8

DepED
DEPARTMENT OF EDUCATION

Lesson Exemplar for TLE

Quarter 1
Lesson
3

GOVERNMENT PROPERTY
NOT FOR SALE

Lesson Exemplar for TLE Grade 8
Quarter 1: Lesson 3 (Weeks 3)
SY/TP 2025-2026

This material is intended exclusively for the use of teachers participating in the pilot implementation of the MATATAG K to 10 Curriculum during the School Year 2025-2026. It aims to assist in delivering the curriculum content, standards, and lesson competencies. Any unauthorized reproduction, distribution, modification, or utilization of this material beyond the designated scope is strictly prohibited and may result in appropriate legal actions and disciplinary measures.

Borrowed content included in this material are owned by their respective copyright holders. Every effort has been made to locate and obtain permission to use these materials from their respective copyright owners. The publisher and development team do not represent nor claim ownership over them.

Development Team

Writer:
- Melchor S. Castro, MIT (Mariano Marcos State University)

Validators:
- Regie Boy B. Fabro, PhD (Mariano Marcos State University)
- Emilio Aguinaldo, MTE (Philippine Normal University)

Management Team

Philippine Normal University
Research Institute for Teacher Quality
SiMERR National Research Centre

Every care has been taken to ensure the accuracy of the information provided in this material. For inquiries or feedback, please write or call the Office of the Director of the Bureau of Learning Resources via telephone numbers (02) 8634-1072 and 8631-6922 or by email at blr.od@deped.gov.ph

TLE / QUARTER 1 / GRADE 8

I. CURRICULUM CONTENT, STANDARDS, AND LESSON COMPETENCIES	
***A.* Content Standards**	The learners demonstrate an understanding of graphic design tools.
B. Performance Standards	The learners create videos with graphics design in a safe and responsible manner
***C.* Learning Competencies and Objectives**	**Learning Competency** The learners will ● utilize graphic design tools for graphic production **Learning Objectives** At the end of the lesson, the students are expected to: 1. discuss the importance of graphic design 2. identify how graphic design has been applied in the real world 3. get to know the principles and elements in graphic design *4.* learn the fundamentals of graphic design and desktop publishing
D. Content	**Graphics Design Principles** 1. Core Elements of Graphic Design 2. Principles of Graphic Design 3. Working with Color a. Color Wheel b. Color Categories 4. Basic Typography a. Fonts vs Typeface b. Anatomy of Fonts
E. Integration	Technology literacy, creativity, Visual aesthetics

