

# MAPEH

Contextualized Budgetary Outlay  
ART



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### **BUDGETARY OUTLAY IN MAPEH 6**

**Art**  
**(Teacher’s Material)**

*Written by:*

**ALJUN E. JOMALESA**

*Illustrated by:*

**JERRY R. BAGUIOS**

*Quality Assured by:*

**CARMEL JOY P. AUJERO**  
EPS-LRMDS

**EVA G. TRABADO**  
EPS-MAPEH

**JOY P. NAKAMURA**  
PDO II-LRMDS

**IVY PALLORINA**  
Division MAPEH Evaluator

**ROWENA R. ESPARAGOZA**  
Division MAPEH Evaluator

Recommending Approval:

**FEDERICO P. PILLON, JR.**  
CID Chief

Approved by:

**CYNTHIA G. DEMAIVIVAS, CESO V**  
Schools Division Superintendent

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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 VI

FIRST GRADING	
<b>CONTENT STANDARDS</b>	<b>The learner demonstrates understanding of the use of lines, shapes, color, texture and principles of emphasis and contrast in drawing a logo and own cartoon character using new technologies in drawing.</b>
<b>PERFORMANCE STANDARDS</b>	<b>The learner creates concepts through art processes, elements and principles using new technologies (hardware and software) to create personal and class logo, design cartoon character, on the spot using new technologies.</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Realizes that art processes elements and principles still apply even with the use of new technologies.	Realize that art processes elements and principles still applied even with the use of new technologies.	Elements of Arts: 1. Line 2. Shape 3. Color 4. Texture 5. Producing these using technologies	A6EL-Ia  A6EL-Ie	The 21 <sup>st</sup> Century MAPEH in Action 6 Quinitio, Ligaya Bautista Garcia et. al. pp. 79-88	color wheel chart, coloring materials, ruler, phone camera
Day 2	1	Appreciates the elements and principles applied in commercial art.	Appreciate the elements and principles applied in commercial art.	The Nature of Logos	A6PL-Ia		laptop, video, tarpapel
Day 3	1	Applies concepts on the use of software (commands, menu, etc.)	Apply concepts on the use of software	Elements and Principles of Logo Design	A6PR-Ib		laptop, video, tarpapel
Day 4	1	Utilizes art skills in using new technologies ( hardware and software)	Utilize art skills in using new technologies ( hardware and software)	Digital Logos	A6PR-Ic		The 21st Century MAPEH in Action 6 Quinitio, Ligaya Bautista Garcia et. al. pp.89-92

<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 5	1	Creates personal or class logo as visual representation that can be used as a product, brand or trademark. ( Art activity)	Create personal or class logo as visual representation that can be used as a product, brand or trademark	Logo Design Techniques and Processes	A6PR-Id	The 21st Century MAPEH in	laptop/gadget, video ,tarpapel
Day 6	1	Explains ideas about the logo.	Explain ideas about the logo.	Logo Design Techniques and Processes	A6PR-Id	Action 6 Qunitio, Ligaya Bautista Garcia et. al. page 82	laptop, video, tarpapel
Day 7	1	Appreciates the elements and principles applied in comic art	Appreciate the elements and principles applied in comic art	Origin and Nature of Cartoons/ Types of Cartoons	A6PL-Ie	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 98-101	coloring materials, video, tarpapel, laptop
Day 8	1	Applies concepts on the steps/ procedures in cartoon character making.	Apply concepts on the steps/ procedures in cartoon character making.	The Art of Cartoon Character Making	A6PR-If	The 21st Century MAPEH in Action 6 Qunitio, LigayaBautista Garcia et. al. pp. 102-105	coloring materials, video, tarpapel, laptop

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS	
Day 9	1	Creates own cartoon character to entertain, express opinions, ideas etc. ( Art Activity)	Create own cartoon character to entertain, express opinions, ideas etc.	The Art of Cartoon Character Making	A6PR-Ig	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al.pp. 102-105	laptop/gadget, video, tarpapel	
Day 10	1	Creates own cartoon character to entertain, express opinions, ideas etc. ( Art Activity)	Create own cartoon character to entertain, express opinions, ideas etc.	Digital Cartoon Character Making	A6PR-Ih	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 106-109	laptop/gadget	
Day 11	1	Explains ideas about the cartoon character	Explain ideas about the cartoon character		A6PR-Ih		laptop/gadget, tarpapel	
Day 12	1	Performance Task						
Day 13	1	Summative Test/Periodical Examination						

