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Most Essential Learning Competencies (MELCs)



GRADE LEVEL: Grade 6

SUBJECT: TECHNOLOGY AND LIVELIHOOD EDUCATION

COMPONENT: ICT AND ENTREPRENEURSHIP

QUARTER	CONTENT STANDARDS	PERFORMANCE STANDARDS	MOST ESSENTIAL LEARNING COMPETENCIES	DURATION	K-12 CG Code
0	demonstrates knowledge and skills that will lead to one becoming an ideal entrepreneur	sells products based on needs and demands	produces simple products	2 Weeks	TLEIE6-0a-2
			buys and sells products based on needs		TLEIE6-0b-3
			sells products based on needs and demands in school and community		TLEIE6-0b-4
	demonstrates knowledge and skills in the safe and responsible use of wikis, blogs, and audio and video conferencing tools	practices safe and responsible use of wikis, blogs, and audio and video conferencing tools	posts and shares materials on wikis in a safe and responsible manner	1 Week	TLEIE6-0c-5
			posts and shares materials on blogs in a safe and responsible manner		TLEIE6-0c-6
			participates in video and audio conferences in a safe and responsible manner	1 Week	TLEIE6-0d-7
	demonstrates knowledge and skills in using online survey tools	conducts a survey using online tools	creates an online survey form	1 Week	TLEIE6-0e-9
			processes online survey data		TLEIE6-0f-11
	demonstrates knowledge and skills in performing advanced calculations on numerical data using an electronic spreadsheet tool	processes and summarizes numerical data using advanced functions and formulas in an electronic spreadsheet tool	uses functions and formulas in an electronic spreadsheet tool to perform advanced calculations on numerical data	1 Week	TLEIE6-0f-12
	demonstrates knowledge and skills in using audio, video conferencing tools, and e-group	communicates and collaborates online through audio, video conferencing, and egroup	uses audio and video conferencing tools to share ideas and work with others online	1 Week	TLEIE6-0g-13
			uses an e-group to share ideas and work with others		TLEIE6-0h-14
	demonstrates knowledge and skills to create knowledge products	Creates a multimedia knowledge product	uses the advanced features of a slide presentation tool to create a multimedia presentation with text, graphics, and photos; hyperlinked	1 Week	TLEIE6-0i-15

			elements; animation; and embedded audio and/or video		
			uses the moviemaking software to create a multimedia presentation		TLEIE6-0j-16

GRADE LEVEL: Grade 6

SUBJECT: TECHNOLOGY AND LIVELIHOOD EDUCATION

COMPONENT: AGRICULTURE

QUARTER	CONTENT STANDARDS	PERFORMANCE STANDARDS	MOST ESSENTIAL LEARNING COMPETENCIES	DURATION	K-12 CG Code
0	demonstrates an understanding of scientific practices in planting trees and fruit trees	applies knowledge and skills in planting trees and fruit trees	discusses the importance of planting and propagating trees and fruit-bearing trees and marketing seedlings.	1 Week	TLE6AG-0a-1
			uses technology in the conduct of survey to find out the following:	1 Week	TLE6AG-0b- 2
			elements to be observed in planting trees and fruit-bearing trees		
			market demands for fruits		
			famous orchard farms in the country		
			conduct a survey to identify:	1 Week	TLE6AG-0c- 3
			types of orchard farms		
			trees appropriate for orchard gardening based on location, climate, and market demands		
			proper way of planting/propagating trees and fruit-bearing trees (budding, marcotting, grafting)		
			sources of fruit-bearing trees		
			how to care for seedlings		

			prepares layout design of an orchard garden using the information gathered		TLE6AG-0c-4
			propagates trees and fruit-bearing trees using scientific processes	1 Week	TLE6AG-0d-5
			identifies the appropriate tools and equipment in plant propagation and their uses		
			demonstrates scientific ways of propagating fruit-bearing trees		
			observes healthy and safety measures in propagating fruit-bearing trees		
			performs systematic and scientific ways of caring orchard trees/ seedlings such as watering, cultivating, preparing, and applying organic fertilizer	1 Week	TLE6AG-0e-6
			markets fruits and seedlings	1 Week	TLE6AG-0f-7
			develops plan for expansion of planting trees and seedling production		TLE6AG-0g-8
	demonstrates an understanding of scientific processes in animal/ fish raising	applies knowledge and skills, and develops one's interest I animal/ fish raising	conducts survey to find out:	1 Week	TLE6AG-0h-9
			persons in the community whose occupation is animal (four-legged) /fish raising		
			kinds of four-legged animals/fish being raised as means of livelihood		
			possible hazards that animal raising can cause to the people and community		
			ways to prevent hazards brought about by raising animals		
			market demands for animal/fish products and byproducts		
			direct consumers or retailers		

			benefits that can be derived from animal/fish raising	1 Week	
			stories of successful entrepreneurs in animal/fish raising		
			plans for the family's animal raising project		TLE6AG-0i-10
			implements plan on animal/fish raising		TLE6AG-0i-11
			monitors growth and progress		TLE6AG-0j-12
			keeps an updated record of growth/progress		
			expands/enhances one's knowledge of animal/fish raising using the Internet		
			manages marketing of animal/fish raised	1 Week	TLE6AG-0j-13
			discusses indicators for harvesting/capturing		
			demonstrates skill in harvesting/capturing animal/fish		
			prepares marketing strategy by asking help from others or using the Internet		
			markets animals/fish harvested/captured		
			computes the income earned from marketed products (Gross Sale – Expenses = Net income)		
			prepares plans for expansion of animal-raising venture		