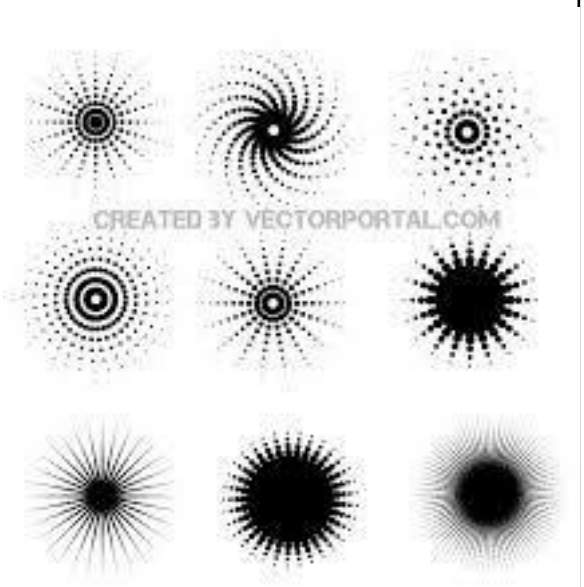
II. LEARNING RESOURCES
Ashraf. (2023, March 20). Texture as a visual element in graphic design. Graphic Designer in Nairobi, Kenya. https://254-online.com/texture-as-a-visual-element-in-graphic-design/ Beginning Graphic design: Typography. (n.d.). GCFGlobal.org. https://edu.gcfglobal.org/en/beginning-graphic-design/typography/1/ Brightowl. (2016, December 19). What Colour is Your Brand? Bright Owl Marketing. https://brightowlmarketing.com.au/what-colour-is-your-brand/ Canva. (2021, October 6). Understanding the elements of design | Graphic Design Basic [Video]. YouTube. https://www.youtube.com/watch?v=01ZoynsM7Vw Chapman, C. (2018, December 13). The principles of design and their importance. Toptal Design Blog. https://www.toptal.com/designers/ui/principles-of-design Color Basics, Introduction to Color Theory. (n.d.). https://www.worqx.com/color/color_basics.htm Design Element Tone | John Lovett Design. (n.d.). John-lovett-artist. https://www.johnlovett.com/tone#:~:text=Tone%20is%20simply%20the%20lightness,the%20most%20powerful%20design%20elements.&text=In%20any%20painting%2C%20photograph%20or,will%20always%20demand%20maximum%20attention. Envato Tuts+. (2022, December 8). The basic elements of design | FREE COURSE [Video]. YouTube.https://www.youtube.com/watch?v=MshxnTQW4qU Kateadamson. (2023, March 28). The importance of colour in graphic design - Gold Rabbit Ltd. Gold Rabbit Ltd. https://goldrabbit.co.uk/the-importance-of-colour-in-graphic-design/ Kench, S. (2023, March 14). What is a Triadic Color Scheme — Definition and Examples. StudioBinder. https://www.studiobinder.com/blog/what-is-a-triadic-color-scheme-definition/# Mapua Institute of Technology (2017). Graphic Design. Vibal publishing. ISBN 978-971-07-4197-7. Principles of design | InVision. (n.d.). https://www.invisionapp.com/defined/principles-of-design Principles of design Blake. (n.d.). Mrs. Cook's Art Class. https://mrs-cook.weebly.com/principles-of-design-blake.html Skrok, D. (2024, March 20). What is type anatomy? The Interaction Design Foundation. https://www.interaction-design.org/literature/article/what-is-type-anatomy Walker, A. (2024, February 24). What is Photoshop? Introduction, Meaning, Definition & History. Guru99. https://www.guru99.com/introduction-to-photoshop-cc.html Why is typography important in graphic design? (n.d.). https://www.flux-academy.com/blog/why-is-typography-important-in-graphic-design#:~:text=Typography%20has%20two%20main%20purposes,and%20easy%20on%20the%20eyes.

III. TEACHING AND LEARNING PROCEDURE		NOTES TO TEACHERS
***A.* Activating Prior Knowledge**	**DAY 1** **1. Short Review** Students analyze and discuss different examples of graphic design in the real world. This will help students start thinking critically about design and prepare them for the upcoming lesson.	The teacher can ask students to bring in examples of logos, posters, or advertisements that they find interesting or compelling.

	2. Feedback Engage students by showing examples of graphic design projects and asking them to describe the present elements in that design.	(5 Mins.)
B. Establishing Lesson Purpose	**1. Lesson Purpose** Ask the students to look around the classroom or a nearby area and identify any design that is pleasing to them. (Students' answers may vary such as Windows, Curtain, Chair, bulletin board, dress, building, paintings, etc.) **2. Unlocking Content Area Vocabulary** • **Design -** is a discipline of study and practice focused on the interaction between a person — a 'user'— and the man-made environment, taking into account aesthetic, functional, contextual, cultural and societal considerations. • **Graphic Design** - is one form of design that visually communicates concepts and ideas to elicit a certain action or influence a particular habit or behavior. • **Graphic Designers** – these are professionals proficient in addressing communication issues and presenting solutions in a clear and visually appealing fashion. • **Desktop Publishing** – (DTP) is the use of the computer and software to create visual displays of ideas and information. • **Visual hierarchy** - organizing content in a layout can be achieved through variations in scale, density, or color.	Start with a brief icebreaker to set a positive and interactive tone. Ask them to share their observations. (10 Mins)
C. Developing and Deepening Understanding	**SUB-TOPIC 1: Introduction to Graphics Design** **1. Explicitation** **Graphic Design** is the process or practice of combining text and images in a visually appealing way to communicate a message. Graphic designers use their creativity and technical skills to create various designs, such as logos, advertisements, and website layouts. They consider aspects like color, typography, and layout to ensure the final product is both attractive and effective in conveying the intended message to the audience. Graphic designers often work with software tools like Adobe Photoshop and Illustrator to bring their ideas to life. **What makes a good Graphic Designer?** A good graphic designer possesses a combination of creativity, technical skills, attention to detail, and the ability to effectively communicate with clients and understand their needs. They have a strong understanding of design principles such as color theory, typography, and layout. Good graphic designers are also adaptable and able to work	The teacher will present this topic to the students in a PowerPoint presentation with examples. (20 Mins)