**SECOND GRADING**

<b>CONTENT STANDARDS</b>	<b>The learner demonstrates understanding of shapes, space, colors and the principles of emphasis, harmony and contrast in digital painting and poster design using new technologies.</b>
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<b>PERFORMANCE STANDARDS</b>	<b>The learner applies concepts on the use of software in creating digital paintings and graphic designs.</b>
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<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 1	1	Realizes that art processes, elements and principles still apply even with the use of technologies	Realize that art processes, elements and principles still apply even with the use of technologies	Digital Painting Assembling the Parts	A6EL-IIa	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 113-115	laptop/gadget tarpapel
Day 2	1	Appreciates the elements and principles applied in digital art	Appreciate the elements and principles applied in digital art	Techniques and Processes in Digital Painting	A6PL-IIa	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 116-117	laptop,gadget, tarpapel
Day 3	1	Applies concepts on the use of software (Commands, menu etc.)	Apply concepts on the use of software (command, menu etc.)	Styles of Digital Painting	A6PR-IIb	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 117- 132	laptop, tarpapel

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 4-5	2	Creates digital painting similar with the Master's ( e.g. Van Gogh, Amorsolo etc.) in term of style, theme etc.	Create digital painting similar with the Master's in term of style, theme etc.	Styles of Digital Painting	A6PR-IIb A6PR-IIc	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 117- 132	canvas,coloring materials
Day 6	1	Utilizes art skills using new technologies ( hardware and software) in digital painting	Utilize art skills using new technologies	Digital Painting	A6PR-IIId		laptop/gadget tarpapel
Day 7	1	Realizes that art processes, elements and principles still apply even with the use of technologies	Realize that art processes, elements and principles still apply even with the use of technologies	The Art of Graphic Design	A6EL-IIe	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 134-135	laptop/gadget tarpapel



<b>CONTENT STANDARDS</b>	<b>Demonstrates understanding of shapes, colors, values and the principles of emphasis, contrast and harmony in print making and photography using new technologies.</b>
<b>PERFORMANCE STANDARDS</b>	<b>1.Creates simple print making (silk screen) designs on T-shirt and posters 2.Describes the basic concepts and principles of basic photography.</b>

<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 8	1	Appreciates the element and principles apply in Lay outing	Appreciate the elements and principles apply in Lay outing	Functions and Types of Posters	<b>A6PL-IIIf</b>	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp.135-136	illustration board,coloring materials,pencil, ruler
Day 9	1	Applies skills in lay outing and photo editing using new technologies ( hardware and software) in making a poster	Apply skills in lay outing and photo editing using new technologies ( hardware and software) in making a poster	The Art of Poster Layout	<b>A6PR-IIg</b>	The 21st Century MAPEH in Action 6 Qunitio, LigayaBautista Garcia et. al. pp. 136-140	laptop, phone camera, printer

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 10-11	2	Creates an advertisement/commercial or announcement poster	Create an advertisement/commercial or announcement poster	Computer Generated Posters	<b>A6PR-IIIh</b>	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 141-146	laptop/gadget printer,tarpapel
Day 12	1	Performance Task					
Day 13	1	Summative/Periodical Test					

### THIRD GRADING

<b>CONTENT STANDARDS</b>	<b>The learner demonstrates understanding of shapes, color, values and principles of emphasis, contrast and harmony in print making and photography using new technologies.</b>
<b>PERFORMANCE STANDARDS</b>	<b>1.The learner creates simple print making (silk screen) designs on t-shirts and posters. 2. Describes the basic concepts and principles of basic photography.</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Knows that design principles still apply for any new design (contrast of colors, shapes, and lines produces harmony) whether done by hand or machine (computer)	Know that design principles still apply for any new design (contrast of colors, shapes, and lines produces harmony) whether done by hand or machine (computer)	Elements and Principles of Arts Applied in New Design	A6EL-IIIa	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 149-150	laptop/computer tarpapel,printer, coloring materials ruler,pencil
Day 2	1	Understands the digital technology has speeded up the printing of original designs and made it accessible to many, as emphasized in t-shirt and poster designs	Understand the digital technology has speeded up the printing of original designs and made it accessible to many, as emphasized in t-shirt and poster designs	Creating designs using new technology	A6PL-IIIb	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 151-152	laptop/computer (for layout) silk screen, tolco paint, t-shirt

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 3	1	Produces own prints from original design to silk screen printing to convey a message or statement	Produce own prints from original design to silk screen printing	Silk Screen Printing	A6PR-IIIc	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al.pp. 151-152	laptop/computer silk screen, t-shirt/cloth
Day 4	1	Produces own prints from original design to silk screen printing to convey a message or statement	Produce own prints from original design to silk screen printing	Silk Screen Printing	A6PR-IIId		silk screen,tolco paint,t-shirt, cloth
Day 5	1	Realizes that art processes, elements and principles still apply even with the use of technology	Realize that art processes, elements and principles still apply even with the use of technology	Elements and Principle Applied Using Technologies	A6EL-IIIe	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 153-154  References about Photography	laptop, phone camera printer

