



## **BASIC EDUCATION ASSISTANCE FOR MINDANAO**

### **LEARNING GUIDE**

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## Competencies

### English, Grade 3: Evaluating Ideas

- Listening
  - Distinguish between facts and fancy from stories heard
- Speaking
  - Talk about topics of interest in 4-5 sentences
- Reading
  - Evaluate ideas
    - Tell whether an action or event is a reality or fantasy
    - Identify irrelevant ideas in a passage
  - Read orally or commit to memory poems/verses
- Writing
  - Write a short story from a given situation

## Objectives

- Distinguish statements either it is a fact or opinion through a game.
- Evaluate pictures and write four to five sentences about it.
- Unlock words through contextual clues.
- Read silently the reading text.
- Distinguish irrelevant ideas in a passage.
- Write a short story from a given situation.
- Read and memorize poem.

## Essential Concepts

- Ideas can be evaluated in many ways depending on the text, example a fantasy or real stories, pictures, etc.
- To make sound judgement, one should gather evidences to support his/her judgement.
- One way to show appreciation of poetry is to read and commit to memory.

## Organizational Strategies

- Maximum participation is encourage.
- There are some activities that would allow students to work individually to boost their self-confidence.



## Specific Vocabulary

- Fantasy is a make-believe story filled with the writer's imagination
- Reality is a story that has actually happened or is true
- Revenge-to inflict punishment in return for; to avenge
- Neglected-to pay little or no attention to; to disregard
- Poison-substance that through its chemical action usually destroys or injures an organism
- Ozone layer-layer of ozone in the atmosphere that absorbs ultraviolet rays from the sun
- Environment-external conditions and surroundings, especially those that affect the quality of life of plants, animals and human beings
- Resolve-to change; to reduce
- Limp-not firm
- Suffocate-to kill or be killed by depriving of oxygen, or by inhaling a poisonous gas
- Bewildered-to cause to lose's bearing
- Wilt-to droop

## Key Assessment Strategies

- Rubrics
- Checklist
- Outputs
- Participation

## Activities

### 1. "Let's Play!"

Thinking Skill	Multiple Intelligence
Understanding information	Verbal/Linguistic Body/Kinaesthetic

### 2. "Topics of Interest"

Thinking Skill	Multiple Intelligence
Use old ideas to create new ones	Verbal/Linguistic

### 3. "Contextual Clues"

Thinking Skill	Multiple Intelligence
Recognition of hidden meanings	Verbal/Linguistic

**4. "It's Time to Read"**

Thinking Skill	Multiple Intelligence	Text Type
Understanding information	Verbal/Linguistic	Narrative

**5. "Fact or Opinion?"**

Thinking Skill	Multiple Intelligence	Text Type
Understanding information	Verbal/Linguistic	Literary

**6. Look for Irrelevant Ideas**

Thinking Skill	Multiple Intelligence	Text Type
Compare and discriminate between ideas	Verbal/Linguistic	Literary

**7. "Write a Story"**

Thinking Skill	Multiple Intelligence
Use old ideas to create new ones	Verbal/Linguistic Intrapersonal

**8. "Read It"**

Thinking Skill	Multiple Intelligence	Text Type
Understanding information	Verbal/Linguistic	Literary