

# MAPEH

Contextualized Budgetary Outlay  
ART



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## **BUDGETARY OUTLAY IN MAPEH 10**

**Art**  
**(Teacher’s Material)**

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# MAPEH

## Contextualized Budgetary Outlay

### ART

This contextualized budgetary outlay was collaboratively developed and reviewed by educators from the Schools Division of Silay City. We encourage teachers to email their feedback, comments, and recommendations to the Schools Division of Silay City at [deped.silay@deped.gov.ph](mailto:deped.silay@deped.gov.ph)

**We value your feedback and recommendations.**

# BUDGETARY OUTLAY

## ART

### GRADE X

<b>FIRST QUARTER</b>	
<b>CONTENT STANDARDS</b>	<b>1. Identifies the art elements and processes by synthesizing and applying prior knowledge and skills</b> <b>2. Understands the art as integral to the development of organizations, spiritual belief, historical events, scientific discoveries, natural disasters/occurrences and other external phenomenon</b>
<b>PERFORMANCE STANDARDS</b>	<b>1. Performs/participate competently in a presentation of a creative impression (verbal/non- verbal) from the various art movements</b> <b>2. Recognizes the difference and uniqueness of the art styles of the various art movements (techniques, process, elements, and principles of art)</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Analyzes art elements and principles in the production of work following a specific art style from the various art movements	Explain art elements and principles in the production of work following a specific art movement	Elements and Principles of Art	A10EL-Ib-1		pictures of different paintings
Day 2-5	4	Identifies distinct characteristics of arts from the various art movements	Recognize distinct characteristics of art from the various art movements like Impressionism, Expressionism, Abstractionism, Pop Art, Op Art, Performance Art	Modern Art: Impressionism *The Origins of the Movement *A Break from Past Painting Tradition	A10EL-Ia-2	LM pp 194-200  TG pp 96-102	colored reproductions of any Impressionist artwork  photographs of Impressionist artists like Van Gogh, et al.



DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
				<p>Abstract Expressionism, Pop Art, Opt Art            *New York School            *Pop Art            *Op Art            *Conceptual Art</p> <p>Contemporary Art Forms:            Installation Art and Performance Art</p>		<p>LM pp 218-223            TG pp 111-115</p> <p>LM pp 227-230            TG pp 116-120</p>	<p>world map (optional)            sample melted crayon artwork            colored reproduction of any artwork of this period</p> <p>colored photographs of installation art and performance art</p>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 6	1	<p>Identifies representative artists and Filipino counterparts from the various art movements</p> <p>Describes the influence of iconic artists belonging to the various art movements</p> <p>Reflects on and derive the mood, idea or message from selected artworks</p>	<p>Name representative artists and Filipino counterparts from the various art movements</p> <p>Explain the influence of iconic artists belonging to the various art movements</p> <p>Absorb the mood, idea, or message from selected artworks</p>	<p>Filipino Artist for Various Art Movements</p> <p>Activity: <i>Article Reading About Famous Artists and their Artwork</i></p>	<p>A10EL – Ia– 3</p> <p>A10PR-Ic-e-2</p> <p>A10PL – Ih –1</p>	<p><a href="http://theculturetrip.com">http://theculturetrip.com</a></p> <p><a href="http://m.ranker.com">http://m.ranker.com</a></p> <p><a href="http://www.questia.com/library/art-and-architecture/artists/famous-painters">www.questia.com/library/art-and-architecture/artists/famous-painters</a></p> <p><a href="https://theculturetrip.com/asia/philippines/articles/the-10-most-famous-filipino-artists-and-their-masterworks/">https://theculturetrip.com/asia/philippines/articles/the-10-most-famous-filipino-artists-and-their-masterworks/</a></p>	<p>pictures of different Filipino artists in various art movements</p> <p>article readings about foreign and Filipino artists</p>
Day 7	1	<p>Determines the role or function of artworks by evaluating their utilization and combination of art elements and principles</p> <p>Uses artworks to derive the traditions/ history of the various art movements</p>	<p>Point out the role or function of artworks by evaluating their utilization and combination of art elements and principles</p> <p>Apply artworks to derive the tradition/history of the various art movements</p>	<p>Activity: <i>What to Know Role/Function of Art Works</i></p> <p>Activity: <i>What to Process (1 Output per group) Tradition/History of Various Art Movements</i></p>	<p>A10PL – Ih - 2</p> <p>A10PL – Ih - 3</p>	<p>LM pp 197, 204, 215, 224, 231</p> <p>TG pp 98, 104, 108, 112, 114</p> <p>LM pp 197-198, 204-205, 216-217, 224-225, 231-232</p> <p>TG pp 98-99, 104-105, 108-109, 113-114, 118-119</p>	<p>art materials</p> <p>PPT</p>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 8	1	<p>Compares the characteristics of artworks produced in the various movements</p> <p>Creates artworks guided by techniques and styles of the various art movements (e.g. Impasto, Encastic, etc.)</p> <p>Describes the influence of iconic artists belonging to the various art movements</p>	<p>Differentiate the characteristics of artworks produced in the various art movements</p> <p>Produce artworks guided by techniques and styles of the various art movements</p> <p>Describe the influence of iconic artists belonging to the various art movements</p>	<p>Activity: <i>What to Understand Characteristics of Art Works in Various Movements</i></p> <p>Activity: <i>What to Perform Influence of Iconic Artists Belonging to the Various Art Movements</i></p>	<p>A10PL – Ih – 4</p> <p>A10PR–Ic–e-1</p> <p>A10PR-Ic-e-2</p>	<p>LM pp 205, 217, 226, 232</p> <p>TG pp 5, 109, 114-115, 119</p> <p>TG pp 101,105, 106-107,115, 118-119</p> <p>LM pp. 207,218, 226</p>	<p>activity sheet</p> <p>PPT</p> <p>Manila paper</p> <p>art materials</p>
Day 9	1	<p>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.)</p>	<p>Use different media techniques and processes to communicate ideas, experiences, and stories showing the characteristics of the various art movements</p>	<p>Different Media Techniques and Processes</p>	<p>A10PR-Ic-e-3</p>	<p><a href="https://study.com/mental-floss.com/article/13046/11-artist-doing-amazing-things-recycled-materials">https://study.com/mental-floss.com/article/13046/11-artist-doing-amazing-things-recycled-materials</a></p>	<p>video clips</p> <p>PPT</p>



DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS	
Day 10	1	Evaluates works of art in terms of artistic concepts and ideas using criteria from the various art movements.	Examine works of art in terms of artistic concepts and ideas using criteria from the various art movements	Critiquing the Exhibit “An Exhibit of Modern Art”	A10PR-If-4	LM p 234 TG pp 121-122	Evaluation Form	
Day 11	1	Shows the influences of Modern Art movements on Philippines art forms	Exhibit the influences of modern art movements on Philippine art forms	Influences of Modern Art on Philippine Art Forms	A10PR-I-f-5	<a href="https://www.ukeessays.com">https://www.ukeessays.com</a> www.artnews.com	video clip	
Day 12	1	Mounts exhibit using completed artworks influenced by Modern Art movements	Put up exhibit using completed artworks influenced by modern art movements. ”	Activity <i>What to Perform:</i> <i>Culminating Activity-</i> “An Exhibition of Modern Art”	A10PR-I-g-6	LM pp 232-233 TG pp 121-122	students’ output	
Day 13	1	Summative Test						