under pressure to meet deadlines. Constantly seeking inspiration, staying updated on design trends, and being open to feedback are also important qualities that contribute to being a successful graphic designer.

Understanding the fundamentals of design is the first step to creating visuals that have cohesiveness, and harmony. By organizing these elements in a thoughtful way, you can create more than just visuals, but a design piece that communicates a lot more.

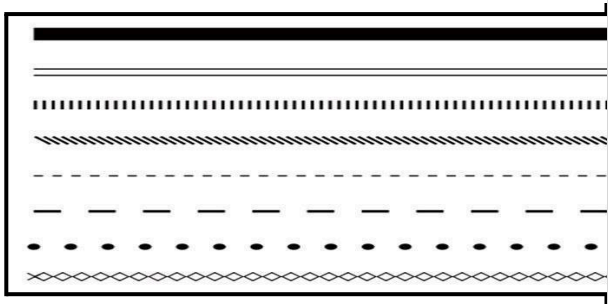


Core Elements in Graphic Design

These are the building blocks of Arts and design. Understanding these elements will help you understand how art and design are fundamentally made.

1. **Dot** – fixed point and is the building block of any visual form. This might seem basic, but what if we added a second or more dots on the same space, we eventually create an abstract shape.

2. **Line -** is like a moving dot that can be straight or wiggly. It's a simple mark we use in art. When we place lines strategically, they help guide our eyes to important parts of a picture or design. We call this guiding effect "leading lines." They basically control how we see the whole artwork.



3. **Shape** – also known as plane. Geometric shapes are angular, while organic forms are irregular. Outlined shapes can represent a familiar object such as balls, house, camera but simple shape can be square, circle, rectangle.

4. **Form** is a three-dimensional object with volume of height, width, and depth. These objects include cubes, spheres, and cylinders. Form is often used when referring to

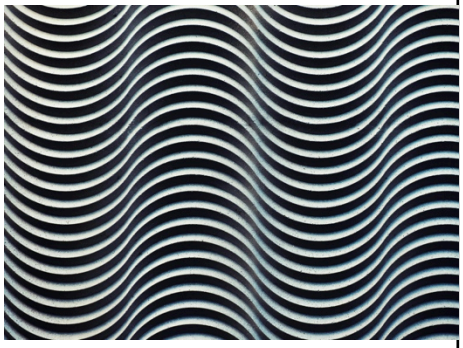
physical works of art, like sculptures, as form is connected most closely with three-dimensional works.

There are two types of Form.

- **Geometric Forms** are those that appear manmade. Whether simple or complex, these produce a feeling of control or order and appear clean and sterile.
- **Organic Forms** are those that appear natural. Organic forms, whether simple or complex, produce a natural feel.

5. **Tone** is the lightness or darkness of a color. It is also referred to as "value of a color". Tone is one of the most powerful design elements. In any painting, photograph or design, the area of highest contrast between light and dark will always demand maximum attention.

