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SCHOOL

Most Essential Learning Competencies (MELCs)

		secondary colors, geometric shapes, space, and repetition of colors to show balance of the structure and shape mobile	6. creates designs for making 3-dimensional crafts 6.1 mobile 6.2 papier-mâché jar 6.3 paper beads	Week 5 & 6 / 4th Q	A5PR-IVf
			7. shows skills in making a papier-mâché jar	Week 7 / 4th Q	A5PR-IVg
			8. creates paper beads with artistic designs and varied colors out of old magazines and colored papers for necklace, bracelet, ID lanyard.	Week 8 / 4th Q	A5PR-IVh

Grade Level: Grade 6
Subject: Arts

Quarter	Content Standards	Performance Standards	Most Essential Learning Competencies	Duration	K-12 CG Code
1st	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	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.	1. discusses the concept that art processes, elements and principles still apply even with the use of new technologies.	Week 1/ 1st Q	A6EL-Ia
			2. explains the elements and principles applied in commercial art.	Week 1/1st Q	A6PL-Ia
			3. applies concepts on the use of the software (commands, menu, etc.).	Week 2 / 1st Q	A6PR-Ib
			4. utilizes art skills in using new technologies (hardware and software).	Week 2 / 1st Q	A6PR-Ic
			5. creates personal or class logo as visual representation that can be used as a product, brand, or trademark	Week 3 / 1st Q	A6PR-Id

			6. explains ideas about the logo	Weeks 4 / 1st Q	**A6PR-Id**
	technologies in drawing.	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.	7. explains the elements and principles applied in comic art.	Week 5 / 1st Q	**A6PL-Ie**
			8. applies concepts on the steps/procedures in cartoon character making.	Week 6 / 1st Q	**A6PR-If**
			9. utilizes art skills in using new technologies (hardware and software) in cartoon character making.	Week 6 / 1st Q	**A6PR-Ig**
			10. creates own cartoon character to entertain, express opinions, ideas, etc.	Week 7 / 1st Q	**A6PR-Ih**
			11. explains ideas about the cartoon character	Week 8 / 1st Q	**A6PR-Ih**
Quarter	**Content Standards**	**Performance Standards**	**Most Essential Learning Competencies**	**Duration**	**K-12 CG Code**
2nd	**The learner…** demonstrates understanding of shapes, space, colors, and the principles of emphasis, harmony and contrast in digital painting and	**The learner…** applies concepts on the use of software in creating digital paintings and graphic designs.	1. Reviews the concept that art processes, elements and principles still apply even with the use of technologies.	Week 1/ 2nd Q	**A6EL-IIa**
			2. explains the elements and principles applied in digital art.	Week 1/ 2nd Q	**A6PL-IIa**
			3. applies concepts on the use of the software (commands, menu, etc.)	Week 2/ 2nd Q	**A6PR-IIb**
			4. utilizes art skills using new technologies (hardware and software) in digital painting.	Week 2/ 2nd Q	**A6PR-IId**

Quarter	Content Standards	Performance Standards	Most Essential Learning Competencies	Duration	K-12 CG Code
	poster design using new technologies.		5. creates a digital painting similar with the Masters' (e.g., Van Gogh, Amorsolo, etc.) in terms of style, theme, etc.	Weeks 3 -4 / 2nd Q	**A6PR-IIc**
			6. discusses the elements and principles applied in layouting.	Weeks 5-6 /2nd Q	**A6PL-IIf**
			7. applies skills in layouting and photo editing using new technologies (hardware and software) in making a poster.	Weeks 5-6 /2nd Q	**A6PR-IIg**
			8. creates an advertisement/commercial or announcement poster.	Weeks 7-8 /2nd Q	**A6PR-IIh**
Quarter	**Content Standards**	**Performance Standards**	**Most Essential Learning Competencies**	**Duration**	**K-12 CG Code**
3rd	**The learner…** demonstrates understanding of shapes, colors, values, and the principles of emphasis, contrast, and harmony in printmaking and photography using new technologies.	**The learner…** creates simple printmaking (silkscreen) designs on t-shirts and posters.	1. Explains the truism that design principles still apply for any new design (contrast of colors, shapes, and lines produces harmony) whether done by hand or machine (computer).	Week 1 / 3rd Q	**A6EL-IIIa**
			2. Demonstrates understanding 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.	Week 1 / 3rd Q	**A6PL-IIIb**
			3. applies concepts on the steps/procedure in silkscreen printing.	Week 2 / 3rd Q	**A6PR-IIIc**
			4. produces own prints from original design to silkscreen printing to convey a message or statement.	Week 2 / 3rd Q	**A6PR-IIId**
		describes the basic concepts and principles of basic photography.	5. Discusses the concepts and principles of photography.	Week 3 / 3rd Q	**A6PL-IIIf**
			6. discusses the parts and functions of the camera (point and shoot or phone camera).	Week 4 / 3rd Q	**A6PR-IIIg**

			7. applies composition skills to produce a printed photograph for a simple photo essay.	Week 5-6 / 3rd Q	**A6PR-IIIh**
			8. participates in school/district exhibit and culminating activity in celebration of the National Arts Month (February)	Weeks 7-8 / 3rd Q	
4th	**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.	1. Discusses the concept that design principles and elements relates to everyday objects.	Week 1 / 4th Q	**A6EL-IVa**
			2. explains the elements and principles applied in product design.	Week 1 /4th Q	**A6PL-IVa**
			3. manifests understanding of concepts on the use of software (commands, menu, etc.)	Week 2 / 4th Q	**A6PR-IVb**
			4. utilizes art skills in using new technologies (hardware and software) in package design.	Week 2 / 4th Q	**A6PR-IVc**
			5. creates an actual 3-D digitally-enhanced product design for a paper bag.	Week 4 / 4th Q	**A6PR-IVd**
			6. reviews the truism that art processes, elements and principles still apply even with the use of technologies. 7. discusses the elements and principles applied in audio-video art.	Week 3 / 4th Q	**A6EL-IVe**
			7. shows skills in making a papier-mâché jar	Week 7 / 4th Q	**A6PL-IVe**
			8. applies concepts on the use of the software (commands, menu, etc.)	Weeks 4-5 / 4th Q	**A6PR-IVf**
			9. utilizes art skills in using new technologies (hardware and software)	Weeks 5-6 / 4th Q	**A6PR-IVg**
			10. creates an audio-video art /animation promoting a product.	Weeks 7-8 / 4th Q	**A6PR-IVh**