	PAMANTAYAN				
DOMAIN	CONTENT  Ang bata ay nagkakaroon ng pag- unawa sa	PERFORMANCE Ang bata ay nakapagpapamalas ng	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
			nakasasayaw sa himig na napapakinggan		
			<ol> <li>Naipakikita ang kawilihan nang may sariling interpretasyon sa himig/tugtuging napapakinggan</li> </ol>	SKMP-00-10	

# E. Mathematics (M)

	STANDARDS				
SUB-DOMAIN	CONTENT	PERFORMANCE	LEARNING COMPETENCIES	CODE	LEARNING
SOB-DOMAIN	The child demonstrates an	The child shall be able	LEARNING COMPETENCIES	CODE	MATERIALS
	understanding of	to			
Logic (L)	objects in the environment have properties or	manipulate objects based on properties or attributes	Describe objects based on attributes/properties (shapes, size, its use and functions)	MKSC-00-4	
	attributes (e.g., color, size,		2. Group objects that are alike	MKSC-00-5	
	shapes, and functions) and that objects can be manipulated based on these properties and attributes		3. Match object, pictures based on properties /attributes in one-to-one correspondence  - object to object - object to picture - picture to picture	MKAT-00-1	
			<ol> <li>Sort and classify objects according to one attribute/property (shape, color, size, function/use)</li> </ol>	MKSC-00-6	
			<ol><li>Identify sequence of events (before, after, first, next, last)</li></ol>	MKSC-00-9	
			6. Arrange objects one after another in a series/sequence according to a given attribute (size, length) and describe their relationship (big/bigger/biggest or long/longer/longest)	MKSC-00-10	
			7. Complete patterns	MKSC-00-19	
			8. Reproduce and extend patterns	MKSC-00-20	
			<ol><li>Create own patterns</li></ol>	MKSC-00-21	

	STANDARDS		LEARNING COMPETENCIES		LEARNING
SUB-DOMAIN	CONTENT PERFORMANCE			CODE	
	The child demonstrates an	The child shall be able	LLARMING COMPLIENCIES	CODE	MATERIALS
	understanding of	to			
			10. Transform/translate patterns from	MKSC-00-22	
			one form to another	111100 00 22	
			11. Tell that the quantity of a set of		
			objects does not change even		
			though the arrangement has		
			changed (i.e., the child should be	MVCC 00 22	
			able to tell that one set of counters	MKSC-00-23	
			placed in one-to-one		
			correspondence and then		
			rearranged still has the same quantity)		
			12. Tell that the volume of liquid does		
			not change even if the size and	MKSC-00-24	
			shape of container do	PIRSC 00 24	
			13. Tell that length of an object does		
			not change even if it is moved	MKSC-00-25	
Number and Number	the sense of quantity and	perform simple addition	1. Rote count up to 20	MKSC-00-12	
Sense (NNS)	numeral relations, that	and subtraction of up to	Count objects with one-to-one	MKC-00-7	
	addition results in increase	10 objects or	correspondence up to quantities of 10	MKC-00-7	
	and subtraction results in	pictures/drawings	<ol><li>Compare two groups of objects to</li></ol>		
	decrease		decide which is more or less, or if		
			they are equal	MKC-00-8	
			Identify sets with one more or		
			one less element		
			4. Recognize and identify numerals	MKC-00-2	
			0 to 10 5. Read and write numerals 0 to 10	MVC 00 2	
			<ul><li>5. Read and write numerals 0 to 10</li><li>6. Match numerals to a set of concrete</li></ul>	MKC-00-3	
			objects from 0 to 10	MKC-00-4	
			7. Identify the number that comes		
			before, after, or in between	MKC-00-5	
			8. Arrange three numbers from least to		
			greatest/ greatest to least	MKC-00-6	
			9. Identify the 1st, 2nd, 3rd, up to 10th	MVC 00 11	
			object in a given set	MKC-00-11	
			10. Recognize the words "put together,"	MKAT-00-26	

	STANDARDS				
SUB-DOMAIN	CONTENT	PERFORMANCE	LEARNING COMPETENCIES	CODE	LEARNING
	The child demonstrates an	The child shall be able	LEARNING COMPETENCIES	CODE	MATERIALS
	understanding of	to			
			"add to," and "in all" that indicate the		
			act of adding whole numbers		
			11. Recognize the words "take away,"		
			"less," and "are left" that indicate the	MKAT-00-4	
			act of subtracting whole numbers		
			12. Combine elements of two sets using	M//AT 00 0	
			concrete objects to represent the	MKAT-00-3	
			concept of addition		
			13. Take away a quantity from a given set using concrete objects to	MKAT-00-4	
			represent the concept of subtraction	MIKAT-00-4	
			14. Add quantities up to 10 using		
			concrete objects	MKAT-00-8	
			15. Subtract quantities up to 10 using		
			concrete objects	MKAT-00-9	
			16. Use a variety of materials and	MKAT-00-10	
			communicate strategies used to		
			determine answers to addition and		
			subtraction problems listened to		
			17. Solve simple addition and subtraction		
			number stories (up to quantities of		
			10) read by the teacher using a	MKAT-00-11	
			variety of ways (e.g., concrete		
			materials, drawings) and describe and explain the strategies used		
			18. Write addition and subtraction		
			number sentences using concrete	MKAT-00-10	
			representations	111041 00 10	
			19. Recognize and visualize situations	MI/AT 00 4 5	
			that require addition and subtraction	MKAT-00-14	
			20. Group, represent, and count sets of		
			equal quantity of materials up to 10	MKAT-00-15	
			(beginning of multiplication)		
			21. Separate and represent groups of		
			equal quantities using concrete	MKAT-00-16	
			objects up to 10 (beginning division)		

