

GRADE 10 – QUARTER 1

Content Standard	The learners demonstrate understanding of the Philippine Creative Industries within the Creative Economy, using relevant literature, emerging concepts, techniques, processes, and practices in relation to their intended career.	
Performance Standard	The learners produce creative works based on relevant literature, emerging concepts, techniques, processes, and practices in Philippine Creative Industries in their locality in relation to one’s intended career	
CONTENT		LEARNING COMPETENCIES <i>The learners...</i>
<p>Theme: “<i>Philippine Creative Industries within the Creative Economy</i>”</p> <p>PHILIPPINE CREATIVE INDUSTRIES DOMAINS</p> <p>(Republic Act no. 11904: Philippine Creative Industries Law)</p> <ol style="list-style-type: none"> 1. Audiovisual Media Domain 2. Digital Interactive Media Domain 3. Creative Services 4. Design Domain 5. Publishing and Printed Media Domain 6. Performing Arts Domain 7. Visual Arts Domain 8. Traditional Cultural Expressions Domain 9. Cultural Sites Domain <p>Musical Behaviors: <i>Active Listening; Observing; Analyzing; Responding; Improvising (revising); Producing (Composing, Recording, Mixing, Mastering); Presenting; Reflecting; Evaluating; Valuing; Innovating</i></p> <p>Arts Processes: <i>Perceiving; Sketching; Drawing; Responding; Creating; Imitating; Innovating</i></p> <p>Materials: <i>Technology-based Mediums that may include but not limited to the following:</i></p>		<ol style="list-style-type: none"> 1. discuss the emerging Philippine Creative Industries within the Creative Economy using relevant and credible information literatures, emerging concepts, techniques, processes, and practices;
		<ol style="list-style-type: none"> 2. analyze the composition, and quality of selected local creative works based on the domain standards of the Philippine Creative Industries;
		<ol style="list-style-type: none"> 3. assess relevant career options in creative industries based on their career plan analysis; and
		<ol style="list-style-type: none"> 4. produce creative works based on emerging concepts, techniques, processes, and

<ul style="list-style-type: none"> ✓ <i>Hardware - Mobile Phones, Tablet, Computer Set with Speakers and Digital Audio Workstations (DAW), Microphones, TV/Projectors, Digital Musical Instruments, Audio/MIDI Interface, and Audio Mixers;</i> ✓ <i>Software - music Applications (Music Notations, Recording, Music Editing, Mixing, Mastering), Graphic Designs Applications, and DAW.</i> 	<p>practices used in a selected creative industry.</p>
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GRADE 10 – QUARTER 2

Content Standard	The learners demonstrate understanding of possible strategies and solutions to artists’ challenges and issues in the creative industries in relation to their intended career.	
Performance Standard	The learners critique the challenges and issues in the practice of creative industries in relation to their intended career.	
CONTENT		LEARNING COMPETENCIES
<p>Theme: “Challenges and Issues of Selected Creative Industries”</p> <p>PERFORMING ARTS / VISUAL ARTS</p> <ol style="list-style-type: none"> 1. Global Economic Competition 2. Intellectual Property Rights: Copyright, Copyleft 3. Freedom of Expression and Censorship 4. Cultural Appropriation 5. Heritage Preservation and Loss 6. Child Protection Policies in the Creative Industries 7. Gender and Development Issues 8. Other Emerging Issues <p>Musical Behaviors: <i>Active Listening; Perceiving; Analyzing Examples or Cases; Responding; Finding Connections; Composing; Presenting; Reflecting; Valuing</i></p> <p>Arts Processes: <i>Criticizing; Synthesizing; Creating; Evaluating</i></p>		<i>The learners...</i>
		<ol style="list-style-type: none"> 1. examine the challenges and issues faced by select local Filipino artists in the creative industries;
		<ol style="list-style-type: none"> 2. relate their experiences with selected relevant challenges and issues encountered by Filipino artists in the creative industries; 3. participate in local community creative industry activities;

<p>Materials:</p> <ul style="list-style-type: none">✓ <i>Digital Humanities Archives</i>✓ <i>Repositories with Laws on Intellectual Property and Creative Commons</i>✓ <i>Literature on Software that Monitors Piracy and Unauthorized Use of Performing and Visual Arts in the Digital World</i>	<p>4. critique a relevant case study or available and credible resources about the challenges and issues of artists in creative industries in relation to their intended career.</p>
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GRADE 10 – QUARTER 3