6. **Texture -** brings feeling to your work. It defines the surfaces of shapes and forms and allows us to imagine a vintage feeling, or modern feeling. There are two types of texture: Image Texture and Pattern Texture.



   a. **Image Texture** is generated from a combination of organic or geometric shapes and color. It can be simple or complex and generally appears random to create a particular look and feel. Image textures tend to tantalize the senses and therefore, the eye is naturally drawn to image textures. They can be likened to the sense of smell and touch; you can't see anything in particular in it but overall, it triggers emotions and sensations of touch.

Image Texture can be environmental, biological, or man-made.

nvironmental textures n be wood, grain, sand, ater to the stars in the y.

Biological textures can be skin, fur, feathers, and animal prints.

Man-made textures can be painting illustrations, dies, cloths, paper typography, photographic effects, etc.

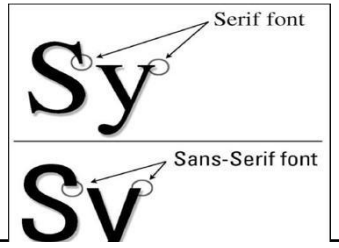
b. Pattern Texture - is also generated from organic or geometric shapes and color though pattern texture is mostly manufactured. Patterns can be simple or complex but unlike image texture that generally appears random, patterns appear more structured.

7. **Color** refers to the use of different hues, shades, and tones to create visual interest, convey messages, and evoke emotions in various design projects. It plays a crucial role in grabbing attention, conveying meaning, and influencing the overall mood or atmosphere of a design.

It involves understanding the color wheel, color theory, and principles such as contrast, harmony, and saturation. Designers use colors strategically to establish hierarchy, emphasize important elements, create visual balance, and establish brand identity.

Whether developing a brand from scratch, or designing marketing collateral for an existing brand, it's difficult to overstate the importance of color. 80% of consumers believe color increases brand recognition, and 84.7% cite color as the primary reason they buy a particular product. Carefully selected brand colors help create the right impression and differentiate a brand from its competitors.

8. **Text –** also referred to as Typography is the strategic arrangement of type to make written language readable and visually appealing. The art of typography is one of the most important skills every graphic and web designer needs to master. It's central to every form of design, both print and digital. We use typography to describe the shapes, forms, and lines that make up a letter. There are two common style categories of text: **Serif and San Serif.**



Serif typefaces are characterized by small decorative lines or strokes that are added to the ends of characters, known as serifs. These serifs give the typeface a more traditional and formal appearance. Serif fonts are often used for printed materials such as books, newspapers, and magazines because

Use the **Learning Worksheet # 1** for this activity:

the serifs help guide the reader's eyes along the lines of text, improving readability.

- Examples of popular serif typefaces include *Times New Roman, Georgia, and Garamond.*

Sans Serif typefaces, on the other hand, do not have serifs. The term "sans" is French for "without," so "sans serif" literally means "without serifs." Sans's serif typefaces have a cleaner and more modern look compared to serif typefaces. They are often used for digital designs, such as websites and presentations, as well as for signage and advertisements where readability from a distance is important.

- Examples of popular sans serif typefaces include *Arial, Helvetica, and Verdana.*

The teacher will discuss in detail the principles of design.

2. **Worked Example**

Create Collages: Provide students with magazines, newspapers, colored paper, scissors, and glue. Ask them to create collages focusing on one or more elements of design, such as color, shape, line, texture, or form. Encourage them to experiment with different arrangements to convey specific moods or messages.

The Teacher will find photos for examples on the different Principles of Designs.

3. **Lesson Activity**
   - After discussing the Elements of Design, students can engage in various activities to reinforce their understanding and application of these concepts.

DAY 2

SUB-TOPIC 2: PRINCIPLES OF DESIGN

1. Explicitation:

Watch a video on the Principles of Design to have an understanding on the next topic. https://www.youtube.com/watch?v=UmHMVU6dceA (10 Mins.)

Reflection:

- What have you learned from the video?
- What are the Principles of Design discussed in the video?

"Difference between serif fonts and sans serif" by Scheschonka, via Wikimedia Commons.