GRADE LEVEL: Grade 6

SUBJECT: TECHNOLOGY AND LIVELIHOOD EDUCATION

COMPONENT: HOME ECONOMICS

QUARTER	CONTENT STANDARDS	PERFORMANCE STANDARDS	MOST ESSENTIAL LEARNING COMPETENCIES	DURATION	K-12 CG Code
0	applies knowledge and skills, and develops one's interest in animal/ fish raising	manages family resources applying the principles of home management	identifies family resources and needs (human, material, and nonmaterial)	1 Week	TLE6HE-0a-1
			enumerates sources of family income		TLE6HE-0a-2
			allocates budget for basic and social need such as: 1.1.1 food and clothing 1.1.2 shelter and education 1.1.3 social needs: social and moral obligations (birthdays, baptisms, etc.), family activities, school affairs savings/emergency budget (health, house repair)		TLE6HE-0b-3
			1.2 prepares feasible and practical budget 1.2.1 manages family resources efficiently 1.2.2 prioritizes needs over wants	1 Week	TLE6HE-0b-4
	demonstrates an understanding of and skills in sewing household linens	sews household linens using appropriate tools and materials and applying	classifies tools and materials according to their use (measuring, cutting, sewing)		TLE6HE-0c-5
			prepares project plan for household linens	1 Week	TLE6HE-0c-6
			identifies supplies/ materials and tools needed for the project		TLE6HE-0c-7
			2.1 drafts pattern for household linens 2.1.1 steps in drafting pattern 2.1.2 safety precautions	1 Week	TLE6HE-0d- 8

	demonstrates an understanding of and skills in the basics of food preservation	preserve food/s using appropriate tools and materials and applying the basics of food	2.2 sews creative and marketable household linens as means to augment family income 2.3 assesses the finished products as to the quality (using rubrics)		TLE6HE-0d-9
			2.4 markets finished house hold linens in varied/ creative ways	1 Week	TLE6HE0e-10
			explains different ways of food preservation (drying, salting, freezing, and processing)	1 Week	TLE6HE-0f-10
			uses the tools/utensils and equipment and their substitutes in food preservation/ processing		TLE6HE-0g-11
			preserves food applying principles and skills in food preservation processing		TLE6HE-0h-12
			conducts simple research to determine market trends and demands in preserved/ processed foods	1 Week	TLE6HE-0i- 13
			assesses preserved/processed food as to the quality using the rubrics		TLE6HE-0i-14
			markets preserved/processed food in varied/ creative ways with pride	1 Week	TLE6HE-0j- 15

GRADE LEVEL: Grade 6

SUBJECT: TECHNOLOGY AND LIVELIHOOD EDUCATION

COMPONENT: INDUSTRIAL ARTS

QUARTER	CONTENT STANDARDS	PERFORMANCE STANDARDS	MOST ESSENTIAL LEARNING COMPETENCIES	DURATION	K-12 CG Code
0	demonstrates an understanding of knowledge and skills in enhancing/decorating products	performs necessary skill in enhancing/ decorating finished products	discusses the importance and methods of enhancing/decorating bamboo, wood, and metal products		TLE6IA-0a-1

	as an alternative source of income		demonstrates creativity and innovativeness in enhancing/ decorating bamboo, wood, and metal products	2 Weeks	TLE6IA-0a-2
			1.1 conducts simple survey using technology and other data-gathering method to determine <ul style="list-style-type: none"> 1.1.1 market trends on products made of bamboo, wood, and metal 1.1.2 customer's preference of products 1.1.3 types/sources of innovative finishing materials, accessories, and designs 1.1.4 processes in enhancing/decorating finished products 		TLE6IA-0b-3
			discusses the effects of innovative finishing materials and creative accessories on the marketability of products	1 Week	TLE6IA-0c-4
			enhances bamboo, wood, metal, and other finished products through sketching, shading, and outlining		TLE6IA-0c-5
			1.6 constructs project plan <ul style="list-style-type: none"> 1.6.1 considers deliberate policies on sustainable development in constructing the project plan 1.6.2 demonstrates resourcefulness and management skills in the use of time, materials, money, and effort 	2 Weeks	TLE6IA-0d-6

			1.6.3 assesses the quality of enhanced product using rubrics 1.6.4 refines product based on assessment made		
			markets products		TLE6IA-0e-7
	demonstrates an understanding of and skills in making simple electrical gadgets	constructs simple electrical gadgets with ease and dexterity	construct simple electrical gadgets	1 Week	TLE6IA-0f-8
			explains the protocols (processes) in making electrical gadgets		TLE6IA-0g-9
	demonstrates an understanding of and skills in recycling waste material	recycles waste materials following the principles of “five S”	repairs simple gadgets/furniture/furnishings at home and school	1 Week	TLE6IA-0h-10
			1.2 discusses the principles of “five S” 1.2.1 Sorting (Seiri) 1.2.2 Straightening (Seiton) 1.2.3 Systematic Cleaning (Shine) (Seiso) 1.2.4 Standardizing (Seiketsu) 4.1.5 Service (Sustaining) (Shitsuke)		TLE6IA-0i-11
			identifies recyclable products/waste materials made of wood, metal, paper, plastic, and others	2 Weeks	TLE6IA-0i-12
			explains the process and the importance of recycling		TLE6IA-0j-13
			recycles the identified products/waste material into functional items (binding of used paper into notebook or memo pad; bottled plastic into lampshades, flowers, plants; etc.)		TLE6IA-0j-14