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# Most Essential Learning Competencies (MELCs)



Grade Level: **Grade 10**Subject: **Arts**

Quarter	Content Standards	Performance Standards	Most Essential Learning Competencies	Duration	K-12 CG Code
1 <sup>st</sup>	<b>The learner...</b>  1. art elements and processes by synthesizing and applying prior knowledge and skills  2. the arts as integral to the development of organizations, spiritual belief, historical events, scientific discoveries, natural disasters/ occurrences and other external phenomenon	<b>The learner...</b>  1. performs/ participate competently in a presentation of a creative impression (verbal/nonverbal) from the various art movements  2. recognize the difference and uniqueness of the art styles of the various art movements (techniques, process, elements, and principles of art)	1. analyzes art elements and principles in the production of work following a specific art style from the various art movements	Weeks 1-2/ 1 <sup>st</sup> Q	<b>A10EL-lb-1</b>
			2. identifies distinct characteristics of arts from the various art movements		<b>A10EL-la-2</b>
			3. identifies representative artists and Filipino counterparts from the various art movements		<b>A10EL-la-3</b>
			4. reflects on and derive the mood, idea, or message from selected artworks	Weeks 3 -5/ 1 <sup>st</sup> Q	<b>A10PL-lh-1</b>
			*5. explains the role or function of artworks by evaluating their utilization and combination of art elements and principles		<b>A10PL-lh-2</b>
			6. uses artworks to derive the traditions/history of the various art movements		<b>A10PL-lh-3</b>
			7. compares the characteristics of artworks produced in the various art movements		<b>A10PL-lh-4</b>
			8. creates artworks guided by techniques and styles of the various art movements (e.g., Impasto, Encaustic, etc.)	Weeks 6-8 / 1 <sup>st</sup> Q	<b>A10PR-lc-e-1</b>
			9. discusses the influence of iconic artists belonging to the various art movements		<b>A10PR-lc-e-2</b>

			10. applies different media techniques and processes to communicate ideas, experiences, and stories showing the characteristics of the various art movements (e.g., the use of industrial materials or found objects, Silkscreen Printing, etc.)		<b>A10PR-Ic-e-3</b>
			11. evaluates works of art in terms of artistic concepts and ideas using criteria from the various art movements		<b>A10PR-If-4</b>
			12. shows the influences of Modern Art movements on Philippine art forms		<b>A10PR-I-f-5</b>
<b>Quarter</b>	<b>Content Standards</b>	<b>Performance Standards</b>	<b>Most Essential Learning Competencies</b>	<b>Duration</b>	
<b>2nd</b>	<b>The learner...</b>  1. Uses new technologies that allow new expressions in arts using art elements and processes	<b>The learner...</b>  creates a tech-based artwork (video clips and printed media such as posters, menus, brochures etc.) relating to a selected topic from the different learning areas using available technologies, e.g., food and fashion	1. identifies art elements in the technology-based production arts	Week 1 / 2 <sup>nd</sup> Q	<b>A10EL-IIb-1</b>
			2. identifies distinct characteristics of arts during in the 21st century in terms of: 1.1 production 1.2 functionality range of audience reach		<b>A10EL-IIa-2</b>
			3. identifies artworks produced by technology from other countries and their adaptation by Philippine artists		<b>A10EL-IIa-3</b>
			4. discusses the concept that technology is an effective and vibrant tool for empowering a person to express his/her ideas, goals, and advocacies, which elicits immediate action	Weeks 2-4/ 2 <sup>nd</sup> Q	<b>A10PL-IIh-1</b>
			5. explains the role or function of artworks by evaluating their utilization and combination of art elements and principles		<b>A10PL-IIh-2</b>
			6. uses artworks to derive the traditions/history of a community (e.g.,		<b>A10PL-IIh-3</b>