Principles of Design - are guidelines that help designers organize and arrange the Elements of Design in a harmonious and effective manner. These principles serve as the foundation for creating visually appealing and functional designs across various mediums, including graphic design, architecture, interior design, fashion design, and more. Here are some key principles:

Symmetric Balance	Asymmetric Balance

	1**. Balance** - The visual weight of objects, texture, color and space is evenly distributed on the screen. 2. **Hierarchy**: Hierarchy establishes the order of importance within a design, guiding the viewer's attention to the most critical elements first. It is often achieved through variations in size, color, contrast, and placement. 3. **Emphasis** - Area in the design that may appear different in size, texture, shape, or color to attract the viewer's attention. Sometimes referred to as dominance, emphasis might seem similar to contrast, but it's not quite the same. Contrast deals with the difference between two objects, and emphasis deals with the impact of an object. 4. **Contrast -** refers to placing two opposite elements together. This most often refers to a contrast in VALUES (very light areas next to very dark areas, like in the image of the lion below). But contrast can refer to any opposing elements- such as a contrast in different textures, colors, shapes, etc. 5. **Movement** - means guiding the user's eye to a predetermined path in a composition. When a viewer views a design, they are first attracted to the focal points of the design. By careful placement of these focal points, designers can easily guide the viewer through the design. This is called Movement in design. 6**. Repetition** - These are the repeating visual elements on an image or layout to create unity. Repetition is the recurrence of a design element, commonly utilized in patterns or textures. Repetitive elements can be used in conjunction with other principles to create a design that leads a user's eye to a focal point, has continuity, or flow. A repetitive element could be repeated lines, shapes, forms, color, or even design elements. 7. **Rhythm** -is the visual tempo of a combination of elements when used repeatedly, and with variation, it gives the feeling of organized movement. ● Rhythm can be Regular, Flowing or Progressive. 8. **Proximity**: Proximity refers to the grouping of related elements together, creating visual relationships and organizing information in a clear and intuitive manner. In design we use proximity for two main reasons: 1. **To Create Connections** - Proximity can create relationships between visual elements in a composition, create relevance, hierarchy, create organization and structure. 2. **To Dispel Connections** - Proximity can also be used to suggest no relationship between elements, to break organization and structure. 9.**Unity and variety.** Unity refers to the harmonious integration of all elements in a design, creating a cohesive pleasing composition. This ensures no single part is more important than the other.	**Digital Photography.** Use the Learning Activity Worksheet # 2 for this activity. Source: https://www.homedit.com/colors/color-wheel/

2. Worked Example

Create a Mood Board: Have participants gather images, textures, colors, and other visual elements that exemplify each principle of design. Then, they can create a mood board either physically or digitally, arranging these elements to demonstrate their understanding of how each principle works. They can add a quote / message that blends on the design.

3. Lesson Activity

- Digital Photography. Students will demonstrate an understanding of the principles of design in digital photography by capturing images that depict elements such as Balance, Contrast, Variety, Repetition, Rhythm, Movement, and Unity.

DAY 3

SUB-TOPIC 3: Working with Color

1. Explicitation:

We discussed the importance of color as an element in design as well as the Psychology of color during the first lesson which allows us to understand the mood and meaning of every color. This time, we will uncover its relationship and combination of colors.

Color is a universal language and perhaps the most vital and influential in design. They can change how we feel and see things. Designers use different colors to make things stand out or to make us feel a certain way. They pick colors carefully to make sure everything looks balanced and works well together.

The key to understanding colors and their relationships to one another is to understand the color wheel. The positions of the different colors on the wheel determine their relationship to one another.

