



TECHNOLOGY AND LIVELIHOOD EDUCATION

ICT - VISUAL ARTS

Grade 9 or 10

**Three-Term Budget Of Work (BOW)
for Learning Competencies**

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ICT
Grade 9 and Grade 10

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For Learning Competencies

Please note that each sector under TLE: ICT is studied for one term. This is applicable under Grades 9 and 10.

Term		
Sector	Visual Arts	
Performance Standard	The learners apply the design principles and techniques in creating vectorized drawing and simple animated video clips.	
Content Standard	• Demonstrate an understanding of the current trends, skills, tools and equipment, career, and business opportunities in the visual arts sector. • Demonstrate an understanding of the elements and principles of design, types of illustrations, drawing enhancement techniques, proportion, expression, and movements as applied in drawing the human face. • Demonstrate an understanding of the basics of animation, cleaned-up, and in-between simple drawings. • Discuss basics of animation, cleaned-up, and in-between simple drawings • Demonstrate an understanding of the digitizing, enhancing, and vectorizing, human face using illustration software. • Demonstrate an understanding of the animation, software, system requirements, and animation techniques.	
Week	Learning Competency	Suggested Activities

1	• Discuss current trends, skills, tools and equipment, career, and business opportunities in visual arts sector. • Draw simple figures and objects by applying the elements and principles of design.	• Visual Arts Trend Tracker ◦ To explore current trends and opportunities in the visual arts sector. ◦ Individually, research a current trend in visual arts and create a short poster or digital presentation showing the trend, required skills, tools/equipment, and potential career or business opportunities. • My Future in Arts ◦ To reflect on personal interests and match them with visual arts careers or business opportunities. ◦ Individually, write a one-page reflection describing which visual arts career or business you are interested in, the skills and tools you would need, and why you would pursue it. • Design Detective ◦ To apply elements and principles of design in creating simple figures. ◦ Individually, draw a simple object or figure and label the elements (line, shape, color, texture, space) and principles (balance, contrast, emphasis, rhythm) used in your artwork.
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		• Creative Composition Challenge ○ To demonstrate creativity and design skills by composing visually appealing figures. ○ Individually, create a simple drawing combining at least three elements and two principles of design, and explain your choices in one paragraph.
2	• Apply drawing enhancement techniques.	• Texture and Tone Explorer ○ To enhance drawings by applying shading, texture, and tonal techniques. ○ Individually, take a simple line drawing and apply at least three enhancement techniques such as hatching, cross-hatching, stippling, or shading to add depth and dimension. • Color Boost Challenge ○ To improve the visual appeal of artwork using color and other enhancement techniques. ○ Individually, enhance a basic drawing by adding colors, highlights, shadows, or patterns, and briefly explain the techniques used.
3	• Draw a human face. • Discuss basics of animation, cleaned up, and in-between simple drawings.	• Face It Right ○ To apply proportion, symmetry, and facial features in drawing a realistic

		human face. ◦ Individually, draw a human face using proper facial proportions and label the key features (eyes, nose, mouth, ears, eyebrows). ● Expressive Portrait Challenge ◦ To convey emotions and character through facial expressions in drawing. ◦ Individually, create a human face showing a chosen emotion (happy, sad, surprised, etc.) and explain which features you emphasized to express it ● Frame by Frame Fun ◦ To create simple animations using cleaned-up drawings and in-between frames. ◦ Individually, produce a 3–5 frame animation of a simple action (e.g., bouncing ball or waving hand), showing key poses and in-between drawings for smooth motion. ● Smooth Motion Challenge ◦ To demonstrate understanding of animation principles by producing fluid motion. ◦ Individually, select a simple movement, draw the key frames, and
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		then add at least two in-between drawings to make the motion smoother.
4	Produce cleaned-up simple key drawings.	Key Frame Perfect - To produce clean, precise key drawings for animation. - Individually, select a simple motion (e.g., a jumping ball) and create at least 3 cleaned-up key drawings showing the main poses clearly. Polish Your Pose - To refine rough sketches into neat and accurate key drawings. - Individually, take a rough sketch of a simple character or object and redraw it neatly, focusing on clear lines, proportions, and consistent details.
5	Produce in-between drawings.	Smooth Motion Maker - To create fluid animation by producing in-between drawings that connect key frames. - Individually, take two key drawings of a simple action and draw at least 2 in-between frames to show smooth motion between them. Bridge the Frames