Content Standard	The learners demonstrate understanding of technical and artistic elements, principles, and processes in producing creative works using available technologies in preparation for one’s intended career.	
Performance Standard	The learners evaluate available technology-based creative works using technical and artistic elements, principles, and processes in preparation for one’s intended career.	
CONTENT	LEARNING COMPETENCIES	
<p>Theme: “Technologies in Philippine Creative Industries”</p> <p>PERFORMING ARTS / VISUAL ARTS</p> <ol style="list-style-type: none"> 1. Aesthetic Principles in Performing and Visual Arts Production Using Digital Technologies 2. Exploration of Hardware and Software Used for Performing and Visual Arts Production <ol style="list-style-type: none"> 2. New Media 3. Graphic Design Technologies 4. Audio-production Technologies 5. Video-production Technologies 6. Theater Production Technologies 7. Animation <p>Musical Behaviors: <i>Perceiving; Active Listening; Responding; Finding connections; Analyzing; Innovating; Producing; Presenting; Reflecting; Valuing</i></p> <p>Arts Processes: <i>Describing; Innovating; Presenting; Evaluating; Critiquing</i></p> <p><i>Music and arts content are suggested for this quarter, but may depend on the availability of technologies in their locality/ school.</i></p> <p>Materials: <i>Technology-based Mediums that may include but not limited to the following:</i></p>	<p><i>The learners...</i></p> <ol style="list-style-type: none"> 1. examine the aesthetic principles and technical elements used in selected technology-based creative work; 	
	<ol style="list-style-type: none"> 2. explore technical processes of various hardware and software of available technologies in producing a collaborative creative work; and 	
	<ol style="list-style-type: none"> 3. evaluate their technology-based creative work in terms of its technical and aesthetic elements, principles, and processes. 	

<ul style="list-style-type: none">✓ <i>Hardware – Mobile phones, Tablet, Computer Set with Speakers and Digital Audio Workstations (DAW), Microphones, TV/Projectors, Digital Musical Instruments, Audio/MIDI Interface, and Audio Mixers;</i>✓ <i>Software – DAW Music Applications (Music Notations, Recording, Music Editing, Mixing, Mastering), Graphic Design Applications, Video Editing Applications.</i>	
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GRADE 10 – QUARTER 4

Content Standard	The learners demonstrate understanding of technical and artistic elements, principles, and processes in producing creative works, using available technologies in preparation for their intended career.	
Performance Standard	The learners evaluate available technology-based creative works using technical and artistic elements, principles, and processes in preparation for their intended career.	
CONTENT		LEARNING COMPETENCIES <i>The learners...</i>
<p>Theme: “Music and Arts Multimedia Production”</p> <p>PERFORMING ARTS / VISUAL ARTS</p> <p>1. Applications</p> <ul style="list-style-type: none"> • Lights Design • Sounds Design • Musical Scoring • Set/Scenic Designs/Props • Costume Designs and Make-up • Promotional Materials • Video/Animation <p>2. Stages</p> <ul style="list-style-type: none"> • Pre-Production (Planning) • Production (Filming) • Post-Production (Experiential Learning) <p>Musical Behaviors: <i>Planning; Composing; Arranging; Improvising; Collaborating; Producing; Presenting; Reflecting; Valuing; Critiquing; Innovating</i></p> <p>Arts Processes: <i>Observing; Creating; Directing; Role-playing; Presenting; Performing; Reflecting</i></p>		<p>1. determine the relevant contemporary and emerging concepts, processes, techniques, and practices in multimedia production;</p>
		<p>2. explore different roles and functions in a collaborative multimedia production;</p>
		<p>3. execute a collaborative multimedia production based on a given plan and concept;</p> <p><i>*Note that this is execute. Planning & conceptualization are higher & are not part of this competency. Planning & conceptualization should be done by the teacher or learning partner beforehand.</i></p>
		<p>4. assess a production's strengths and areas for improvement based on technical and artistic elements, principles, and processes; and</p>
		<p>5. evaluate their career choices in the creative industries based on their production of technology-based creative</p>

<p>Materials: <i>Technology-based Mediums that May Include but Not Limited to The Following:</i></p> <ul style="list-style-type: none"> ✓ <i>Hardware – Mobile Phones, Tablet, Computer Set with Speakers and Digital Audio Workstations (DAW), Microphones, TV/Projectors, Digital Musical Instruments, Audio/MIDI Interface, and Audio Mixers;</i> ✓ <i>Software – DAW Music Applications (Music Notations, Recording, Music Editing, Mixing, Mastering), Graphic Design Applications, Video Editing Applications.</i> 	<p>works, individual capacities, potentials, contexts, and preferences.</p>
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