Color Wheel Category	Colors Included
Primary Colors	Red, Yellow, Blue
Secondary Colors	Green, Orange, Purple
Tertiary Colors	Yellow-Orange, Red-Orange, Red-Purple, Blue-Purple, Blue-Green, Yellow-Green
Warm Colors	Red, Orange, Yellow
Cool Colors	Green, Blue, Purple

Neutral Colors	Gray, Black, White, Brown, Beige
Analogous Colors	Colors that are adjacent to each other on the color wheel, such as Red, Orange, and Yellow
Complementary Colors	Colors that are opposite each other on the color wheel, such as Red and Green, Blue and Orange, Yellow and Purple
Split Complementary Colors	Is made up of a base color and two-color adjacent to its complement on the color wheel, forming a Y-shape. Such as purple, yellow-green and yellow orange.
Double complementary colors	Made up of two analogous colors and their complements on the color wheel. Yellow-green, yellow-orange, red-violet and blue-violet are example of this color scheme.
Triadic Colors	Three colors that are equally spaced apart on the color wheel, such as Red, Yellow, and Blue
Monochromatic Colors	Variations of a single color, such as light blue, medium blue, and dark blue

Example of Analogous:
Red, Red-Orange, and Red-Violet

"Color Combination 1" by Arpingstone, from Wikimedia Commons.

Example of Triadic Color Scheme:
Green, Violet, Yellow

Samples" by Eva Elijas, available on Pexels

Source: https://giggster.com/guide/basics/hue-saturation-lightness/

Example of Monochromatic Colors:

"Still Life in Monochromatic Blue" by Charmay13, available on DeviantArt.

Color Wheel

"Color Wheel" by sonic4392, available on DeviantArt.

Understanding Hue, Saturation and Lightness (HSL).

It's one of the main ways to represent RGB color values. The **Hue** is what we most often think as color and it always refers to the base color. It's calculated in degrees of the color wheel and it's referring to a color wheel that goes from red, to yellow, to lime, to aqua, to blue, to magenta, and finally back to red. For this reason, 0° on the hue color wheel is red and then 360° is red again. **Saturation** is how pure the hue is. A full saturation means that the pure base hue is used. Saturation is calculated as a percentage value between 0% and 100%. 0% saturation will always be black. **Lightness** (or brightness) is the amount of white or black mixed in with the color. It's also calculated as a percentage value between 0% and 100%. 0% lightness will also always be black.

Creating a Color Palette:

Choosing colors for your brand logo is important because each color has its own meaning and can make people feel different things. This affects how they behave and make decisions. So, picking colors for your logo isn't just about what you like, but about creating a strong impression for your brand.

Selecting the colors that represent your brand can seem overwhelming because there are so many options available. However, this guide will help you understand the distinctions between various colors and provide tips on selecting the perfect color for your brand.

When you first start considering colors, you may wonder how many you need to define your brand. In examining some of the world's most popular brand color schemes, it's evident that many highly effective palettes contain three key elements:

Word Bank:

1. color wheel
2. analogous
3. complementary
4. analogous
5. Complementary

Refer to the Learning Activity Sheet #3 provided. Create Your Own Color Palette

Source: https://edu.gcfglobal.org/en/beginning-graphic-design/typography/1/

- **Base color:** This is your primary brand color. Therefore, it should reflect your most important brand personality trait while appealing to your target audience. You can play around with different shades and tints, from dark to soft and pastel, to find the best fit.
- **Accent color:** The second-most important brand color, after the base color. Not only should it convey another trait of your brand, but it also needs to pair well with your base color and appeal to your audience.
- **Neutral color:** Refers to a color that doesn't demand attention but ties your color palette together in an understated way. Think of colors you'd typically use in the background, such as shades of white, beige, or gray.

Let's take a look at **Dunkin' Donuts**' brand color palette to see how to create an effective brand color scheme.

The brand's base color is a zesty orange, conveying joy, enthusiasm, and fun. The accent color is bold magenta, which is playful and stimulating.

Together, these colors represent the brand's colorful sprinkled donuts and fun-loving personality. Its primary neutral color is chocolate brown, which complements the two louder shades and conveys the brand's sweet and down-to-earth visual identity.

2. Worked Example

Fill in the Blank: Fill in the blank with the correct words.

1. The _____ is a tool that shows the relationships between different colors.
2. Colors that are next to each other on the color wheel are called _____ colors.
3. Colors that are opposite on the color wheel are called _____ colors.
4. Designers use _____ colors to create a sense of harmony.
5. _____ colors are used to create a sense of contrast and drama.

