

K to 12 BASIC EDUCATION CURRICULUM

CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
			6.2 papier-mâché jar 6.3 paper beads		
			7. shows skills in making a papier-mâché jar	A5PR-IVg	
			8. creates paper beads with artistic designs and varied colors out of old magazines and colored papers for necklace, bracelet, ID lanyard.	A5PR-IVh	

GRADE 6

CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
GRADE 6 - FIRST QUARTER					
I. Elements: 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. producing these using technology II. Principles: 6. CONTRAST 7. EMPHASIS III. Process: 8. DRAWING – NEW TECHNOLOGIES 8.1 logo 8.2 cartoon character	The learner... demonstrates understanding of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using new technologies in drawing.	The learner... creates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo. designs cartoon character on-the spot using new technologies.	LOGO DESIGN Software: Inkscape (Open Source) for Laptop/Desktop PC The learner... 1. realizes that art processes, elements and principles still apply even with the use of new technologies.	A6EL-Ia	
			2. appreciates the elements and principles applied in commercial art.	A6PL-Ia	
			3. applies concepts on the use of the software (commands, menu, etc.).	A6PR-Ib	

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
<p>I. Elements:</p> <ol style="list-style-type: none"> 1. LINE 2. SHAPE 3. COLOR 4. TEXTURE 5. producing these using technology <p>II. Principles:</p> <ol style="list-style-type: none"> 6. CONTRAST 7. EMPHASIS <p>III. Process:</p> <ol style="list-style-type: none"> 8. DRAWING – NEW TECHNOLOGIES <ol style="list-style-type: none"> 8.1 logo 8.2 cartoon character 	<p>demonstrates understanding of the use of lines, shapes, colors, texture, and the principles of emphasis and contrast in drawing a logo and own cartoon character using new technologies in drawing.</p>	<p>creates concepts through art processes, elements, and principles using new technologies (hardware and software) to create personal or class logo.</p> <p>designs cartoon character on-the spot using new technologies.</p>	4. utilizes art skills in using new technologies (hardware and software).	A6PR-Ic	
			5. creates personal or class logo as visual representation that can be used as a product, brand, or trademark	A6PR-Id	
			6. explains ideas about the logo	A6PR-Id	
			<p>CARTOON CHARACTER Making</p> <p>Software: Inkscape (Open Source) for Laptop/Desktop PC Software: Sketch n’ Draw (Open Source) for Tablet PC</p> <p>The learner...</p> <ol style="list-style-type: none"> 1. realizes that art processes, elements, and principles still apply even with the use of technologies. 	A6EL-Ie	
			2. appreciates the elements and principles applied in comic art.	A6PL-Ie	
			3. applies concepts on the steps/procedures in cartoon character making.	A6PR-If	
			4. utilizes art skills in using new technologies (hardware and software) in cartoon character making.	A6PR-Ig	
			5. creates own cartoon character to entertain, express opinions, ideas, etc	A6PR-Ih	

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			6. explains ideas about the cartoon character	A6PR-Ih	
GRADE 6- SECOND QUARTER					
I. Elements: 1. SHAPES 2. SPACE 3. COLOR 4. primary, secondary, and intermediate II. Principles: 5. EMPHASIS 6. HARMONY 7. CONTRAST 8. lines, shapes III. Process: 9. PAINTING – NEW TECHNOLOGIES 9.1 digital painting graphic design (poster)	The learner... demonstrates understanding of shapes, space, colors, and the principles of emphasis, harmony and contrast in digital painting and poster design using new technologies.	The learner... applies concepts on the use of software in creating digital paintings and graphic designs.	DIGITAL PAINTING Software: Gimp (Open Source) for Laptop/Desktop PC Software: Paint (Windows) for Laptop/Desktop PC Software: Photo Editor (Open Source) for Tablet PC The learner... 1. realizes that art processes, elements and principles still apply even with the use of technologies.	A6EL-IIa	
			2. appreciates the elements and principles applied in digital art.	A6PL-IIa	
			3. applies concepts on the use of the software (commands, menu, etc.)	A6PR-IIb	
			4. utilizes art skills using new technologies (hardware and software) in digital painting.	A6PR-IId	
			5. creates a digital painting similar with the Masters' (e.g., Van Gogh, Amorsolo, etc.) in terms of style, theme, etc.	A6PR-IIc	

