



Grade 11-12 Arts/Design Track of DepEd : Content, Delivery & Assessment

*(Preparing Students for Livelihood &
Entrepreneurship in the Creative Industries)*

**PATEF-UPDATE 13th National Convention
Nov. 21-23, 2016, Heritage Hotel**

CONTENT OF THE ARTS/DESIGN TRACK

- 1. Curriculum is culture-based, integrated, LEARNER-CENTERED**
- 2 Grade 11 & 12 ARTS/DESIGN TRACK provides 21st century competencies: lifelong learning skills for personal development, and LIVELIHOOD**
- 3. Arts/Design subjects should reflect skills needed in the present and future world of WORK in the Philippines and abroad.**

Why?



**This 2015, ASEAN INTEGRATION
was implemented: it will be a
borderless future for all people in the 10 ASEAN
countries:**

**one defense, CULTURAL & economic
community = “Inter-country exchanges”**

**Filipinos can study & work in any ASEAN country
PROVIDED they have:**

- Recognized Certificate of Proficiency**
- Recognized Certificate of Competency**

(Phil. & ASEAN Qualifications Framework)

1. for ALL students to DEVELOP ARTISTIC LITERACY & EXPRESSIVENESS in different arts fields and PROFICIENCY in using arts tools & instruments

*** TO BE CREATIVE and INNOVATIVE in expressing their ideas, feelings, concepts, using the various arts media while using traditional and/or digital tools.**



*** TO promote OUR CULTURE in creative expressions in different media (visual arts, film, TV, print, theater, dance, music, writing & multi-media arts)**



***To know culture of ASEAN & other countries**

Desired Outcomes for ARTS & DESIGN Track

2. For the students to have 21st Century skills:

- * to be able to be A PROBLEM SOLVER and invent CREATIVE solutions through the use of arts and design.**
- * TO TAKE RISKS and think out of the box & to contribute to CHANGE in society**
- * to appreciate one's own culture & the culture of others (ASEAN = 1 community)**

Desired Outcome for the ARTS/DESIGN in Gr. 11-12

3. **provide IN-SCHOOL** opportunities for students
 - * to develop their artistic skills and competencies
 - * to discover ARTS-RELATED CAREERS relevant to their LOCAL community, province or city.

4. **provide OUT-OF-SCHOOL** programs for students:
 - * **IMMERSION** with artists & indigenous masters
 - * **INTERNSHIP** in agencies & CREATIVE Industries
 - * **ACCREDITATION** through competency-based assessments (c/o TESDA & outside industry)

5. **provide FINANCIAL & MANAGEMENT** skills to enable students to work or be entrepreneurs in the various artistic fields and careers they choose.

CONTENT STANDARDS of Grade 11 and 12 Art/Design Track

includes 31 subjects taken over 2 years

16 General Education CORE subject

7 CONTEXTUALIZED subjects

8 APPLIED ARTS/DESIGN subjects

***“Ang batang K to 12, handa sa
TRABAJO, NEGOSYO o KOLEHIYO
handa para sa Pilipinas at sa mundo!”***

Required for STUDENTS in all the 4 TRACKS

- 1. Oral Communication**
- 2. Reading and Writing**
- 3. Komunikasyon at Pananaliksik sa Wika at Kulturang Pilipino**
- 4. Pagbasa at Pagsusuri ng Iba't Ibang Teksto Tungo sa Pananaliksik**
- 5. 21st Literature from the Philippines and the World**
- 6. Contemporary Philippine Arts from the Regions**
- 7. Media & Information Literacy**

Content: SHS CORE CURRICULUM SUBJECTS: 16

- 8. General Mathematics**
- 9. Statistics & Probability**
- 10. Earth & Life Sciences**
- 11. Physical Sciences**
- 12. Intro. to Philosophy of the Human Person**
- 13. Physical Education & Health**
- 14. Personal Development / *Pansariling*
*Kaunlaran***
- 15. Understanding Culture, Society & Politics**
- 16. Disaster Readiness & Risk Reduction**

Arts/Design: CONTEXTUALIZED SUBJECTS (7)

- 1. English (for Arts/Design)**
- 2. Pagsulat sa Filipino (sa Sining)**
- 3. Practical Research 1: (for the ARTS)**
- 4. Practical Research 2: (for the ARTS)**
- 5. Empowered TECHNOLOGIES for the Arts**
- 6. ENTREPRENEURSHIP in the Arts**
- 7. RESEARCH (Inquiries, Investigations, Immersion) in the Arts**

