K to 12 BASIC EDUCATION CURRICULUM
SENIOR HIGH SCHOOL – CORE SUBJECT

Grade: 11/12
Core Subject Title: Media and Information Literacy

No. of Hours/ Semester: 80 hours/ semester
Pre-requisite (if needed):

Core Subject Description: The course introduces the learners to basic understanding of media and information as channels of communication and tools for the development of individuals and societies. It also aims to develop students to be creative and critical thinkers as well as responsible users and competent producers of media and information.

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
Semester 2, Quarter 3, 40 hours				

1. Introduction to Media and Information Literacy
    a. Media Literacy
    b. Information Literacy
    c. Technology Literacy
	The learner demonstrates understanding of media and information literacy (MIL) and MIL related concepts.	The learner organizes a creative and interactive symposium for the community focusing on being a media and information literate individual.	The learner…
			
			1. describes how communication is affected by media and information
				MIL11/12IMIL-IIIa-1

			2. identifies the similarities and differences of media literacy, information literacy, and technology literacy	**MIL11/12IMIL-IIIa-2**
			3. editorializes the value of being a media and information literate individual 4. identifies characteristics /describes a responsible uses and competent producers of media and information.	**MIL11/12IMIL-IIIa-3**
			5. shares to class media habits, lifestyles and preferences	**MIL11/12IMIL-IIIa-4**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE

2. The Evolution of Traditional to New Media
   a. Prehistoric Age
   b. Industrial Age
   c. Electronic Age
   d. New (Information) Age
			1. identifies traditional media and new media and their relationships	**MIL11/12EMIL-IIIb-5**

			2. editorializes the roles and functions of media in democratic society	**MIL11/12EMIL-IIIb-6**
			3. searches latest theory on information and media	**MIL11/12EMIL-IIIb-7**
3. Information Literacy			1. defines information needs, locates, accesses, assesses, organizes, and communicates information	**MIL11/12IL-IIIc-8**
			2. demonstrates ethical use of information	**MIL11/12IL-IIIc-9**

4. Types of Media
   a. Print (books, newsletter, magazines, journals, and other printed materials)
   b. Broadcast (radio, television, and film)
   c. New Media (internet)
			1. classifies contents of different media types	**MIL11/12TYM-IIId-10**

			2. defines media convergence through current examples	**MIL11/12TYM-IIId-11**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			3. discusses to class on how a particular individual/ or society is portrayed in public using different type of media	**MIL11/12TYM-IIId-12**
5. Media and Information Sources a. Indigenous b. Library c. Internet d. Others			1. compares potential sources of media and information	**MIL11/12MIS-IIIe-13**
			2. interviews an elder from the community regarding indigenous media and information resource	**MIL11/12MIS-IIIe-14**
6. Media and Information Languages a. Codes, Conventions, and Messages, b. Audience, Producers, and Other stakeholders			The learner… 1. evaluates everyday media and information with regard to with codes, convention, and messages: in regards with audience, producers, and other stakeholders	**MIL11/12MILA-IIIf-15**
			2. produces and assesses the codes, convention, and messages of a group presentation	**MILI11/12MILA-IIIf-16**
7. Legal, Ethical, and Societal Issues in Media and Information a. Copy Right/Fair Use/ Plagiarism b. Netiquette			1. puts into practice their understanding of the intellectual property, copy right, and fair use guidelines	**MIL11/12LESI-IIIg-17**

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
c. Digital Divide, Addiction, and Bullying d. Virtual Self e. Others			2. demonstrates proper conduct and behavior online (netiquette, virtual self)	**MIL11/12LESI-IIIg-18**
			3. puts into action their personal resolve to combat digital divide, addiction, and bullying	**MIL11/12LESI-IIIg-19**
			4. Explains copyright, fair use, etc.vis-a-vis human rights	**MIL11/12LESI-IIIg-20**
			5. Discusses current issues related to copyright vis-à-vis gov't./provide sectors actions	**MIL11/12LESI-IIIg-21**
			6. Explains actions to promote ethical use of media and information.	**MIL11/12LESI-IIIg-22**
			7. enumerates opportunities and challenges in media and information.	**MIL12LESI-IIIg-23**
8. Opportunities, Challenges, and Power of Media and Information a. Economic, Educational, Social, and Political b. Threats, Risks, Abuse, and Misuse			The student…/learner 1. realizes opportunities and challenges in media and information	**MIL11/12OCP-IIIh-24**
			2. researches and cites recent examples of the power of media and information to affect change	**MIL11/12OCP-IIIh-25**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE

9. Current and Future Trends of Media and Information
  a. Massive open online content
  b. Wearable technology (i.e. Google glass, iPhone watch, etc.)
  c. 3D Environment (i.e. 3D printer, 3D films, holograms, etc.)
  d. Ubiquitous Learning
  e. Others
			The student…
			
			1. evaluates current trends in media and information and how it will affect/how they affect individuals and the society as a whole
			2. describes massive open on-line
				MIL11/12CFT-IIIi-26

			3. predicts future media innovation	**MIL11/12CFT-IIIi-27**
			4. synthesizes the overall knowledge about media and information with skills for producing a prototype of whatthe learners think is a future media innovation	**MIL11/12CFT-IIIi-28**

10. Media and Information Literate Individual
  a. Improved quality of life
  b. Greater political participation
  c. Better economic opportunities
  d. Improved learning environment
  e. More cohesive social units
  f. Others
			The student…
			
			synthesizes the overall implication of media and information to an individual (personal, professional, educational, and others) and the society as a whole (economic, social, political, educational, and others)
				MIL11/12MILI-IIIj-29

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
Semester 2, Quarter 4, 40 hours				

11. People Media
  a. People as Media and People in Media
    1. Definition
    2. Characteristics
    3. Format and Types
    4. Advantages and Limitations
    5. Value
    6. Others
	The learner demonstrates understanding of different resources of media and information, their design principle and elements, and selection criteria.	The learner produces a living museum or electronic portfolio or any other creative forms of multimedia showcasing their / his/her understanding, insights, and perceptions of the different resources of media and information.	1. Cites studies showing proofs of positive and negative effects of media ,information on individual and society.
			
			2. describes the different dimensions of people media
				MIL11/12PM-IVa-1

			3. categorizes different examples of people and state reasons for such categorization	MIL11/12PM-IVa-2

12. Text Information and Media
  a. Definition, characteristics, format and types, sources, advantages and limitations, and value
  b. Text as Visual
  c. Selection Criteria
  d. Design principle and Elements
			1. describes the different dimensions of text information and media	MIL11/12TIM-IVb-3

			2. comprehends how text information and media is/are formally and informally produced, organized, and disseminated	MIL11/12TIM-IVb-4
			3. evaluates the reliability and validity of text information and media and its/ their sources using selection criteria	MIL11/12TIM-IVb-5
			4. produces and evaluates a creative text-based presentation using design principle and elements	MIL11/12TIM-IVb-6

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CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE

13. Visual Information and Media
  a. Definition, characteristics, format and types, sources, advantages and limitations, and value
  b. Visual Message Design
  c. Selection Criteria
  d. Design principle and Elements
			1. describes the different dimensions of visual information and media	**MIL11/12VIM-IVc-7**

			2. comprehends how visual information and media is/are formally and informally produced, organized, and disseminated	**MIL11/12VIM-IVc-8**
			3. evaluates the reliability and validity of visual information and media and its/their sources using selection criteria	**MIL11/12VIM-IVc-9**
			4. produces and evaluates a creative visual-based presentation using design principle and elements	**MIL11/12VIM-IVc-10**

14. Audio Information and Media
  a. Definition, characteristics, format and types, sources, advantages and limitations, and value
  b. Hearing vs. Listening, Learning Out Loud
  c. Selection Criteria
  d. Design principle and Elements
			1. describes the different dimensions of audio information and media	**MIL11/12AIM-IVd-11**

