a
	journey in the
	woods.
	b. Sarah brought her
	backpack filled with
	snacks.
	c. Sarah met some
	animals along the
	way.
	d. Sarah's adventure
	was filled with
	laughter, discovery,
	wonder, and joy.
	4. What is the ending of
	the story?
	a. Sarah went on a
	journey in the
	woods.
	b. Sarah brought her
	backpack filled with
	snacks.
	c. Sarah met some
	animals along the
	way. d. Sarah's
	b. adventure was
	filled with
	laughter,
	wonder, and
	joy.
	5. How would
	you describe
A CONTRACT	14



	Sarah? a. adventurous b. curious c. friendly d. lonely Follow-up question: What specific trait/s or characteristics of Sarah stand out to you?			
Additional Activities for Application or Remediation (if applicable)	Map Me Out! Read the story, then create a story map based on its key elements. Write your answer on the worksheet. At the School Grounds Jo and his friends were playing baseball at the school grounds. They were having so much fun. When the ball was hit, it flew into the air, and Jo ran to catch it. Instead of catching the ball, it hit his head. He fell to the ground. "My head really hurts," he told his teacher. His	 Pick Me! Read each sentence and underline the onomatopoeia used. Example: The bird went chirp, chirp, chirp. Answer: The bird went chirp, chirp, chirp. 1.The duck went quack, quack in the lake. 2.I heard the cow mooo at the owner. 3.The sheep went baaaa, 	Believe It or Not!Read thestatements belowthen write "Reality"(for events that canhappen in real life)or "Fantasy" (forevents fromsomeone'simagination) in thespace provided.Example:Statement: Dogscan fly in the sky.Answer: Fantasy1. The sun rises inthe east and setsin the west.2. Unicorns existand can be found	Guess It Right! Read the short passages and draw conclusions from each. Write your answers in the space provided. 1. It takes a turtle about ten hours to travel one mile. A snake can travel two miles in one hour. A house cat can travel about thirty miles in an hour. A tarsier can travel twenty-four miles in an hour. Tarsiers moves more slowly than 2. There are many rats in the world. No one knows just how many rats there are. Many rats live underground. Many live in other places where they can't be seen. Some people say that there are about as many rats in the world as there are people.



	teacher brought him	baaaa.	in the forest.	
	teacher brought him to the school nurse. She gave him an ice pack for his head. Soon, his head began to feel better. Name: Title: Setting Characters P beginning L O middle T ending	baaaa. 4.The dog went ruff, ruff at the intruder. 5.The snake hissed when it encountered its prey.	in the forest. 3. People can breathe underwater like fishes. 4. Dragons are real creatures that can breathe fire. 5. Fairies have magical powers and can grant wishes.	You can tell that no one has
Remarks				
Reflection				

