

Lesson Exemplar for PE and Health













Lesson Exemplar for Physical Education and Health Grade 7 Quarter 1: Week 2

This material is intended exclusively for the use of teachers in the implementation of the MATATAG K to 10 Curriculum. It aims to assist in delivering the curriculum content, standards, and lesson competencies.

The Intellectual Property Code of the Philippines states that "No copyright shall subsist in any work of the Government of the Philippines. However, prior approval of the government agency or office wherein the work is created shall be necessary for exploitation of such work for profit. Such agency or office may, among other things, impose as a condition the payment of royalties."

Borrowed materials (e.g., texts, illustrations, musical notations, photos, and other copyrightable, patentable contents) included in this learning resource are owned by their respective copyright and intellectual property right holders. Where applicable, DepEd has sought permission from these owners specifically for the development and printing of this learning resource. As such, using these materials in any form other than agreed framework requires another permission and/or licensing.

No part of this material, including its original and borrowed contents, may be reproduced in any form without written permission from the Department of Education.

Every care has been taken to ensure the accuracy of the information provided in this material. For inquiries or feedback, please call the Department of Education - Regional Office via telephone number (02) 85229412 or send an email to ncr@deped.gov.ph.

Published by the Department of Education

Secretary: Sara Z. Duterte

Undersecretary: Gina O. Gonong

Development Team

Writer: Fe A. Menciano

Content Reviewer: Pedro Gloriani, Marilyn Binuya, and Lea D. Aplacador

Illustrator:

Layout Artist: Anthony James H. Vizmanos

Management Team

JOCELYN DR ANDAYA CESO IV, Director IV
CRISTITO A. ECO CESO III, Assistant Regional Director
MICAH G. PACHECO, OIC-Chief Education Program Supervisor, CLMD
DENNIS M. MENDOZA, Regional EPS/Learning Resource Management Section Head
MARITA D. AQUINO, Regional MAPEH Education Program Supervisor

MATATAG	School	Grade Level	7
K to 10 Curriculum	Name of Teacher	Learning Area	PE and Health
Weekly Lesson Log	Teaching Dates and Time	Quarter	1

	DAY 3 and 4			
I. CURRICULUM CONTE	I. CURRICULUM CONTENT, STANDARDS, AND LESSON COMPETENCIES			
A. Content Standards	The learners demonstrate understanding of mental health and target games in promoting personal wellness for active and healthy living.			
B. Performance Standards	The learners participate in target games and other physical activities promoting personal wellness for active and healthy living.			
C. Learning Competencies	Discuss common adolescents' concerns that can affect mental health			
D. Learning Objectives	 Enumerate ways on how to prevent and manage common adolescents concerns that can affect mental health Apply the ways on how to prevent and mange common adolescents concerns that can affect mental health Internalize the importance of the ways to prevent and manage common adolescents that can affect mental health 			
E. Instructional Design framework feature (s)	Critical Thinking, Reflective thinking			
F. 21st Century Skills	Collboarative, Intrapersonal			
II. CONTENT	Prevention and Management of Common Adolescents' Concerns that Can Affect Mental Health			
III. LEARNING RESOUR	CES			
A. References				
B. Other Learning Resources	https://www.verywellmind.com/reframing-defined-2610419			