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS			
<p>I. Elements:</p> <ol style="list-style-type: none"> 1. SHAPES 2. SPACE 3. COLOR 4. primary, secondary, and intermediate <p>II. Principles:</p> <ol style="list-style-type: none"> 5. EMPHASIS 6. HARMONY 7. CONTRAST 8. lines, shapes <p>III. Process:</p> <ol style="list-style-type: none"> 9. PAINTING – NEW TECHNOLOGIES 9.1 digital painting graphic design (poster) 	<p>demonstrates understanding of shapes, space, colors, and the principles of emphasis, harmony and contrast in digital painting and poster design using new technologies</p>	<p>applies concepts on the use of software in creating digital paintings and graphic designs.</p>	<p>GRAPHIC DESIGN (Poster Layout) Software: Gimp (Open Source) for Laptop/Desktop PC Software: MS Publisher (Windows) for Laptop/Desktop PC The learner...</p>	<p>A6EL-IIe</p>				
			<p>6. realizes that art processes, elements and principles still apply even with the use of technologies.</p>			<p>A6PL-IIf</p>		
			<p>7. appreciates the elements and principles applied in layouting.</p>				<p>A6PR-IIg</p>	
			<p>8. applies skills in layouting and photo editing using new technologies (hardware and software) in making a poster.</p>					<p>A6PR-IIh</p>
			<p>9. creates an advertisement/commercial or announcement poster.</p>					
Grade 6- THIRD QUARTER								
<p>I. Elements:</p> <ol style="list-style-type: none"> 1. COLORS <ol style="list-style-type: none"> 1.1 primary blended with secondary and intermediate colors 2. SHAPES <ol style="list-style-type: none"> 2.1 letters and geometric shapes 3. VALUES/TONES 	<p>The learner...</p> <p>demonstrates understanding of shapes, colors, values, and the principles of emphasis, contrast, and harmony in printmaking and photography using</p>	<p>The learner...</p> <p>creates simple printmaking (silkscreen) designs on t-shirts and posters.</p> <p>describes the basic concepts and principles of basic photography.</p>	<p>PRINTMAKING (Silk-screen Printing) The learner...</p> <ol style="list-style-type: none"> 1. knows that design principles still apply for any new design (contrast of colors, shapes, and lines 	<p>A6EL-IIIa</p>				

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
<p>3.1 lightness and darkness</p> <p>II. Principles: 4. EMPHASIS 5. CONTRAST 5.1 shapes and colors 6. HARMONY 6.1 letters, shapes, colors</p> <p>III. Process: 7. PRINTMAKING (silkscreen printing)</p> <p>8. BASIC PHOTOGRAPHY</p>	<p>new technologies.</p> <p>demonstrates understanding of shapes, colors, values, and the principles of emphasis, contrast, and harmony in printmaking and photography using new technologies.</p>	<p>creates simple printmaking (silkscreen) designs on t-shirts and posters.</p> <p>describes the basic concepts and principles of basic photography.</p>	<p>produces harmony) whether done by hand or machine (computer).</p>		
			<p>2. understands that digital technology has speeded up the printing of original designs and made it accessible to many, as emphasized in t-shirts and poster designs.</p>	<p>A6PL-IIIb</p>	
			<p>3. applies concepts on the steps/procedure in silkscreen printing.</p>	<p>A6PR-IIIc</p>	
			<p>4. produces own prints from original design to silkscreen printing to convey a message or statement.</p>	<p>A6PR-IIId</p>	
			<p>BASIC PHOTOGRAPHY A. Phone Camera B. Point and Shoot Digital Camera</p>	<p>A6EL-IIIe</p>	