ARTS & DESIGN TRACK – 8 Applied Subjects

1. Creative Industries I – Arts & Design

Appreciation & Production

(visual arts & crafts, film & media arts, literary arts)

2. Creative Industries II – Performing Arts

(music, theater, dance)

3. Physical & Personal Development in the Arts

4. Developing Filipino Identity in the Arts

5. Integrating the Elements & Principles of Organization in the Arts

ARTS & DESIGN TRACK: 8 Applied Subjects

6. Leadership & Management in dif. Arts Fields

(ENTREPRENEURSHIP)

7. APPRENTICESHIP, Exploration in the Arts

**Media Arts, Visual Arts,
Literary Arts, Music, Dance,
Theater**



8. Work IMMERSION, Research, Career Advocacy

Exhibit – Media, Visual Arts, Literary Arts

Performance – Music, Dance, Theater

or do both exhibit and performance.

NEW DELIVERY MODES for Arts/Design

The Creative Industry demands specific skills learned through learning In-School and Out-of-School like :

APPRENTICESHIP with a local artist, expert designer, animator, musician, actor, etc. for an extended period. (*out-of-school*)



NEW DELIVERY MODES for Arts/Design

IMMERSION/ MENTORSHIP (*out-of-school*)

Students work in local shop, center, office, studio, or industry where the Arts & Design competency is offered & where s/he can be mentored in different aspects of the arts.

(need for solid academe-industry linkage)

DEMONSTRATIONS, PRODUCTIONS

Students set up performances & exhibits; showcase unique creative products and apply design know-how through their created works.

NEW DELIVERY MODES for Arts/Design Track

APPLIED ENTREPRENEURSHIP (in/out of sch)

Student groups set up their actual business (after doing research, business plan) and test their skills for livelihood through SALE of their artistic products & productions.

They can be mentored by creative industry experts in different fields after their immersion, for sound business practices.

Arts/Design Students can ACCREDIT their skills in these 14 TESDA **ARTS-BASED COURSES**

Presently, TESDA has **CONTENT STANDARDS**
and **PERFORMANCE STANDARDS** w/
ACCREDITATION- National Certificate
NC for these **ARTS-** based courses:

Animation artist 2D	NC I
Animation artist 3D	NC II
Animation artist	NC III
Photography	NC II
Illustration	NC II
Visual Graphic Design	NC III



Con't: TESDA ARTS-BASED COURSES

Product design: furniture making NC II

Performing Arts: Dancing NC II

Performing Arts: Singing NC II

Perform. Arts-Ballroom dancing NC II

Web Design (digital) NC I

Game Art Development 2D NC III

Game Art Development 3D NC III

Game Programming NC III

NEW ARTS-BASED TESDA COURSES

(for Senior High Schools & Artists)

NCCA & TESDA are developing NEW courses needed for TV, Theater, Film, Digital Media

- 1. Theater Lighting Services**
- 2. Lights Crew**
- 3. Video Production**
- 4. Film & Video Editing**
- 5. Cinematography**
- 6. Sound Engineering/ Editing**
- 7. Sound Technician**
- 8. Stage Production Design**
- 9. Scriptwriting**



Brillante Mendoza, film maker



NEW ARTS-BASED COURSES (WITH NCCA &TESDA) **& for INDIGENOUS CRAFTS (*in the provinces*)**

- | | |
|---------------------|-------|
| 1. Handloom Weaving | NC II |
| 2. Paper Crafts | NC |
| 3. Embroidery | NC |
| 4. Mat Weaving | NC |
| 5. Basket Weaving | NC |
| 6. Pottery | NC |
| 7. Bead Weaving | NC |
| 8. Woodcarving | NC |