			landscapes, images of people at work and play, portrait studies, etc.)		
			7. compares the characteristics of artworks in the 21st century		<b>A10PL-IIh-4</b>
			8. creates artworks that can be locally assembled with local materials, guided by 21st-century techniques	Weeks 5-8 / 2 <sup>nd</sup> Q	<b>A10PR-IIc-e-1</b>
			9. explains the influence of technology in the 21st century on the evolution of various forms of art		<b>A10PR-IIc-e-2</b>
			10. applies different media techniques and processes to communicate ideas, experiences, and stories showing the characteristics of 21st-century art (e.g., the use of graphic software like Photoshop, InDesign, etc.)		<b>A10PR-IIb-e-3</b>
			11. evaluates works of art in terms of artistic concepts and ideas using criteria appropriate for the style or form		<b>A10PR-IIf-4</b>
<b>Quarter</b>	<b>Content Standards</b>	<b>Performance Standards</b>	<b>Most Essential Learning Competencies</b>	<b>Duration</b>	
<b>3rd</b>	<b>The learner...</b>  1. art elements and processes by synthesizing and applying prior knowledge and skills  2. new technologies that allow new expressions in the arts	<b>The learner...</b>  1. create artworks using available media and natural resources on local topics, issues, and concerns such as environmental advocacies ecotourism, and economic and livelihood projects	1. identifies art elements in the various media-based arts in the Philippines	Weeks 1-2/3 <sup>rd</sup> Q	<b>A10EL-IIIb-1</b>
			2. identifies representative artists as well as distinct characteristics of media-based arts and design in the Philippines		<b>A10EL-IIIa-2</b>
			3. discusses the truism that Filipino ingenuity is distinct, exceptional, and on a par with global standards	Weeks 3-5 / 3 <sup>rd</sup> Q	<b>A10PL-IIIh-1</b>
			4. discusses the role or function of artworks by evaluating their utilization and combination of art elements and principles		<b>A10PL-IIIh-2</b>
			5. uses artworks to derive the traditions/history of a community		<b>A10PL-IIIh-3</b>

			6. creates artworks that can be assembled with local materials	Weeks 5-7 / 3 <sup>rd</sup> Q	<b>A10PR-IIIc-e-1</b>
			7. explains the characteristics of media-based arts and design in the Philippines		<b>A10PR-IIIc-e-2</b>
			8. applies different media techniques and processes to communicate ideas, experiences, and stories (the use of software to enhance/animate images like Flash, Movie Maker, Dreamweaver, etc.)		<b>A10PR-IIIc-e-3</b>
			9. evaluates works of art in terms of artistic concepts and ideas using criteria appropriate for the style or form of media-based arts and design	Week 8/ 3 <sup>rd</sup> Q	<b>A10PR-IIIc-4</b>
			mount a media-based exhibit of completed artworks		<b>A10PR-IIIg-5</b>
<b>4th</b>	<b>The learner...</b>  1. how theatrical elements (sound, music, gesture, movement, and costume) affect the creation and communication of meaning in a theater play/performance incorporated with media  2. theater and performance as a synthesis of arts	<b>The learner...</b>  1. create appropriate costumes, props, set accessories, costumes improvised lighting and other décor for Philippine plays  2. create/improvise appropriate sound, music, gesture, and movements for a chosen theatrical composition  3. participate in an original performance inspired by local	1. explains how an idea or theme is communicated in a selected performance through the integration of musical sounds, songs, dialogue and dance	Weeks 1 / 4 <sup>th</sup> Q	<b>A10EL-IVb-4</b>
			2. analyzes examples of plays based on theatrical forms, and elements of art as applied to performance		<b>A10EL-IVa-2</b>
			3. illustrates how the different elements are used to communicate the meaning	Week 2 / 4 <sup>th</sup> Q	<b>A10EL-IVc-3</b>
			4. Explains the uniqueness of each original performance		<b>A10PL-IVh-1</b>
			5. designs with a group the visual components of a school play (stage design, costume, props, etc.)		<b>A10PR-IVe-1</b>
			6. assumes the role of a character as an actor/performance, or production staff (director, choreography, light designer, stage manager)	Week 3 / 4 <sup>th</sup> Q Week 4 / 4 <sup>th</sup> Q	<b>A10PR-IVh-2</b>

		Philippine stories, myths, and events relevant to current issues	7. analyzes the uniqueness of the group that was given recognition for its performance and explain what component contributed to its selection		<b>A10PR-IVh-3</b>
			8. contributes to the conceptualization of an original performance		<b>A10PR-IVd-4</b>
			9. choreographs the movements and gestures needed in the effective delivery of an original performance with the use of media	Week 5 / 4 <sup>th</sup> Q	<b>A10PR-IVf-g-5</b>
			10. improvises accompanying sound and rhythm needed in the effective delivery of an original performance with the use of different media	Weeks 6-8 / 4 <sup>th</sup> Q	<b>A10PR-IVf-g-6</b>