## SECOND QUARTER

<b>CONTENT STANDARDS</b>	<b>Demonstrates understanding of new technologies that allow new expressions in arts using art elements and processes</b>
<b>PERFORMANCE STANDARDS</b>	<b>Create a tech-based artwork (video clips and printed media such as posters, menus, brochure etc.) reading to a selected topic from the different learning areas using available technologies, e.g. food and fashion</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Identifies art elements in the technology- based production arts	Enumerate the art elements in technology-based production arts	Elements in Technology-based Production Arts	A10EL-IIb-1	<a href="https://study.com/academy/lesson/what-are-the-seven-elements-of-art-definition-examples.html">https://study.com/academy/lesson/what-are-the-seven-elements-of-art-definition-examples.html</a>	Picture of technology-based arts video clips
Day 2	1	Identifies distinct characteristics of arts during in the 21st century in term of *production *functionality /range of audience reach	Differentiate distinct characteristics of arts during in the 21st century in term of * production *functionality/range of audience reach	Characteristics of Art in the 21 <sup>st</sup> Century  Video games Digital Painting Imaging Videos	A10EL-IIa-2	<a href="http://www.khanacademy.org/humanities/global-culture/beginners-guide-contemporary-art1/a/art-in-the-21st-century">www.khanacademy.org/humanities/global-culture/beginners-guide-contemporary-art1/a/art-in-the-21st-century</a>	video clips PPT
Day 3	1	Identifies artworks produced by technology from other countries and their adaptation by Philippine artists	Describe the artworks produced by technology adapted by Philippine artists	Technology-Based Art: *Computer/Digital Art *The Philippine Scene *Digital Art in the Hands of Everyone	A10EL-IIa - 3	LM pp 236-240 TG p 125 <a href="http://www.centerforartandthought.org">http://www.centerforartandthought.org</a> <a href="http://www.deviantart.com/browse/all/digitalart/">http://www.deviantart.com/browse/all/digitalart/</a> <a href="http://www.ateneoartgallery.org/">http://www.ateneoartgallery.org/</a> <a href="http://yuchengcomuseum.org/">http://yuchengcomuseum.org/</a>	video clip flat screen TV

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 4	1	Realizes that technology is an effective and vibrant tool for empowering person to express his/her ideas, goals, and advocacies, which elicits immediate action	Understand that technology is an effective and powerful tool of a person in expressing his ideas, goals and advocacies	Activity: <i>What to Process-Digital Image Creation</i>	A10PL-IIh -1	LM p 241 TG p125-126	laptop cellphone desktop digital camera.
Day 5	1	Determines the role or function of artworks by evaluating their utilization and combination of art elements and principles	Identify the role or function of artworks by evaluating their function and combination of art elements and principles  Compare and contrast the different artwork of different digital artists	Digital Artists: Artwork	A10PL-IIh-2	LM pp 241-242 TG pp 126-127  <a href="https://www.artsy.net">https://www.artsy.net</a>	colored reproduction of Digital Art artist
Day 6	1	Uses artworks to derive the traditions/history of a community (e.g., landscapes, images of people at work and play, portrait studies, etc.)	Utilize artworks to derive the traditions/ history of a community	Activity: <i>Photo Walk</i>	A10PL-IIh-3	TG p 135 LM pp 251-252, 254	rubrics for photo walk evaluation sheet
Day 7	1	Compares the characteristics of artworks in the 21st century	Discuss the characteristics of artworks in the 21st century	Characteristics of Artworks in the 21 <sup>st</sup> Century	A10P-IIh-4	LM pp 237-239, 245-247 TG pp 137-138	artworks
Day 8	1	Creates artworks that can be locally assembled with local materials, guided by 21 <sup>st</sup> -century techniques	Make an artwork using localized materials	Activity: <i>Creating a "Pinhole Camera"</i>	A10PR-IIc-e-1	LM pp 252-253 TG p 134-135	art materials e.g. shoebox, black paint, small sheet of metal, large needle, X-acto knife, sandpaper, light sensitive photo paper

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 9	1	Describes the influence of technology in the 21st century on the evolution of various forms of art	Explain the influence of technology in the 21st century on the evolution of various forms of art	Mobile Phone Art/Computer-Generated Images	A10PR-IIc-e-2	LM pp 243-247 TG pp 129-130	sample images created using mobile phone, computer, laptop or tablet android phone laptop tablet
Day 10	1	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.)	Use different media techniques and processes to communicate ideas, experiences, and stories showing the characteristics of 21st century art.	Computer-Generated Images	A10PR-IIb-e-3	LM p 248 TG p 129-130	DSLR camera tablet android/mobile phone computer image editing app
Day 11	1	Evaluates works of art in terms of artistic concepts and ideas using criteria appropriate for the style or form	Check works of art in terms of artistic concepts and ideas using criteria appropriate for the style or form	Activity: What to Perform- <i>“Exhibit of Technology-based Art”</i>	A10PR-IIIf-4	LM pp 258-260 TG pp 141-142	rubrics for exhibit evaluation form