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 6	1	Understands concepts and principles of photography	Understand concepts and principles of photography	Concepts and Principles of Photography	A6PL-III f	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 153-154  References about Photography	digital camera, phone camera, printer
Day 7	1	Identifies the parts and functions of the camera ( point and shoot or phone camera)	Identify the parts and functions of the camera ( point and shoot or phone camera)	Photography/Parts of a Camera	A6PR-III g	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. Page 155	digital camera, phone camera

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 8-9	2	Applies composition skills to produce a printed photograph for a simple photo essay	Apply composition skills to produce a printed photograph for a simple photo essay	Creating Photo Essay	A6PR-IIIh	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. Page 156	digital camera, phone camera, printer
Day 10	1	Creates output from concepts of photojournalism (Lesson Integration from School Publication)	Create output from concepts of photojournalism (Lesson Integration from School Publication)	Creating Photo/outputs from concepts of photojournalism	-----	Other available reference	Digital or phone camera
Day 11	1	Participates in school/district exhibit and culminating activity in celebration of the National Arts Month ( February)	Participate in school/district exhibit and culminating activity in celebration of the National Arts Month	School/District Exhibit	-----	-----	-----
Day 12	1	Performance Task					
Day 13	1	Summative/Periodical Test					

### FOURTH GRADING

<b>CONTENT STANDARDS</b>	<b>The learner demonstrates understanding of shapes, colors and principles of contrast and harmony through the use of new media in creating audio-video art and product or package design.</b>
<b>PERFORMANCE STANDARDS</b>	<b>1. The learner creates an actual 3D digitally enhanced paper bags for a product or band. 2. Applies concepts on the use of new technologies (Hardware and Software) in creating audio-video art/animation.</b>

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 1	1	Knows that design principles and elements relates to everyday objects	Know that design principles and elements relates to everyday objects	Elements: Shapes Colors	A6EL-IVa	The 21st Century MAPEH in Action 6 Quinitio, Ligaya Bautista Garcia et. al. pp. 167-172	computer/laptop Tarpapel,paper bags
Day 2	1	Appreciates the elements and principles applied in product design	Appreciate the elements and principles applied in product design	Principles: Contrast Harmony	A6PL-IVa		
Day 3	1	Manifests understanding of concepts on the use of software (commands, menu etc.)	Manifest understanding of concepts on the use of software (commands, menu etc.)	Process Package/Product Design ( Paper Bag)	A6PR-IVb		tarpapel,paper bags
Day 4	1	Utilizes art skills in using new technologies (hardware and software) in package design	Utilize art skills in using new technologies (hardware and software) in package design	Process: -Package/Product Design ( Paper Bag)	A6PR-IVc		Computer/laptop, paper bags

DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 5	1	Creates an actual 3-D digitally-enhanced product design for a paper bag	Create an actual 3-D digitally-enhanced product design for a paper bag	Process: -Package/Product Design ( Paper Bag)	A6PR-IVd	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 167-172	Paper bags
Day 6	1	Realizes that art processes, elements and principles still apply even with the use of technologies	Realize that art processes, elements and principles still apply even with the use of technologies	New Media Audio-video Art or Animation (Electronic Collage)	A6EL-IVe	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 167-172	Audio-video presentation
Day 7	1	Appreciates the elements and principles applied in audio-video art	Appreciate the elements and principles applied in audio-video art		A6PL-IVe		
Day 8	1	Applies concepts on the use of software (Commands, menu etc.)	Apply concepts on the use of software (Commands, menu etc.)		A6PR-IVf		
Day 9	1	Utilizes art skills in using new technologies ( hardware and software)	Utilize art skills in using new technologies ( hardware and software)		A6PR-IVg		



DAY	NO. OF DAYS	LEARNING COMPETENCIES	OBJECTIVES	SUBJECT MATTER	CODE	REFERENCE	MATERIALS
Day 10	1	Creates an audio-video art/animation promoting a product	Create an audio-video art/animation promoting a product	New Media Audio-video Art or Animation (Electronic Collage)	A6PR-IVh	The 21st Century MAPEH in Action 6 Qunitio, Ligaya Bautista Garcia et. al. pp. 167-172	Audio-video presentation
Day 11-12	2	Presents output created from using audio-video art/animation ( Performance Task)	Present output created from using audio-video art/animation		-----		
Day 13	1	Summative/Periodical Test					