3. Lesson Activity

Students will create their own Color Palette and apply it in their Art work design.

DAY 4

SUB-TOPIC 4: Typography

1. Explicitation:

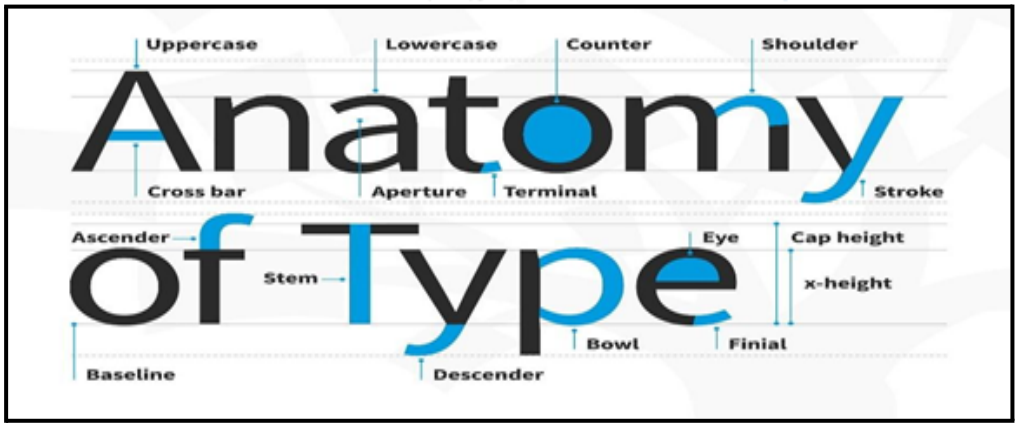
What is Typography?

Typography is all around us, from the books we read to the websites we visit and even in everyday items like street signs and product packaging.

	Typography involves the skillful arrangement of type to ensure that written language is both legible and visually pleasing when presented. This process includes selecting appropriate typefaces, adjusting point sizes, line lengths, line spacing, letter spacing, and managing the spacing between individual letters. There are two common types of fonts, the Serif and Sans Serif at we have discussed previously. But there are also called display fonts as they come in many different styles, like script, blackletter, all caps, and just plain fancy. Because of their decorative nature, display fonts are best for small amounts of text, like titles and headers and more graphic-heavy designs. **Font vs. Typeface** These terms are frequently swapped, yet font and typeface hold distinct meanings. As a designer discussing typography, it's important to understand and use the terms accurately. • **Typeface** is the name of the design in full – style or font family. *Ex. Arial, Calibri, Times New Romans* • **Font** refers to format or storage mechanism. *Ex. Arial.ttf, Calibri.tt* Typeface is to a font as a song is to an mp3. **How to choose a font** In a way, fonts have their own language. They all have something to say beyond the words on the page. They can come across as casual or neutral, exotic or graphic. That's why it's important to think about your message, then choose a font that fits. **Fonts to avoid** Some fonts come with extra baggage, including *Comic Sans, Curlz, and Papyrus*. There's nothing particularly wrong with these fonts—they just have a certain reputation for being outdated and overused. **Combining fonts** When deciding which font to use, less is more. It's best to limit yourself to one or two per project. If you need more contrast, try repeating one of your fonts in a different size, weight, or style. This trick is practically foolproof for creating interesting combinations that work. You've probably heard that opposites attract. The same is true for fonts. Don't be afraid to combine font styles that are different but complementary, like sans serif with serif, short with tall, or decorative with simple. This can be challenging at first, but don't despair. Look to other designs for inspiration, and soon you'll get the hang of it.	The teacher will look for an example of a print advertisement in a magazine and critique the typography based on the following questions: **Refer to Learning Activity Sheet #4.** Slogan Making

The Anatomy of Type

Anatomy of Type by Daniel Skrok and Interaction Design Foundation, under CC BY-SA 3.0