		○ To demonstrate understanding of timing and spacing in animation. ○ Individually, select two key poses of a character or object and produce in-between drawings, ensuring consistent proportions and movement.
6	● Navigate illustration software. ● Produce simple objects using illustration software.	● Tool Time Explorer ○ To become familiar with the basic tools and interface of illustration software. ○ Individually, open an illustration software and create a simple drawing using at least five different tools or functions, labeling each tool used. ● Digital Art Navigator ○ To demonstrate the ability to efficiently navigate and use illustration software features. ○ Individually, create a step-by-step mini-guide or screen capture tutorial showing how to access and use at least three essential tools or menus in the software. ● Digital Doodle Designer ○ To create simple digital objects using basic tools in illustration software. ○ Individually, use illustration software to draw at least three simple objects (e.g., house, tree, or ball) applying basic shapes and tools. ● Click and Create Challenge

		○ To demonstrate skill in producing digital artwork using illustration software. ○ Individually, create a small scene by combining 3–5 simple objects in the illustration software and label the tools used for each object.
7	● Produce digitized drawing using illustration software.	● Digital Art Maker ○ To create a polished digitized drawing using illustration software tools. ○ Individually, digitize a hand-drawn sketch by tracing and enhancing it in illustration software, adding colors and clean lines. ● Vector Vision Challenge ○ To demonstrate skills in producing a complete digital artwork using software features. ○ Individually, create a fully digitized object or scene using shapes, layers, and colors in illustration software, and save it as a digital file.
8	● Produce enhanced drawing using illustration software.	● Polish & Pop ○ To enhance a digital drawing using advanced illustration software tools. ○ Individually, take a previously digitized drawing and apply enhancement techniques such as gradients,

		shadows, highlights, textures, or patterns to improve its visual appeal. • Digital Glow-Up Challenge ○ To demonstrate creativity and technical skill in enhancing digital artwork. ○ Individually, select a simple digital object or scene and enhance it by adding effects, layers, and colors to make it more dynamic and visually appealing.
9	• Produce vectorized drawing using illustration software.	• Vector Expert ○ To create clean and scalable vector drawings using illustration software tools. ○ Individually, convert a simple hand-drawn sketch into a vectorized drawing using shapes, paths, and anchor points in the software. • Scalable Scene Challenge ○ To demonstrate mastery of vector tools in producing precise and editable digital artwork. ○ Individually, design a complete vector illustration (e.g., object, character, or scene) ensuring all elements are vector-based and properly layered.
10	• Produce simple animations.	• Bounce to Life

		○ To create a simple animation demonstrating motion using key and in-between frames. ○ Individually, animate a simple object (e.g., bouncing ball or waving hand) using at least 3 key frames and 2 in-between frames to show smooth movement. ● Flipbook Fun ○ To demonstrate understanding of basic animation principles in a short sequence. ○ Individually, produce a 5–7 frame animation of a simple action using digital software or a traditional flipbook, showing continuous motion between frames.
Suggested Performance Tasks		● Individual Performance Task: My Visual Arts Masterpiece ○ To demonstrate mastery of Visual Arts skills from drawing to animation using both traditional and digital techniques. ○ Individually, create a complete visual arts project: draw simple figures and a human face, apply enhancement and design principles, digitize and enhance your artwork using illustration software, produce vectorized objects, and create a short simple animation combining key frames and in-between drawings. ● Group Performance Task: Team Digital Gallery Challenge ○ To collaboratively apply Visual Arts competencies in producing a digital and traditional art presentation. ○ In groups of 3–4, plan and create a mini-exhibition: combine individual drawings, enhanced digital artworks, vectorized objects, and simple animations into a digital

	gallery or slideshow, showcasing each member's contribution and explaining techniques used.
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