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
I. Elements: 1. COLORS 1.1 primary blended with secondary and intermediate colors 2. SHAPES 2.1 letters and geometric shapes 3. VALUES/TONES lightness and darkness II. Principles: 4. EMPHASIS 5. CONTRAST 5.1 shapes and colors 6. HARMONY 6.1 letters, shapes, colors III. Process: 7. PRINTMAKING (silkscreen printing) 8. BASIC PHOTOGRAPHY	demonstrates understanding of shapes, colors, values, and the principles of emphasis, contrast, and harmony in printmaking and photography using new technologies.	creates simple printmaking (silkscreen) designs on t-shirts and posters. describes the basic concepts and principles of basic photography.	The learner... 5. realizes that art processes, elements, and principles still apply even with the use of technologies.		
			6. understands concepts and principles of photography.	A6PL-IIIIf	
			7. identifies the parts and functions of the camera (point and shoot or phone camera).	A6PR-IIIg	
			8. applies composition skills to produce a printed photograph for a simple photo essay.	A6PR-IIIh	
			9. participates in school/district exhibit and culminating activity in celebration of the National Arts Month (February)		
GRADE 6- FOURTH QUARTER					
I. Elements: 1. SHAPES 1.1 letters and geometric shapes 2. COLORS 2.1 primary blended with secondary and intermediate colors II. Principles: 3. CONTRAST 3.1 of shapes and colors	The learner... demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	The learner... creates an actual 3-D digitally-enhanced paper bag for a product or brand. applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation.	SCULPTURE – PACKAGE/PRODUCT DESIGN (Paper Bag) The learner... 1. knows that design principles and elements relates to everyday objects.	A6EL-IVa	
			2. appreciates the elements and principles applied in product design.	A6PL-IVa	

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
4. HARMONY 4.1 of letters, shapes, colors III. Process: 5. SCULPTURE – PACKAGE/PRODUCT DESIGN (paper bag) 6. NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (electronic collage)	demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	creates an actual 3-D digitally-enhanced paper bag for a product or brand. applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation.	3. manifests understanding of concepts on the use of software (commands, menu, etc.)	A6PR-IVb	
			4. utilizes art skills in using new technologies (hardware and software) in package design.	A6PR-IVc	
			5. creates an actual 3-D digitally-enhanced product design for a paper bag.	A6PR-IVd	
			NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (Electronic Collage) Software: Synfic Studio for 2D Animation (Open Source) for Laptop/Desktop PC Software: Blender for 3D Animation (Open Source) for Laptop/Desktop PC Software: MS Movie Maker (Windows) for Laptop/Desktop PC	A6EL-IVe	

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CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
I. Elements: 1. SHAPES 1.1 letters and geometric shapes 2. COLORS 2. 1 primary blended with secondary and intermediate colors II. Principles: 3. CONTRAST 3.1 of shapes and colors 4. HARMONY 4.1 of letters, shapes, colors III. Process: 5. SCULPTURE – PACKAGE/PRODUCT DESIGN (paper bag) 6. NEW MEDIA – AUDIO-VIDEO ART or ANIMATION (electronic collage)	demonstrates understanding of shapes, colors, and the principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.	creates an actual 3-D digitally-enhanced paper bag for a product or brand. applies concepts on the use of new technologies (hardware and software) in creating an audio-video art/animation.	The learner... 6. realizes that art processes, elements and principles still apply even with the use of technologies.		
			7. appreciates the elements and principles applied in audio-video art.	A6PL-IVe	
			8. applies concepts on the use of the software (commands, menu, etc.)	A6PR-IVf	
			9. utilizes art skills in using new technologies (hardware and software)	A6PR-IVg	
			10. creates an audio-video art /animation promoting a product.	A6PR-IVh	