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 12	1	Mounts an exhibit of completed technology- based artworks	Put up an exhibit of completed technology- based artworks	Culminating Activity: <i>“An Exhibit of Technology- Based Art”</i>	A10PR-II-g-5	LM p 258-260 TG pp 141-142	students’ output
Day 13	1	Summative Test					

### THIRD QUARTER

<b>CONTENT STANDARDS</b>	<b>1. Demonstrates understanding of art elements and process by synthesizing and applying prior knowledge and skills</b> <b>2. Demonstrates understanding of new technologies that allow new expressions in the arts</b>
<b>PERFORMANCE STANDARDS</b>	<b>Create artworks using available media and natural resources on local topics, issues, and concerns such as environmental advocacies, ecotourism, and economic and livelihood project</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Identifies art elements in the various media- based arts in the Philippines	Enumerate the art elements used in various media- based arts in the Philippines	Elements of Media-Based Art	A10EL-IIIb-1		PPT colored reproduction of sample media art
Day 2	1	Identifies representative artists as well as distinct characteristics of media- based arts and design in the Philippines	Name representative artists as well as distinct characteristics of media- based arts and design in the Philippines	Noteworthy Philippine Photographers, Filmmakers  Comic Books, Book Design and Illustration  Innovation in Product and Industrial Design	A10EL-IIIa-2	LM pp 264-267, 273-275, 284-288, 290-291, 293-298  TG pp 144-145, 148-150, 153-155, 162-164	colored reproduction of the different artists in: *photography *animation *filmmaking *comics *book design *product and industrial design
Day 3	1	Realizes that Filipino ingenuity is distinct, exceptional, and on a par with global standards	Acknowledge that Filipino ingenuity is distinct, exceptional, and on a par with global standards	Activity: <i>What to Know- Filipino Ingenuity</i>	A10PL-IIIh-1	LM pp 268, 276, 280, 283, 288, 292, 298  TG pp 146, 150, 154-155, 163-164	PPT

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 4	1	Determines the role or function of artworks by evaluating their utilization and combination of art elements and principles	Determine the role or function of artworks by evaluating their utilization and combination of art elements and principles	Principles and Elements of Art	A10PL-IIIh-2	Google	Colored reproduction of the following: *photography *filmmaking *comic illustration *production and industrial design
Day 5	1	Uses artworks to derive the traditions/history of a community	Utilize artworks to derive the traditions/history of a community.	Photography Group Project: Images with a Message	A10P-IIIh-3	LM pp 268 TG p 144	print outs pictures
Day 6	1	Creates artworks that can be assembled with local materials	Produce artworks that can be assembled with local materials	Applied Arts Group Projects: “Project Runway”/ “Project Interior”	A10PR-IIIc-e-1	LM pp 299-300 TG p 164	localized materials
Day 7	1	Describes the characteristics of media- based arts and design in the Philippines	Identify the characteristics of media- based arts and design in the Philippines	What To Know: Characteristics of Media- Based Arts and Design in the Philippines	A10PR-IIIc-e-2	LM p 268 TG p 162	laptop PPT
Day 8	1	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.)	Use different media techniques and processes to communicate ideas, experiences, and stories	Comic Group Project: “Kool Komiks”	A10PR-IIIc-e-3	LM p 289 TG p 157	illustration board construction paper coloring materials

<b>DAY</b>	<b>NO. OF DAYS</b>	<b>LEARNING COMPETENCIES</b>	<b>OBJECTIVES</b>	<b>SUBJECT MATTER</b>	<b>CODE</b>	<b>REFERENCE</b>	<b>MATERIALS</b>
Day 9	1	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	Analyze works of art in terms of artistic concepts and ideas using criteria appropriate for the style or form of media- based arts and design	Critiquing The Exhibit	A10PR-III f-4	LM p 301 TG p 168	evaluation form
Day 10	1	Mounts a media- based exhibit of completed artworks	Create a media- based exhibit of completed artworks	“An Exhibit on Media-based Arts and Art Design	A10PR-III g-5	LM pp 300-302 TG p 159	evaluation form
Day 11	1	Summative Test					