IV. TEACHING AND LEARNING PROCEDURES		
Before/Pre-Lesson Proper		
Activating Prior Knowledge	Activity 1: Recall (3 minutes) Based on the previous lesson last week, put a check (√) mark on the sample listed below if they affect your mental health 1. Body weight 2. Peer Pressure 3. Social Media 4. Going to church 5. Bashing from your friends	
Lesson Purpose/Intention	Activity 2: Picture Perfect (20 minutes) Teacher Divide the class into 3 groups. Each group will be given a difficult situation and ask them to "Reframe" the situation into a positive situation through a tableau. 1. Parents fighting 2. Sibling rivalry 3. Bashing in social media Let the other group observe the Tableau of the other group. The teacher asks the observer to describe what they see inside the tableau. Processing question: 1. How did you turn the negative situation into a positive situation? 2. How does it feel if we can change a bad situation into a positive situation?	
Lesson Language Practice	Activity 3: Get Rid (The 3 groups created in activity 2 can be use) Teacher prepares the following words in 3 sets, (Cognitive, Therapy, Family, Re-framing, Individual) give 1 set to every group. The teacher will post the definition on the board and let 1 member of the group post the word associated or being defined. The group who can post the word ahead of the others gets 1 point. The group who had rid the greatest number of words will win the game. Cognitive: involving process of thinking and reasoning Therapy: treatment to relieve or heal disorder Family: smallest unit of the community	





	Re-framing: Express differently
	Individual: single human being
Reading the Key Idea/Stem	"Cognitive Reframing" is a technique to prevent and manage common adolescent concern that may affect their mental health. It is used to change the way a person looks at the situation, person, perspective. It can be used to change the way people think, feel and behave.
	Activity 4: Lights, Camera, Action!
	Divide the class into 2 or 4 groups. Identify groups as Positive and Negative groups. The positive group will show all the positive scenes in each situation while the negative group will show all the possible negative scenarios. Take note to always begin with the negative scene.
	Scene 1: Mother overly get involved in the life of her daughter.
Developing Understanding	Negative scene (sample): Mother nagging daughter about school, friends, fashion. Positive:(sample): Parents supporting daughter to her needs, hobbies. Explains to her daughter why she gets involved in her life.
	Scene 2: A person getting upset with her that he/she was not chosen as Outstanding Student of the year. Negative side; (sample): Student being sad, staying inside the room alone. Positive scene: (sample) Student makes her plan for the next school year. On how to get the award, or thinking maybe another student needs the award more than him/her. Processing Question:
of the Key Idea/Stem	Scenario 1. Who are the characters involved? How does the character show their support to the daughter? Expected answer: The family Scenario 2. Who helps the student on his/ her situation? Expected answer: Herself/ Individual
	The family helping a family member is known as Family Therapy , while Herself/ Individual helping herself is known as Individual Therapy , and it is Known as Cognitive Reframing Technique .
	Processing Question: What are the benefits of Cognitive Reframing Technique? Expected answers:
	1. Change your Point of View: Look at the situation in another way
	2. Validate Emotions: Don't deny your feelings
	3. Show Compassion: Help yourself by doing "Self-talk or "What would you say to a friend who had this problem?"





	Activity 5: OPEN LETTER!	
Deepening Understanding of the Key Idea/Stem	Dear Everyone, Let's choose kindness over criticism on social media. Avoiding bashing and pushing others online isn't just about preventing conflict—it's about fostering a positive and respectful community. Let's listen, understand, and respond thoughtfully. Together, we can create a digital space where empathy and constructive dialogue thrive. With hope for a better online world, Someone Teacher will post on the board this open letter. Ask the students to write their "Comment" about the letter. As many comments as possible. Teacher asks the students to identify the Positive and the Negative Comment. Processing Question: 1. Why is it important to be kind and avoid criticizing others on social media? 2. How can listening carefully help us create a nicer online community? 3. What can we do to respond politely when we see something we disagree with online? 4. Why is it good to understand other people's feelings when we talk online? 5. How can we all work together to make social media a friendlier place for everyone?	
Making Generalizations and Abstractions	Answer the following open-ended questions below: 1. I have learned that Cognitive Reframing can help me see the situation in a 2. AVOIDING social media can lessen my 3. Alternative for using social media	
Evaluating Learning	Write CGT if the example is a Cognitive Reframing Technique and write SMD if it a Social Media Detoxification	







	 1. Learning to accept defeat. 2. Reading books 3. Joining yoga class 4. Look at the positive side of the situation 5. Putting yourself in the situation of others.
Additional Activities for Application or Remediation (if applicable)	
Remarks	
Reflection	