GRADE 7

CONTENT	CONTENT STANDARDS	PERFORMANCE STANDARDS	LEARNING COMPETENCY	CODE	LEARNING MATERIALS
GRADE 7- FIRST QUARTER					
Arts and Crafts of Luzon (Highlands and Lowlands) 1. Attire, Fabrics, and Tapestries 2. Crafts and Accessories, and Body Ornamentation 3. Architectures	The learner... 1. art elements and processes by synthesizing and applying prior	The learner... 1. create artworks showing the characteristic elements of the arts of Luzon (highlands and lowlands)	The learner... 1. analyze elements and principles of art in the production of one's arts and crafts inspired by the	A7EL-Ib-1	OHSP Arts Module Q1 – Lesson 3,4

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GLOSSARY

Abstract	art that exaggerates, is simplified or distorted
Abstract art	Uses a visual language of form, color and line to create a composition, which may exist with a degree of independence from visual references in the world.
Actual Texture	The existing surface quality of an object as communicated primarily the sense of touch
Aesthetics	The branch of philosophy that deals with the nature and value of art
Analogous	Colors next to each other on the color wheel that have a common hue
Anime	Japanese movie and television animation
Art Appreciation	the understanding and enjoyment or work concerned with the individual's solution of emotional reaction.
Art Criticism Process	organized approach to the observation and evaluation of a work of art using description, analysis, interpretation and judgment
Asymmetrical Balance	two sides of a composition are different, but have the same visual weight. Also called <i>Informal Balance</i>
Background	the part of a work of art that appears to be in the back, farthest away from the viewer and closest to the horizon line
Balance	principle of design that deals with arranging visual elements so that a composition has equal visual weight on each side of an imaginary middle line
Balanghay	A maritime vessel of the early Filipinos
Batik	a fabric printed by an Indonesian method of hand-printing textiles by coating with wax the parts not to be dyed
Center of Interest	the focal point or area of emphasis
Ceramics	sculpture or pottery made from clay
Cityscape	a picture of the outside, with the city or buildings being the most important part

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Color	element of art derived from reflected light. Color has three properties: hue, value and intensity
Color Schemes	purposely selected group of colors chosen for their unique relationship to one another. Types of color schemes include: monochromatic, analogous, complementary, triad, split- complementary
Color Wheel	a predetermined arrangement of the primary, secondary and intermediate colors on a circular wheel used to define color relationships
Complementary Colors	any two colors opposite each other on the color wheel. Ex. Red-green, blue-orange, yellow-violet
Composition	the arrangement of the elements and/or objects in an artwork. The way principles of art are used to organize elements
Contrast	a principle of design that refers to a difference between elements in an artwork
Cool Colors	colors around blue on the color wheel: green, blue, violet
Crayon resist	a wax crayon technique in making a design or art composition made by applying dark water colors especially black over a wax crayon sketch or drawing.
Creative	creative means making something new. Creative means the power to create. Creatively means one's power to produce a work of thought or imagination.
Creative Drawing	is an expression of essential form character, mainly objective in a more tangible and practical process.
Creative Expression	a visual interpretation of an idea or imagination, emotionally, intellectually, and aesthetically expressed.
Creative Painting	is a painting with or without a subject, done through the spirit of adventure, a subjective process in free emotional freedom and power to express color and its harmonic relationship.
Crosshatching	shading technique which uses layering of repeated, parallel lines indifferent directions to create the appearance of volume.
Curved line	is the result of the gradual change in the direction of line
Depth	distance between foreground, middleground and background

