11/12

DepED
DEPARTMENT OF EDUCATION

Learning Activity Sheet for Visual Graphic Design

Learning Activity Sheet for Visual Graphic Design Grade 11/12
Quarter 1: Lesson 1
SY 2025-2026

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LEARNING ACTIVITY SHEET 1

Learning Area:	TVL/ICT– Visual Graphic Design NC III	Quarter:	1
Week.:	1	Date:	
Lesson Title/ Topic:	Introduction to Visual Graphic Design NC III		
Name:		Grade & Section:	

ACTIVITY NO. 1: PRE ASSESSMENT ACTIVITIES

OBJECTIVE/S: At the end of this activity, you will be able to perform preliminary competency self assessment checklist.

INSTRUCTIONS. Tick ✓ the appropriate column based on your confidence or experience level.

Write notes under "Comments" for areas you want to improve.

Preliminary Competency Area	*I can do this confidently*	*I need more practice*	*I haven't learned this yet*	Comments (Optional)
1. Use a web conferencing tool (Zoom, MS Teams, Google Meet) for school activities.				
2. Participate in a virtual meeting or class with proper etiquette.				
3. Understand and apply basic **block coding** (e.g., using Scratch or Blockly).				
4. Convert between **binary, decimal, and hexadecimal** number systems.				
5. Identify and explain the purpose of **ICT tools** used in **online marketing** (e.g., Canva, Facebook Page, e-commerce platforms).				
6. Create a simple online marketing post using free tools (e.g., social media graphics).				
7. Understand how **telecommunication** works (mobile phones, internet connectivity, SIM cards, etc.).				
8. Identify basic components of a computer and their functions.				
9. Perform basic **computer servicing** tasks (e.g., cleaning hardware, checking connections, rebooting systems).				

Preliminary Competency Area	I can do this confidently	I need more practice	I haven't learned this yet	Comments (Optional)
10. Create a simple **illustration** using digital or traditional drawing tools.				
11. Understand basic **animation principles** (e.g., motion, frame-by-frame) using simple software or apps.				

PART 2: Lesson Activity Assessment

Instruction. Before moving on to the next lesson activity, you must complete the **Competency Self-Check Assessment**.

Competency Self Check	Check (✓) if confident	Comment (What do I need to review?)
I can name at least 3 elements of design.		
I know how to identify colors and contrast.		
I have created a simple layout before (e.g., poster or flyer).		

PART 3: Career Reflection

1. **What do Visual Graphic Designers do in the workplace?**

   Write a short description in your own words:

   _____

   _____

2. **Which industries or companies need graphic designers?**

   List 2-3 examples (local or global):

   _____

   _____

3. **What skills do I already have that will help me in this career?**

   E.g., Drawing, using Canva, editing photos

   _____

   _____

   SYNTHESIS . In a short clean sheet of paper or in a journal, answer the question as stated below:

"After learning about the role of a visual graphic designer, how do you see this as a career path? What skills do you already have, and what do you need to develop?"

_____

_____.

Career Reflection Worksheet Scoring Rubric (Total: 20 points)

Criteria	Excellent (5 pts)	Good (4 pts)	Satisfactory (3 pts)	Needs Improvement (1–2 pts)
1. Understanding of Role	Provides a clear, accurate, and thoughtful explanation of a graphic designer's role.	Gives a mostly clear explanation with minor gaps or generalization	Basic description, may lack detail or show limited understanding	Incomplete or inaccurate response.
2. Industry Awareness	Lists 2–3 relevant and well-known industries/companies (local/global) appropriately	Lists 2–3 industries/companies, but some may be too general or not as relevant.	Lists only 1–2 examples, with limited relevance or specificity.	No clear or relevant examples provided.
3. Self-Assessment of Skills	Thoughtfully identifies current skills relevant to graphic design.	Identifies some relevant skills with minor detail.	Lists basic or vague skills with little connection to the career.	Provides few or no relevant skills.
4. Reflection & Career Interest	Gives a clear, personal, and reflective answer with logical reasons for interest.	Gives a clear reason with some reflection on career interest.	Provides a reason, but lacks depth or personal insight.	Response is unclear, off-topic, or missing.