## FOURTH QUARTER

<b>CONTENT STANDARDS</b>	<ol style="list-style-type: none"> <li>1. Demonstrates understanding of how theatrical elements (sound, music, gesture, movement and costume) affect the creation and communication of meaning in a theater play/performance incorporated with media</li> <li>2. Demonstrates understanding of theater and performance as a synthesis of art</li> </ol>
<b>PERFORMANCE STANDARDS</b>	<ol style="list-style-type: none"> <li>1. Creates appropriate costumes, props, set accessories, improvised lighting and other decors for Philippine plays</li> <li>2. Creates/improvises appropriate sound, music, gestures, and movements for a chosen theatrical composition</li> <li>3. Participates in an original performance inspired by local Philippine stories, myths, and events relevant to current issues</li> </ol>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Explains how an idea or theme is communicated in a selected performance through the integration of musical sounds, songs, dialogue and dance	Discuss how an idea or theme is communicated in a selected performance through the integration of musical sounds, songs, dialogue and dance	Philippine Theater and Performing Group	A10EL-IVb-4	LM pp 304- 312 TG pp 170-172	laptop PPT video clips speaker
Day 2	1	Analyzes examples of plays based on theatrical forms, and elements of art as applied to performance	Evaluate examples of plays based on theatrical forms, and elements of art as applied to performance	Theatrical Forms and Art Elements	A10EL-IVa-2	LM pp 304- 312 TG pp 170-172	laptop PPT video clips speaker
Day 3	1	Illustrates how the different elements are used to communicate the meaning	Illustrate the different elements used to communicate the meaning	Original Performance With The Use of Media	A10EL-IVc-3	LM pp 304-312 TG p 175	laptop PPT video clips speaker
Day 4	1	Defines the uniqueness of each original performance	Define the uniqueness of each original performance	Experiencing Theatre	A10PL-IVh-1	LM pp 316-317 TG pp 175	video presentation

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS	
Day 5-6	2	<p>Designs with a group the visual components of a school play (stage design, costume, props, etc.)</p> <p>Assumes the role of a character as an actor/performance, or production staff (director, choreography, light design, stage manager)</p>	<p>Plan with a group the visual components of a school play</p> <p>Take charge of the role of a character as an actor/performer or production staff</p>	Pre- Production	<p>A10PR-IVe-1</p> <p>A10PR-IVh-2</p>	<p>LM p 318</p> <p>TG p 175</p>	available materials	
Day 7	1	Analyzes the uniqueness of the group that was given recognition for its performance and explain what component contributed to its selection	Explain the uniqueness of the group that was given recognition for its performance and explain what component contributed to its selection	Experiencing Theatre	A10PR-IVh-3		cell phone laptop TV	
Day 8-9	2	<p>Contributes to the conceptualization of an original performance</p> <p>Choreographs the movements and gestures needed in the effective delivery of an original performance with the use of media</p>	<p>Take part in the conceptualization of an original performance</p> <p>Conceptualize the movements and gestures needed in the effective delivery of an original performance with the use of media</p>	Production of Sets, Costumes, and Props, Design of Lighting and Sound, Using Different Media, Start of Acting Rehearsals and Blocking	<p>A10PR-IVd-4</p> <p>A10PR-IVf-g-5</p>	<p>LM p 318-319</p> <p>TG pp 176-177</p>	cell phone speaker available materials	
Day 10-11	2	Improvises accompanying sound and rhythm needed in the effective delivery of an original performance with the use of different media	Create accompanying sound and rhythm needed in the effective delivery of an original performance with the use of different media	Elements of Art as Applied to an Original Performance	A10PR-IVf-g-6	<p>LM pp 319-320</p> <p>TG p 176</p>	musical instruments audio system	
Day 12	1	Summative Test						