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Design	a visual plan, organization or arrangements of elements in a work of art. This is an orderly arrangement, a plan or a layout, or the organization of the elements of art, or producing a new form as an expression of man.
Diagonal	Lines that slant
Diorama	This is a three-dimensional picture of a scene done with miniature objects and with background with actual perspective.
Discarded Materials	are throw-away materials that can still be made useful
Diwali	Hindu "Festival of Lights"
Dots and Dashes	a painting wherein the primary colors are used in the dots and dashes, the harmonious color effects or contrast taking place in the eyes.
Drawing	it is the art of expressing or representing one's emotion, feeling, or idea into a concrete visual shape by the use of lines, values, or color. It is means of describing a pictured concept, imagination or representation by means of the use of lines as expressed by a pencil, charcoal, wax crayon, or other mediums.
Drawing and Painting	a drawing is a sketch to conceive an idea into a composition and then finally painted with a medium most suited to give the finished product of art a distinct personality.
Elements of Art	the language of art of the basic elements used when producing works of art: Line, Shape, Form, Texture, Color, Value, Space
Emphasis	the principle of design that stresses one element or area of a work of art to make it attract the viewer's attention
Emphasis	drawing of attention to important areas or objects in a work of art
Etching	intaglio technique in which acid is used to incise lines in a metal plate. Includes aquatint, soft grounds and hard ground
Ethnic design	art designs by indigenous people or ethnic groups
Expression	an art in which the emphasis is on the inner emotions, sensations, or idea rather than an actual appearances.
Festival	an annual celebration or festivity

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Finger Puppets	puppets that are worn on the fingers.
Folktale	a story made up of stories about life, adventure, love and humor where one can derive lessons about life.
Foreground	The part of an artwork in the front, nearest or closest to the viewer and usually positioned at the bottom of the artwork
Form	an Element of art that has three dimensions (height, width and depth) and encloses space This denotes shapes like lines, may convey several ideas or emotional effects on the viewer
Formal Balance	two sides of a composition are identical. Also called Symmetrical Balance
Geometric	shapes or forms with mathematical names that can be defined using mathematical formulas: circle, triangle, square, sphere, cube, prism, pyramid
Gong-bi	Realist technique in Chinese painting
Habi	An act of weaving
Hanunuo	One of the Mangyan groups who inhabit the islands of Mindoro
Harmony	is one element of art that shows the combination of colors.
Hatching	shading technique that uses layering of repeated, parallel lines to create the appearance of volume
Headdress	a covering, accessory or band for the head
Horizon	a line where the sky and ground appear to meet
Hue	Another name for color. Hue is related to the wavelength of the reflected light
Ikat	fabric made using an Indonesian decorative technique in which warp or weft threads, or both, are tie-dyed before weaving
Illusion of Depth	feeling or appearance of distance created by color, value, line, placement and size on a flat surface

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Illusion of Space	is the effect of using different lines with different characteristics that gives meaning or feeling the artist wanted to show in his artwork.
Informal Balance	two sides of a composition have the same visual weight, but the lines, shapes and colors are not the same. Also called <i>Asymmetrical Balance</i>
Intensity	the brightness or dullness of a color. It is the strength or the weakness of a color to make it about or be lost in the presence of other colors.
Intermediate Colors	colors created by the combination of a primary and a secondary color that are next to each other on the color wheel: yellow-orange, red-orange, red-violet, blue-violet, blue-green, yellow-green. Also called tertiary colors
Katak	eighth month of the Nanakshahi calendar
Landscape	a painting or drawing showing a view of natural scene, such as mountain, fields or forests.
Lightness of colors	when white is added to a color
Lilip	Filipino term for hemstitch
Line	is a geometrical figure which is made by the movement of a point. It has length only no width, nor thickness. Point indicates position and has neither thickness nor width. Like any other geometrical figure, line and point are imaginary. Visually or in art, a line has thickness and length. A line may have different qualities. It may be light or fine, heavy or thick, and uniform or varied.
Linear Perspective	a system of drawing or painting to give the illusion of depth on a flat surface. All parallel lines receding into the distance are drawn to one or more imaginary vanishing points on the horizon in such a work
Logo	is a kind of art that uses either universal symbol, icons to represent the idea of a certain company or group in a minimal representation in a canvas
Lumad	a group of indigenous people of the southern Philippines
Malong	a traditional "tube skirt" made of handwoven or machine-made multi-colored cotton cloth