			2. comprehends how audio information and media is/are formally and informally produced, organized, and disseminated	**MIL11/12AIM-IVd-12**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			3. evaluates the reliability and validity of audio information and media and its/their sources using selection criteria	**MIL11/12AIM-IVd-13**
			4. produces and evaluates a creative audio-based presentation using design principle and elements	**MIL11/12AIM-IVd-14**

15. Motion Information and Media
   a. Definition, characteristics, format and types, sources, advantages and limitations, and value
   b. Selection Criteria
   c. Design principle and Elements
 	
Note: 2 weeks, 8 hours
			The student…
			
			1. describes the different dimensions of motion information and media
				MIL11/12MIM-IVef-15

			2. comprehends how motion information and media is/are formally and informally produced, organized, and disseminated	**MIL11/12MIM-IVef-16**
			3. evaluates the reliability and validity of motion information and media and its/their sources using selection criteria	**MIL11/12MIM-IVef-17**
			4. produces and evaluates a creative motion-based presentation using design principle and elements	**MIL11/12MIM-IVef-18**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE

16. Manipulative Information and Media
  a. Definition, characteristics, format and types, sources, advantages and limitations, and value
  b. Selection Criteria
  c. Design principle and Elements
 	
Note: 2 weeks, 8 hours
			1. describes the different dimensions of manipulative information and media	**MIL11/12MPIM-IVgh-19**

			2. comprehends how manipulative information and media is /are formally and informally produced, organized, and disseminated	**MIL11/12MPIM-IVgh-20**
			3. evaluates the reliability and validity of manipulative information and media and its/their sources using selection criteria	**MIL11/12MPIM-IVgh-21**
			4. produces and evaluates a creative manipulative-based presentation using design principle and elements	**MIL11/12MPIM-IVgh-22**

17. Multimedia Information and Media
  a. Definition, characteristics, format and types, sources, advantages and limitations, and value
  b. Selection Criteria
  c. Design principle and Elements
 	
Note: 2 weeks, 8 hours
			1. describes the different dimension of multimedia information and media	**MIL11/12MM-IVij-23**

			2. comprehends how multimedia information and media is /are formally and informally produced, organized, and disseminated	**MIL11/12MM-IVij-24**

CONTENT	CONTENT STANDARD	PERFORMANCE STANDARD	LEARNING COMPETENCIES	CODE
			3. evaluates the reliability and validity of motion information and media and its/their sources using selection criteria	**MIL11/12MM-IVij-25**
			4. synthesizes overall knowledge about different information and media sources by producing and subsequently evaluating a creative multimedia form (living museum, electronic portfolio, others)	**MIL11/12MM-IVij-26**

Glossary

Terms	Definitions
Audience	Refers to the group of consumers for whom a media text was constructed as well as anyone else who is exposed to the text. **Target audience:** Refers to the group of people to whom a media text is specifically addressed because of a set of characteristics that they share, such as age, gender, profession, class, etc. **Active audience:** Refers to a theory that people receive and interpret media messages in the light of their own history, experience and perspective so that different groups of people may interpret the same message in different ways. (UNESCO MIL Curriculum for Teachers)
Audio Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of sound.
Copyright	A set of rights granted to the author or creator of a work, to restrict others' ability to copy, redistribute and reshape the content. Rights are frequently owned by the companies who sponsor the work rather than the creators themselves and can be bought and sold on the market. (UNESCO MIL Curriculum for Teachers)
Creative Forms of Multimedia	In this course, it refers to digital (refer to multimedia information and media) or traditional types like portfolio, flip charts, etc.
Cyber Bullying	Refers to the use of information technology to harm or harass other people in a deliberate, repeated, and hostile manner. (Wikipedia)
Design Principle and Elements	Refers to the set of rules and criteria for the production of new media and information.
Digital Divide	Refers to the gap between groups, broadly construed, in terms of access to, use of, or knowledge, skills and even attitude in information and communication technologies. (Wikipedia)
Electronic portfolio	Refers to a collection of electronic evidence assembled and managed by a user, usually on the Web. Such electronic evidence may include inputted text, electronic files, images, multimedia, blog entries, and hyperlinks. (Wikipedia)