- **Aperture** - The partially enclosed space of a letterform.
- **Ascender -** An upward vertical stroke that extends beyond the x-height.
- **Baseline -** The invisible line on which all letters rest.
- **Bow -** The generally round or elliptical forms which are the basic body shape of letters.
- **Cap height** - The distance from the baseline to the top of the capital letter.
- **Counter** - The white space enclosed by a letterform.
- Cross bar - The horizontal stroke in letters.
- **Descender** - A downward vertical stroke that extends beyond the baseline.
- **Dot** - Also known as a tittle, is a small diacritic on a lowercase i or j.
- **Eye** - The closed counter of a lowercase e.
- **Finial** - A tapered or curved end on a letterform.
- **Ligature** - Two or more letters tied into a single character.
- **Lowercase** - A smaller form of letters in a typeface.
- **Shoulder** - A curved stroke originating from a stem.
- **Spine** - The main curved stroke of a lowercase or capital letter.
- **Stem** - A main stroke that is more or less straight, not part of a bowl.
- **Serif** - A stroke added to the beginning or end of one of the main strokes of a letter.
- **Small Capital** - Short capital letters designed to blend with lowercase text.
- **Stroke** - A straight or curved line that creates the principal part of a letter.
- **Terminal** - A circular form at the end of the arm, leg or brow in letters.

	• **Uppercase** - A typecase containing capital letters. • **x-height** - The distance between the baseline and the height of the lowercase letter 'x'. • **Weight** - The thickness of a font's stroke. **Type has Anatomy.** It has its very own language full of serifs, shoulders and stems. Whether you're an aspiring designer or a typography enthusiast, learning the building blocks of typography will help you apply it effectively within your designs. Now that you understand the anatomy of type, take what you learned and handle type that much better than before. **2. Worked Example** • Is the typeface readable? Is there enough contrast for the text versus the background? • Does it reflect the brand and its audience well? • What message does the typeface intended to convey? https://allbestfonts.com/bank-gothic-1930-morris-fuller-benton/ **3. Lesson Activity** Students will create slogan making. See Learning Activity Sheet #4.	
D. Making Generalizations	**1. Learners' Takeaways** • Can you summarize each of the Elements of Design in your own words? **2. Reflection on Learning** • How will it affect your decision in applying the different principles in your design? • What are the important factors in choosing the right Color and Typeface in your Logo Design?	

IV. EVALUATING LEARNING: FORMATIVE ASSESSMENT AND TEACHER'S REFLECTION		NOTES TO TEACHERS
A. Evaluating Learning	**1. Formative Assessment** • Refer to Learning Activity Sheet #5	**Answer Key:** 1. b) to create emphasis 2. d) Balance

	2. Homework Watch a YouTube video that will enhance your understanding on the principles and elements of Design. https://www.youtube.com/watch?v=aQI95mVeDXw (35 Mins.) Make a summary of what you have watched and reflect on the importance of applying the principles of designs in your creative works.			3. c) To establish consistency 4. c) Value 5. d) Emphasis 6. c) Value 7. b) Unity 8. b) Texture 9. b) Contrast 10. c) Line
***B.* Teacher's Remarks**	*Note observations on any of the following areas:*	**Effective Practices**	**Problems Encountered**	The teacher may take note of some observations related to the effective practices and problems encountered after utilizing the different strategies, materials used, the earner engagement and other related stuff. Teachers may also suggest ways to improve the different activities explored.
	strategies explored			
	materials used			
	learner engagement/ interaction			
	others			
C. Teacher's Reflection	*Reflection guide or prompt can be on:* ▪ *principles behind the teaching* *What principles and beliefs informed my lesson?* *Why did I teach the lesson the way I did?* ▪ *students* *What roles did my students play in my lesson?* *What did my students learn? How did they learn?* ▪ *ways forward* *What could I have done differently?* *What can I explore in the next lesson?*			Teacher's reflection in every lesson conducted/facilitated is essential and necessary to improve practice. You may also consider this as an input for the LAC/Collab sessions.