***(our handcrafted products are
highly valued abroad!)***



DELIVERY of ARTS/ DESIGN SUBJECTS: TESDA -Competency-Based Learning Mode

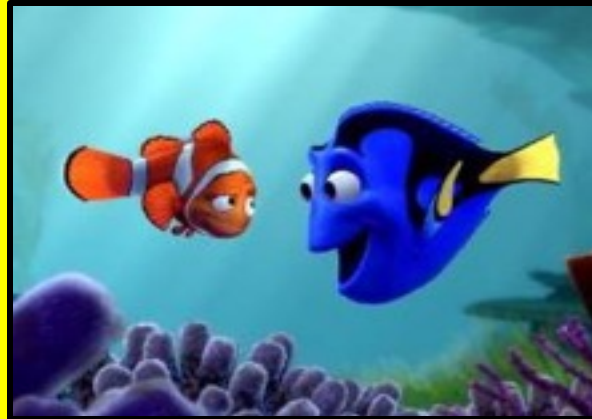
NOTE: Teachers who teach these
TESDA courses should have:

- a. An **NC (nat. certificate)** to teach course
(NC I, II, or III)
- b. **& Trainers Methodology (TM) Certificate**
required to **TEACH / train** students for
that course &
if they will be the **ASSESSORS** of students'
competencies & skills needed for the course
to earn certification (NC).

ASSESSMENT in ARTS & DESIGN: are done based on creativity of **OUTPUTS** produced & **COMPETENCIES** & skills mastered.



Product design



Digital animation



Fashion design



Book graphic design

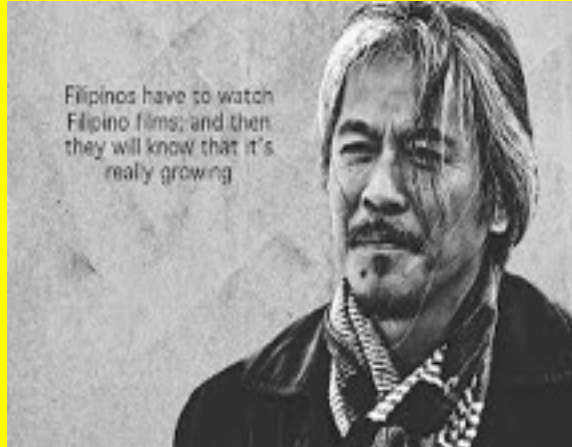


Game development

PHILIPPINE CREATIVES internationally acclaimed



Ronnie del Carmen
animation Director



Lav Diaz- film awardee



Lea Salonga, singer



Fashion Design (Monique Lhuillier)



Furniture Design (Kenneth Cobonpue)

ARTS & DESIGN : New careers for contemporary times using new media in demand now



Prod. design



Animation Director



Computer Games Developer



Bamboo bike by Brian McLeland



Wolverine & X-Men by Whilce Protacio

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

- 1. NO MORE “STARVING ARTISTS”! The Creative Industry and the New Creatives contribute substantially to Philippine economy (DTI)* and provide employment. (Film, TV, Theater, Media, Animation, Fashion, Product Design, Movies, magazines, graphic designs, game designs etc..)
And the new CREATIVES earn well.**
(DTI- creative industries contribute 5% to Phil.GDP; employ 12% of jobs)
- 2. ACCREDITATION is competency and SKILLS based recognized not only locally but in other countries.
(TESDA’s National Certificates are ISO certified.)**
- 3. TEACHERS: engage students in ACTIVE LEARNING both IN-SCHOOL and OUT-OF-SCHOOL.**

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

- 4. Teachers – Grade 11-12 is for preparing majority of students for EMPLOYMENT, ENTREPRENEURSHIP. Combine classroom learning with WORKPLACE LEARNING –schools and teachers need to partner with local arts & creative industries**
- 5. 21st Arts & Design uses TECHNOLOGY, research-based innovations, expects students who can “learn how to learn”, have critical thinking skills, are problem solvers and innovators, for situations we can’t predict and are not yet existing.**

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

**6. Teachers need to be UPDATED on the Philippine Creative Industries:
careers, job opportunities, artists, local crafts experts in their own community**

They can INFORM & EXCITE their students on ARTS/DESIGN work opportunities available, and arrange for LINKAGES, MENTORSHIPS, IMMERSIONS, for their students with these local experts.

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

REALITIES: (DepEd Data- May 2016)

- a. Out of total 221 DepEd school divisions, around 35% (80 divisions) HAVE NO SCHOOLS for Arts/Design Track so students interested in the arts of these 80 divisions have no school to go to.**
- (Today, there are a total of 241 Arts/Design SHS with 11 divisions having more than 1 school for the Arts/Design Track.)**

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

b. only 5,901 (. 4%) of SHS students are enrolled for ARTS/DESIGN out of 1,537,046 SHS students!