Terms	Definitions
Fair Use	Refers to the limitation and to the exclusive right granted by copyright law to the author of a creative work. Examples of fair use include commentary, search engines, criticism, news reporting, research, teaching, library archiving and scholarship. (UNESCO MIL Curriculum for Teachers)
Indigenous media	Any form of media that is created and controlled by a community, either a geographic community or a community of identity or interest. Community media are separate from either private (commercial) media, state-run media, or public broadcast media. Community media are increasingly recognized as a crucial element in a vibrant and democratic media system. (Wikipedia)
Information	A broad term that can cover data, knowledge derived from study, experience, or instruction, signals or symbols. In the media world, information is often used to describe knowledge of specific events or situations that has been gathered or received by communication, intelligence or news. (UNESCO MIL Curriculum for Teachers)
Information	A broad term that can cover data, knowledge derived from study, experience, or instruction, signals or symbols. In the media world, information is often used to describe knowledge of specific events or situations that has been gathered or received by communication, intelligence or news. (UNESCO MIL Curriculum for Teachers)
Information Literacy	Refers to the abilities to recognize when information is needed and to locate, evaluate, effectively use, and communicate information in its various formats. (UNESCO MIL Curriculum for Teachers)
Internet	A global system of interconnected computer networks that use the standard Internet Protocol Suite (TCP/IP) to serve billions of users worldwide. It is a *network of networks* that consists of millions of private, public, academic, business, and government networks, of local to global scope, that are linked by a broad array of electronic and optical networking technologies. (Wikipedia)
Internet Addiction	Refers to an excessive or poorly controlled preoccupations, urges or behaviors regarding computer use and internet access that lead to impairment or distress. (US National Library of Medicine, National Institute of Health)
Learning Out Loud	A process of sharing or producing contents that exemplifies a newfound knowledge. Current examples are producing and uploading videos, blogging, etc.

Terms	Definitions
Manipulative Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of interactive and hands-on media.
Massive Open Online Course	Refers to a model for delivering free learning content online to any person who wants to take the course. (Educause)
Media	Refers to the combination of physical objects used to communicate or mass communication through physical objects such as radio, television, computers, or film, etc. It also refers to any physical object used to communicate media messages. Media are a source of credible information in which contents are provided through an editorial process determined by journalistic values and therefore editorial accountability can be attributed to an organization or a legal person. (UNESCO MIL Curriculum for Teachers)
Media Education	Media education refers to the technical production skills linked with producing media texts. It also refers to the processes of critically examining or exploring meanings behind media texts.(UNESCO MIL Curriculum for Teachers)
Media and Information Literacy	MIL stands for media and information literacy, and refers to the essential competencies and skills that allow citizens to engage with media and other information providers effectively and develop critical thinking and life-long learning skills to socialize and become active citizens. (UNESCO MIL Curriculum for Teachers)
Media Codes, Conventions, Languages and Messages	Refers to the conventions, formats, symbols and narrative structures which indicate to an audience the meaning of media messages. Symbolically, the language of electronic media work in much the same way as grammar works in print media. (UNESCO MIL Curriculum for Teachers)
Media Convergence	Refers to the ability to transform different kinds media into digital code, which is then accessible by a range of devices, from the personal computer to the mobile phone, thus creating a digital communication environment. (UNESCO MIL Curriculum for Teachers)
Media Literacy	Understanding and using mass media in either an assertive or non-assertive way, including an informed and critical understanding of media, what techniques they employ and their effects. Also the ability to read, analyze, evaluate and produce communication in a variety of media forms, e.g. television, print, radio, computers etc. Another understanding of the term is the ability to decode, analyze, evaluate and produce communication in a variety of forms. (UNESCO MIL Curriculum for Teachers)
Motion Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of moving text and images.

