

LESSON PLAN | Topic and Targeted Takeaways to Learn About and Retain
Banghay-aralin | *Paksa at Inaasintang mga Matututunan at Maalala ng Mag-aaral*

Week 13 Topic | Putting Together Natural and Human Resources
Paksa ng Linggo | *Ang Pagsasanib ng Mga Likasyaman at Talento ng Tao*

Main Question | Society should have more [rich / poor / average] people?
Susi na Tanong | *Dapat mas marami ang [mayaman / mahirap / katamtaman] ?*

Key Learnings | 1. The rich are few, the poor comprise the vast majority.
Dapat Magagap | *Kakaunti ang mayayaman, napakarami ang mga mahihirap.*

2. The gap between "have nots" and "haves" is wide.
Malayo ang agwat ng kabuhayan ng mahirap at mayaman.

3. The same is true for groups of peoples and populations, such as communities and countries.
Ganun din naman pagdating sa mga grupo ng mga populasyon, gaya ng mga komunidad at mga bansa.

NOTES | REFERENCES | SOURCES | TASKS

I. Animating the Affective Senses and Sustaining the Recollection of Learning
Pagpupukaw ng Pakiramdam at Malaunang Pagpapatimo sa Alaala ng Napag-aralan

Sa Kandungan ng Kalikasan

BUKLOD

*Sa sinapupunan mo ako nagmula
 Binigyan ako ng puwang at laya
 Binigyan ako ng saganang lupa
 Upang sakahin at pagyamanin*

*Binigyan ako ng ilog at dagat
 Upang sisirin at doon maglayag
 Binigyan ako ng ulan at araw
 Upang sumibol ang binhi ng buhay*

*Sa kandungan ng kalikasan
 Dito ako isinilang
 Sa kandungan ng kalikasan
 Dito ako nabubuhay
 Sa kandungan ng kalikasan
 Dito ako hihimlay*

*Sa kandungan mo ako natutong umibig
 Nangarap abutin ang tala sa langit
 Sa kandungan mo ako natutong umawit
 Salamat, salamat, mahal kong daigdig*

*Sa kandungan ng kalikasan
 Dito ako isinilang
 Sa kandungan ng kalikasan
 Dito ako nabubuhay
 Sa kandungan ng kalikasan
 Dito ako hihimlay*

Awitalakayan
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 TOPIC SONG



societrix.com/exemplars/13

AFFECTIVE CLASS EXERCISES

Abstract of Common Economics

You are born an owner, live an owner, and die an owner. The rest is a matter of what and how much of it you own. There are seven things you may own: (1) time, (2) talent, (3) titles, (4) tools, (5) threats, (6) tokens, and (7) trust. Use what you own to find happiness. It's not an advice – it's the only thing you may, therefore do in this world.

Time is time you can set aside to make things (free time)

Talents are things you can do with your own body (labor)

Titles are things under your name (property, authority)

Tools are things that make things (means of production)

Threats make people do things or else (police, firepower)

Tokens are things that represent 'actual' things (money)

Trust makes it possible to lend and borrow things (debt)

Upon these things, Economics...

no, all of life itself is negotiated.

When you're born, you get to exist for a duration of **time**. If you're small business, 5-10 years; if you're a municipality, maybe a hundred or more; if a country, about 150. If you're a Philippine corporation, you're allowed to operate for 50 years, renewable; and for a regular person, give or take, 70 years – non-renewable.

In the case of persons, the first **talent** they possess is crying. They soon realize that their labors typically get rewarded every time they perform; the more laboriously, the better. This trend is bound to continue for most people, as their lives progress from home to school to workplace.

A drawer or bin that houses your stuff (like clothes and toys) is often the first set of acquisitions officially assigned under your name. If your story turns out well, the **titles** could expand into bigger spaces that house your bigger toys, bigger gears, and bigger and bigger conquests.

Thoughtful adults make it a point to introduce their young early to smart devices like puzzles, mechanical gadgetry, and computers; simulations of algorithmic **tools** that help save **time**, develop **talents**, and multiply **titles**. Grasp of new technologies prepare and propel them to eventually secure land and industrial machines that automate and ramp up production.

Furthermore, **tools** can make other **tools** and things that can prove to be **threats** to other owners, sometimes forcing the threatened to surrender things they own. Like one's wallet over dear life in a stick-up, or national sovereignty to parry punitive tariff or avoid getting nuked.