Why?

*** Many parents still like their children to have a COLLEGE DIPLOMA.**

(925,019 are enrolled in ACADEMIC T.)

But many select the Tec-Voc Track. for work. (602,951 students enrolled)

Gr.11-12 ARTS & DESIGN : need MIND SHIFTS

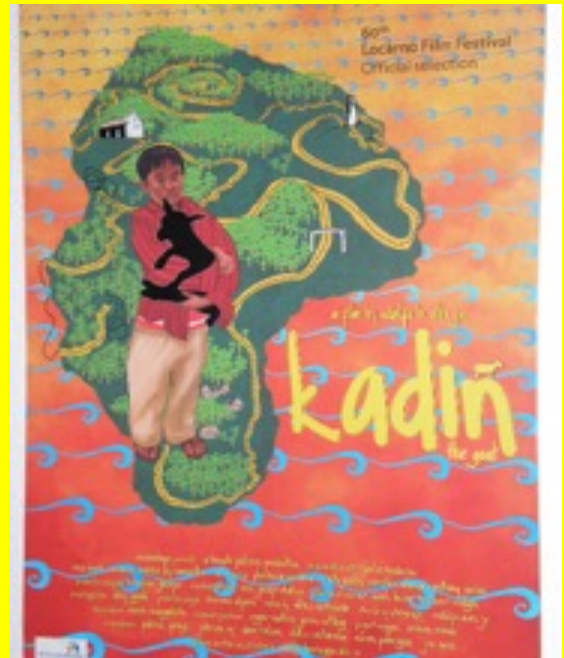
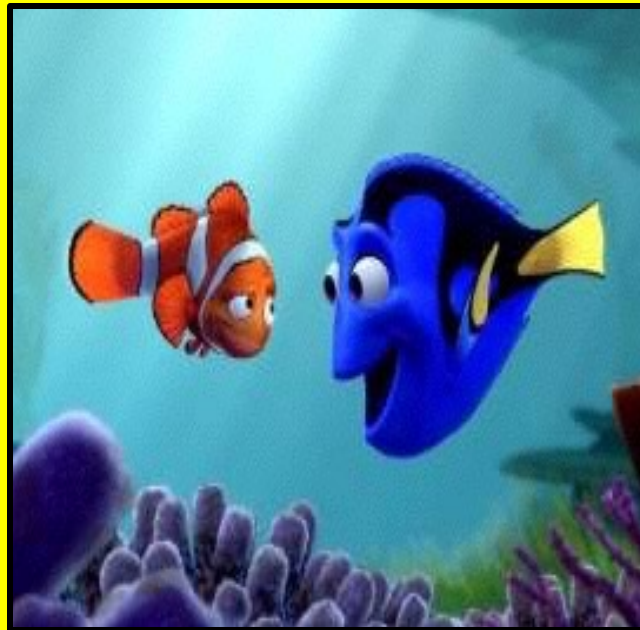
However, both parents and teachers do NOT KNOW realities of the many JOBS available in the new Creative Industries, and the salaries for these. Therefore, they do not encourage their children/ students to go to the arts.

(need for career guidance; more information)

For DepEd, the Arts/Design requires equipment, rooms, materials and TRAINED TEACHERS

(not all ready)

The ARTS/DESIGN Track has many NEW AREAS & SKILLS. which are specialized.



CHALLENGES of the Arts & Design Track:

Teachers may not have the training for the new demands and new jobs skills for the subjects in the ARTS/DESIGN TRACKS so there is a need TO LEARN NEW SKILLS!

(in-service training & immersion in local creative industries needed)

New Teacher Ed. Courses need to prepare teachers to teach the new Grade 11-12 subjects for Arts/Design to prepare students for *employment & entrepreneurship in* the new CREATIVE INDUSTRIES.

(academe-industry linkages needed)

***Let us welcome the
K to 12 Program
and the ARTS/DESIGN TRACK
which is one of the major DISRUPTIONS
in the academe today,
for
DISRUPTION fosters CREATIVITY
and CHANGE!***

THANK YOU!

Alice A. Pañares

DepEd K-12, Arts & ARTS/DESIGN TRACK Resource Person
National Commission for Culture & the Arts, Resource Person