K to 12 BASIC EDUCATION CURRICULUM
SENIOR HIGH SCHOOL – CORE SUBJECT

Terms	Definitions
Multimedia Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of a combination of different types of media.
Netiquette	Refers to a set of rules that governs what conduct is socially acceptable in an online or digital situation. It is a social code of network communication. (Wikipedia)
New (Information) Age	An idea that the current age is characterized by creating a knowledge-based society surrounded by a high-tech computerization. It is also known as the Computer Age, Digital Age, or New Media Age. (Wikipedia)
New Media	Refers to content organized and distributed on digital platforms. (UNESCO MIL Curriculum for Teachers)
People Media	Refers to persons that are involved in the use, analysis, evaluation and production of media and information. The best example is a teacher inside the classroom.
Plagiarism	The act of taking another person's ideas, writings, inventions, and similar intellectual products as one's own without knowledge, consent and/or accreditation. (University of the Philippines' Code of Student Conduct)
Selection Criteria	Refers to the set of standards for the analysis, design, development, implementation and evaluation of media and information for effective and efficient integration to the learning process.
Technology	Hardware used to create and communicate with media, e.g. radios, computers, telephones, satellites, printing presses, etc. ((UNESCO MIL Curriculum for Teachers)
Technology (Digital) Literacy	The ability to use digital technology, communication tools or networks to locate, evaluate, use and create information. It also refers to the ability to understand and use information in multiple formats from a wide range of sources when it is presented via computers and to a person's ability to perform tasks effectively in a digital environment. Digital literacy includes the ability to read and interpret media, to reproduce data and images through digital manipulation, and to evaluate and apply new knowledge gained from digital environments. (University of Illinois)
Text Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of alphanumeric characters and symbols.
Three Dimensional Technology	Refers to virtual reality or interactive 3D and have a figurative appearance. Current examples range from 3D printer, 3D films,

Terms	Definitions
	holograms, etc.
Traditional Media	Refers to the traditional means of communication and expression that have existed since before the advent of the Internet. Examples are television, radio, movies, music studio, books, newspapers, magazines,and other print publications. (Wikipedia)
Ubiquitous Learning	An educational paradigm made possible in part by the omnipresence of digital media, supporting new modes of knowledge creation, communication, and access. (University of Illinois Press)
Virtual Self	Digital identity or assumed identity in the virtual world.
Visual Information and Media	Refers to materials, programs, applications and the like that teachers and students use to formulate new information to aid learning through the use, analysis, evaluation and production of visual images.
Visual Message Design	Refers to design principles and elements in the production of visual media and information that take into consideration the visual perception of the audience in regards with their prior knowledge, culture, etc.
Wearable Technology	Refers to accessories incorporating computer and advanced electronic technologies. Current examples are Google glass, iPhone watch, etc. (Wikipedia)

Code Book Legend

Sample: MIL11/12IMIL-IIIa-1

LEGEND			SAMPLE	
First Entry	Learning Area and Strand/ Subject or Specialization	Media and Information Literacy	**MIL11/12**	
	Grade Level	Grade 11 or 12		
Uppercase Letter/s	Domain/Content/ Component/ Topic	Introduction to Media and Information Literacy	**IMIL**	
			-	
Roman Numeral *Zero if no specific quarter*	Quarter	Third Quarter	**III**	
Lowercase Letter/s *Put a hyphen (-) in between letters to indicate more than a specific week*	Week	Week one	**a**	
			-	
Arabic Number	Competency	describes how communication is affected by media and information	**1**	

DOMAIN/ COMPONENT	CODE
Introduction to Media and Information Literacy	IMIL
The Evolution of Traditional to New Media	EMIL
Information Literacy	IL
Types of Media	TYM
Media and Information Sources	MIS
Media and Information Languages	MILA
Legal, Ethical, and Societal Issues in Media and Information	LESI
Opportunities, Challenges, and Power of Media and Information	OCP
Current and Future Trends of Media and Information	CFT
Media and Information Literate Individual	MILI
People and Media	PM
Text Information and Media	TIM
Visual Information and Media	VIM
Audio Information and Media	AIM
Motion Information and Media	MIM
Manipulative Information and Media	MPIM
Multimedia Information and Media	MM