ACTIVITY NO 2. FUNDAMENTAL PRINCIPLES IN THE REAL WORLDs

OBJECTIVE:

By the end of this activity, **you will be able to analyze how fundamental design principles apply in real-world contexts** and recognize their importance in effective visual communication.

INSTRUCTIONS:

Read each question carefully and **choose the correct answer** from the given options. Think about how these principles are used in real-world designs such as posters, ads, packaging, or websites.

Multiple Choice Questions:

1. **Which of the following best describes the principle of contrast in design?**

   A. Using the same fonts and colors throughout

   B. **Creating visual differences using color, size, or shape**

   C. Arranging text evenly on a page

   D. Leaving empty space around objects

2. **What is the purpose of alignment in a design layout?**

   A. To group related items together

   B. To create emphasis with bold colors

   C. **To make the design look clean and organized**

   D. To reduce white space

3. **Which principle involves grouping related elements to improve clarity?**

   A. Emphasis

   B. **Proximity**

   C. Balance

   D. Contrast

4. **What does white space help achieve in a design?**

   A. It fills up the entire canvas

   B. It draws attention to unimportant areas

   C. It makes the design feel more cluttered

   D. **It gives breathing room and improves readability**

5. **If a design uses consistent fonts, colors, and shapes, which principle is being applied?**

   A. Contrast

   B. **Repetition**

   C. Alignment

   D. Emphasis

SYNTHESIS: "Design is More Than Looks"

Class Reflection Prompt: What did you realize about the role of design in communication and society?

You may choose to:

- Share your insight aloud during discussion, or
- Write a short reflection in your journal or notebook.

Optional Written Reflection:

_____

_____

_____

_____

ACTIVITY NO. 3 : "DESIGN DIAGNOSIS: WHAT WORKS AND WHY"

OBJECTIVE/S: By the end of this activity, you will be able to assess and reflect on basic design principles through group analysis and peer collaboration.

INSTRUCTIONS.

Step 1: Group Formation & Materials (5 mins)

- Form groups of **3–4 students**.
- Each group receives **2–3 sample posters or ads** (some well-designed, others with flaws).

Step 2: Design Analysis & Discussion (15 mins)

- Use the **Design Checklist** to evaluate each sample.
- Focus on these 7 key design principles:

   Balance, Contrast, Emphasis, Alignment, Repetition, Proximity, White Space
- Discuss each poster's **strengths and weaknesses** in your group.

Step 3: Design Judgment & Justification (10 mins)

- Choose **the most effective design** and explain **why** in a short paragraph.
- Suggest **2–3 improvements** for the weaker design using proper design terms.

Step 4: Sharing & Peer Feedback (5 mins)

- Briefly **present your findings** to the class.
- Listen to feedback from your classmates and teacher.

SYNTHESIS:

Write a short summary of your group's analysis and improvement ideas below.

✍️ **Summary:**

_____

_____

_____

_____

ACTIVITY NO. 4 : "Why Principles Matter"

OBJECTIVE/S : By the end of this activity, **you will be able to explain and appreciate** the importance of **design principles** by connecting them to real-life situations through meaningful metaphors.

INSTRUCTIONS:

1. **Review the 7 design principles**: (Balance, Contrast, Emphasis, Alignment, Repetition, Proximity, White Space

2. **Think about real-life metaphors** for each principle.

    Example:

    ▪ *Balance* is like **teamwork**—everyone plays a role.

    ▪ *White space* is like **breathing room**—it helps you focus.

    ▪ *Repetition* is like a **song chorus**—it makes things familiar and consistent.

3. **Your Task:**

    o For each principle, write your own **real-life metaphor** that helps you understand its meaning.

    o Be creative and personal—use examples from school, home, hobbies, or daily routines.

Your Metaphors Table:

Design Principle	Your Real-Life Metaphor (What is it like?)
Balance	
Contrast	
Emphasis	
Alignment	
Repetition	
Proximity	
White Space	

Synthesis: In 2–3 sentences, **share why understanding these principles matters**—not just in design, but also in how you organize, present, or communicate in real life.

_____

_____

_____

_____