	STANDARDS		LEARNING COMPETENCIES	CODE	LEARNING
SUB-DOMAIN	CONTENT PERFORMANCE				
	The child demonstrates an	The child shall be able	LEARNING COMPETENCIES	CODE	MATERIALS
	understanding of	to			
			22. Divide a whole into two or four equal parts (halves and fourths)	MKAT-00-17	
Measurement (ME)	concepts of size, length,	use arbitrary measuring	Tell which activities take a longer or		
incusurement (1 iz)	weight, time, and money	tools/means to determine	shorter time (recognize and names		
	are gray arms, arms are the	size, length, weight of	the things that can be done in a	MKME-00-4	
		things around him/her,	minute, e.g., washing hands, etc.,		
		time (including his/her	and recognize and name the things		
		own schedule)	that can be done in an hour)		
			2. Recognize that a clock and a watch	MKME-00-5	
			tell time	1 114 12 00 5	
			3. Recognize and name the hour and	MKME-00-6	
			minute hands in a clock 4. Tell time by the hour	MICHE OO 7	
			5. Tell the time of day when activities	MKME-00-7	
			are being done, e.g., morning,	MKME-00-3	
			afternoon, night	MKML-00-5	
			6. Tell the number of days in a week	MKC_00-10	
			7. Tell the names of the days in a week,		
			months in a year	MKME-00-8	
			8. Compare objects based on their size,		
			length, weight/mass		
		big/little	MKME-00-2		
			longer/shorter		
			heavier/lighter		
			9. Use nonstandard measuring tools e.g. length – feet, hand, piece of		
			string	MKME-00-1	
			capacity – mug/glass	THE OUT	
			mass – stone, table blocks		
			10. Recognize and identify coins and bills	MKAT-00-2	
			up to PhP20 (pesos and centavos)		
Geometry (G)	Objects can be 2-	describe and compare 2-	Recognize symmetry (own body, basic	MKSC-00-11	
		dimensional and 3- dimensional objects	shapes)		
			2. Recognize simple shapes in the	MKSC-00-1	
			environment		
			3. Identify two to three dimensional	MKSC-00-2	

	STANDARDS				
SUB-DOMAIN	CONTENT The child demonstrates an	PERFORMANCE The child shall be able	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
	understanding of	to			
			shapes: square, circle, triangle, rectangle		
			<ol> <li>Identify objects in the environment that has the same shape as a sphere, cube, cylinder</li> </ol>	MKSC-00-3	
			5. Identify the positions of the objects using "in," "on," "over," "under," "top," and "bottom"	MKSC-00-12	
Statistics and Probability (SP)	organizing and interpreting data	make sense of available information	Collect data on one variable (e.g., sex/boys or girls) through observation and asking questions	MKAP-00-1	
			2. Create simple pictographs	MKAP-00-2	
			3. Discuss simple pictographs	MKAP-00-3	
			4. Tells possible outcomes of familiar events (e.g., what to wear on a sunny/rainy days, running fast on a wet and slippery corridor, etc.)	MKAP-00-5	

# F. UNDERSTANDING THE PHYSICAL AND NATURAL ENVIRONMENT (PNE)

SUB-DOMAIN	STANDARDS				
	CONTENT	PERFORMANCE	LEARNING COMPETENCIES	CODE	LEARNING MATERIALS
SUB-DUMAIN	The child demonstrates an	The child shall be able	LEARNING COMPETENCIES	CODE	
	understanding of	to			
Life Science:	hadaaata aad thataaa		1. Identify one's basic body parts	PNEKBS-Id-1	
<b>Body and the Senses</b>	body parts and their uses	take care of oneself and the environment and able to solve problems encountered within the context of everyday living	2. Tell the function of each basic body	PNEKBS-Id-2	
(BS)			part	PNERDS-1u-2	
			Demonstrate movements using different body parts	PNEKBS-Ic-3	
			Name the five senses and their corresponding body parts	PNEKBS-Ic-4	
			Use the senses to observe the environment	PNEKBS-Ic-5	