

**K to 12 BASIC EDUCATION CURRICULUM
SENIOR HIGH SCHOOL – ARTS AND DESIGN TRACK**

Grade: 11

Track Subject Title: Creative Industries 1: Arts and Design Appreciation and Production

Semester: 1st Semester

No. of Hours/ Semester: 80 hours

Track Subject Description: The course presents a survey of the various arts and design production for senior secondary students. It intends to provide students with knowledge of the different arts and design forms, materials, media and production in the creative industries. It will also introduce significant and influential artists and their works across time and place.

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
A. Arts and Design Forms 1. VISUAL ARTS Painting (including drawing and printmaking), architecture (including interior design and landscape architecture), photography and film (including video), and crafts 2. APPLIED ARTS Media arts (including animation, web design, interactive mobile applications and the like), decorative arts (including furniture, ceramics, jewelry and clothing, costume and set design)	The learner demonstrates: 1. appreciation of all the visual art forms, and the processes that enter into the production of each; 2. appreciation of forms, materials, techniques and meanings of various visual and applied art expressions; and 3. understanding of the historical context, cultural traditions, and the production and marketing aspects of visual and applied arts.	The learner is able to: 1. explain the historical context and cultural traditions behind existing examples and pieces, local and international; 2. explain the meaning and significance of various visual art, media art and applied art forms based on functions and uses through presentations (gallery style or multi media) with supplementary texts/notes; and	The learner: 1. identifies various visual art and applied art forms, explains the historical context, cultural traditions, processes and production of each through documentation and cataloguing (text and images in digital or print: ex. Glossary of art/design vocabulary in a journal or idea book);	AD_ADP11-Ia-c-1
			2. distinguishes basic materials, tools and processes (including software and traditional practices) in the production of visual, media and applied arts; and	AD_ADP11-Id-g-2
			3. articulates the meanings and significance of various expressions of visual and applied arts.	AD_ADP11-Ih-j-3
B. Components in the Appreciation and Production of Visual and Applied Arts <ul style="list-style-type: none"> • Historical context • Cultural content • Enablers and transformers • Market 		evaluate artistic and design productions based on form, content, context and functionality by critiquing existing samples and by visiting museums/gallery, studio, production houses, local/indigenous arts groups through visual documentation and/or writing reflection papers.	4. identifies the different processes and components of arts and design production.	AD_ADP11-IIa-d-1
			5. relates the components of arts and design production to different arts and design forms.	AD_ADP11-IIe-j-2

Note: The choice of topics offered in content A will be based on the schools' and communities' resources (faculty, materials, and equipment)

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Code Book Legend

Sample: AD_ADP11-Ia-c-1

LEGEND		SAMPLE	
First Entry	Learning Area and Strand/ Subject or Specialization	Arts and Design Track	AD_ADP11
	Grade Level	Grade 11	
Uppercase Letter/s	Domain/Content/ Component/ Topic	Creative Industries I: Arts and Design Appreciation and Production	
			-
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 one to three	a-c
			-
Arabic Number	Competency	identifies various visual art and applied art forms, explains the historical context, cultural traditions, processes and production of each through documentation and cataloguing (text and images in digital or print: ex. Glossary of art/design vocabulary in a journal or idea book)	1