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<i>Mandala</i>	Hindu or Buddhist graphic symbol of the universe
<i>Manga</i>	Japanese genre of cartoons, comic books, and animated films
<i>Mangyan</i>	A generic name for eight indigenous groups found in the islands of Mindoro
<i>Manunggul</i>	A secondary burial jar excavated from a Neolithic burial site
Marbling	process of making marble like especially in coloration
Mask	a covering of all parts of the face, in particular
Medium	material, such as pencil, pen, waercolors, oil paint, pastel, acrylic paint, clay, wood, stone, found objects, etc., used to create art. Plural is Media
<i>Mendhi</i>	Hindu practice of painting hands and feet
Middleground	an area in an artwork between the foreground and background
Mobiles	a three-dimensional sculptural form of art made of hanging units. It is enjoyed more when it moves in the wind.
Modeling	an excellent means of self-expression as well as well as of representation in three-dimensional media. The art object is built up little by little by adding on particles or lumps of mud or clay.
<i>Moriones</i>	Annual festival held on Holy Week in Marinduque.
Mosaic	a surface decoration made by inlaying in patterns small pieces of variously colored papers, glass, stone, or other materials.
Neutral Colors	color category that encompasses whites, grays, blacks and browns
<i>Okir</i>	Geometric, flowing designs and folk motifs usually found in Maranao and Muslim-influenced artwork
Origami	Japanese art of paper folding

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Overlap	occupy the same area in part
Overlapping	placing one object in front of another to show depth
Paint	pigment mixed with oil or water
Painting	to make an artwork using wet media such as tempera or watercolor paints
<i>Pangalay</i>	traditional “fingernail” dance of the Tausūg people
Paper Mache	a combination of paper pulp, paste, and a little glue to form a shape or form.
Paper Sculpture	a three-dimensional art expressed in modeling, carving, sculpturing and architecture in which form is the sense of this type of art expression.
Pattern	a choice of lines, colors and/or shapes repeated over and over in a planned way
Perspective	a way of creating the illusion of depth on a two-dimensional surface
Pewter	silver-gray alloys of tin with various amounts of antimony, copper, and sometimes lead, used widely for fine kitchen utensils and tableware
Pigment	any coloring matter mixed with a liquid or binder to make paint, ink,crayons, etc.
Pointillism	applying small stroke or dots of color to a surface.
Point of View	angle from which the viewer sees an object
Portrait	an artwork that shows a specific person or animal. Often shows only the face
Primary Colors	the first colors from which all other spectrum are mixed: red, yellow,blue
Principles of Design	the rules by which an artist organizes the Elements of Art to createa work of art: Balance, Emphasis, Contrast/Variety,

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	Rhythm/Repetition, Unity, Proportion
Print	the artwork made by printing ; transfer of a design or to stamp a design on a Material
Printing	an art process by which a certain design is on a tool used for stamping . The design is then stamped on paper or other surfaces.
Print design	is the process of creating and formatting projects using layout software that is ready to be printed
Proportion	the pleasing relationship among the various elements of arts, the size relationships of parts to a whole and to each other
Puppet	puppets are moved by people. They use their hands to pretend that the puppets are talking and moving. Puppets are either in string, finger and stick and made to move by a puppeteer.
Puppeteer	a person who manipulates the puppet.
Puppet Show	a show or entertainment in which the performers are puppets
Radial Balance	type of balance in which lines, shapes or elements branch out from a central point in a circular pattern
Rangoli	Hindu tradition of floor painting
Realistic	art that shows life as it is. Art that aims to reproduce things as they appear
Relief Printmaking	technique in which the image is printed from a raised surface, usually by cutting away non-image area. Includes linocut, woodcut, collagraph and etching.
Rhythm	defined as organized movement. In the visual arts, organized movement means that our eye should travel from one unit to another with ease and pleasure.
Recycling	the process of extracting useful materials from trash and using in an artwork.
Sarimanok	Legendary bird of the Maranao people
Scale	the relative size of an object as compared to other objects, to the environment or the human figure