To help keep track of the numerous permutations of kinds and amounts of things that various entities could possibly own, Society came up with a convenient system of representing things, in readily countable **tokens**. It is most familiar to all owners, of course, in its manifestation as money. Take note, **tokens** are also things.

Now here's the thing: any amount of any thing or a combination of kinds and amounts of many things – can be traded for any amount of any thing or a combination of kinds and amounts of many things.

Which raises one last thing: What happens if you run out things to trade? Abandon all hope, welcome to the real world economics of debt and **trust**.

II. Engaging the Cognitive Faculties through Critical Freewheeling Exchange of Inquiries, Suppositions, Information, and Opinions

Pag-uudyok ng Kaisipan sa pamamagitan ng Mapanuri at Malayang Pagpapalitan ng mga Pagpapalagay, Katanungan, Kuro-kuro, at Kaalaman

THE STORY OF ECONOMICS

It's been said that the story of Economics may be told in three short chapters: you are born an owner, live an owner, and die an owner. The rest is really just a matter of what and how much of it you own. There are seven proper T's one can own: time, talents, titles, tools, tokens, threats, and the oddest of all – trust.

COGNITIVE CLASS EXERCISES

III. Employing Physical Activities, Tactile Tools and Manipulatives to enhance Absorption and Internalization of the Subject and Key Learnings

Paggalaw ng Katawan at Paggamit ng mga Aparatong Nabubusisi't Nahahawakan upang mapaigi ang Pagnguya at Pagsaloob ng Paksa at Kaakibat na Aral

DOCKY | Docks of Disparities

Societal Planes of Discriminations between Haves and Have Nots, Rich and Poor

Virtual
Docky



[societrix.com/
virtual.docky](http://societrix.com/virtual.docky)

How to build
the Docky



[societrix.com/
manipulatives](http://societrix.com/manipulatives)



PHYSICAL AND TACTILE CLASS EXERCISES

IV. Active Integration <i>Aktibong Paghahabi</i>	Content Creation for popularizing Citizens' Concerns <i>Paglikha ng Mensaheng may Pakialam sa mga Mamamayan</i>
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Pag naghahanap ka pa
Ang hira makakita
Pag nakabili ka na
Ang dami nang mura!

*I keep wond'ring why
How they could've known
As soon as I buy
The prices go down!*

INTEGRATIVE CREATIVE CONTENT ADVOCACY CLASS EXERCISES

V. Process and Impact Assessments from the views of Teachers and Students
Pagtatasa ng Proseso at Epekto batay sa tingin at danas ng mga Guro at Mag-aaral

KEY ASSESSMENT INDICATORS					
AFFECTIVE : Feelings over the Subject <i>Pagdama sa Paksang Pinag-aaralan</i>	Numb <i>Namanhid</i> 1	Disdainful <i>Nangutya</i> 2	Affected <i>Nabagbag</i> 3	Hopeful <i>Nag-alab</i> 4	Shaken <i>Nayanig</i> 5
COGNITIVE : Thoughtful Consideration <i>Pagsasa-isip ng Usaping Tinatalakay</i>	Falsehood <i>Bulaan</i> 1	Irrational <i>Baligho</i> 2	Mindful <i>Mapagtanto</i> 3	Thorough <i>Mabusisi</i> 4	Analytic <i>Mapanuri</i> 5
PHYSICAL : Participation in Activities <i>Paglahok sa mga Pisikal na Aktibidad</i>	Unwilling <i>Umiwas</i> 1	Hesitant <i>Atubili</i> 2	Cooperative <i>Sumasali</i> 3	Involved <i>Ganado</i> 4	Animated <i>Bibo</i> 5
APPLIED : Creative Content Advocacy <i>Pagbabahagi ng Natutunan sa Klase</i>	Negligent <i>Pabaya</i> 1	Wanting <i>Kulang</i> 2	Compliant <i>Bastante</i> 3	Consistent <i>Palagi</i> 4	Persistent <i>Pursigido</i> 5
PROCESS : Generating Joy in Learning <i>Paglinang ng Kasiyahan sa Pagkatuto</i>	Annoyed <i>Nayayamat</i> 1	Bored <i>Nababagot</i> 2	Content <i>Kampante</i> 3	Eager <i>Natutuwa</i> 4	Excited <i>Nagagalak</i> 5

TEACHER'S ADAPTIVE NOTES | INNOVATIVE WAYS FORWARD