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Scribbling	a painting technique, the design caused by pulling the drawing paper placed on top of a wet water color painting over a glass.
Sculpture	three-dimensional artwork (width, height and depth)
Seascape	a picture of the outside, with the body of water being the most important part
Secondary Colors	color made by mixing two primary colors: orange, violet, green
Shade	the dark value of a color made by mixing black with a color. The opposite of tint
Shading	the use of a range of values to define form
Shape	an element of art. Shape is enclosed space having only two dimensions(height x width)
Simulated stained glass	a simulation of stained glass figures or objects are made of cut-ups from transparent paper as oil paper and arranged as in mosaic.
Sketching	is an incomplete work of art which may lack details and color. It is a guide used by an artist to produce his final work of art.
Slogan	is a phrase used in a repetitive expression of an idea or purpose.
Space	an element of art that refers to the emptiness between, around, above, below, or within objects. The distance around and between things. An area that can be filled with an art element
Stencil	an impenetrable material (as a sheet of paper) perforated with design through which a substance (as ink, paint or wax) is forced onto a surface to be printed.
Stick Puppet	is a type of puppet made of cardboard and sticks.
Still Life	An arrangement of inanimate objects
Stippling	A shading technique which uses layering of repeated dots to create the appearance of volume
String puppet	is known as marionette and is operated by using the hands.

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Subject	the image that viewers can easily recognize in a work of art
Symbol	an image that stands for an idea or has a meaning other than its outward appearance
Symmetrical Balance	two sides of a composition are identical. Also called <i>Formal Balance</i>
T'boli	one of the indigenous peoples of South Cotabato
Texture	element of art that refers to how things feel or how they might look on the surface
Theme	the most important idea or subject in a composition; the subject of a work of art, sometimes with a number of phrases or variations
Three-Dimensional	artwork that has height, width and depth
Tinalak	Fabric made from a fruit-bearing abaca plant
Tint	light value of a color made by mixing white with a color
Torogan	Palace of the Maranao Sultan
Transfer	to print or to copy from one surface to another
Two-Dimensional	artwork that is flat or measured in only two ways (height and width)
Value	tells about the lightness and darkness of a color.
Variation of colors	different kinds of colors like primary, secondary.
Variation of shapes	different kinds of shapes like square, circle, triangle, etc.
Warm colors	colors like red, orange and yellow that can make us feel warm and happy
Unity	principle of design that relates to the sense of wholeness in an artwork. A coherent relationship among the elements in a work of art

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GLOSSARY

Value	element of art that refers to lightness or darkness of gray or a color
Vanishing Point	point on the horizon where receding parallel lines seem to meet
Variety	principle of design concerned with difference or contrast
Vinta	A traditional sailboat found in Mindanao
Warm Colors	colors around orange on the color wheel: red, orange, yellow
Wayang	Shadow puppets from Indonesia
Wau	A Malaysian kite
Weaving	interlacing two sets of parallel threads. Decorative art made by interlocking one material into other materials
Yakan	Muslim group in Basilan

K to 12 BASIC EDUCATION CURRICULUM

CODE BOOK LEGEND

Sample: **A10PR-If-4**

LEGEND		SAMPLE	
First Entry	Learning Area and Strand/ Subject or Specialization	Art	A10
	Grade Level	Grade 10	
Uppercase Letter/s	Domain/Content/ Component/ Topic	Process	PR
			-
Roman Numeral <i>*Zero if no specific quarter</i>	Quarter	First Quarter	I
Lowercase Letter/s <i>*Put a hyphen (-) in between letters to indicate more than a specific week</i>	Week	Week six	f
			-
Arabic Number	Competency	Evaluate works of art in terms of artistic concepts and ideas using criteria from the various art movements	4

DOMAIN/ COMPONENT	CODE
Elements	EL
Principles	PL
Processes	PR

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