

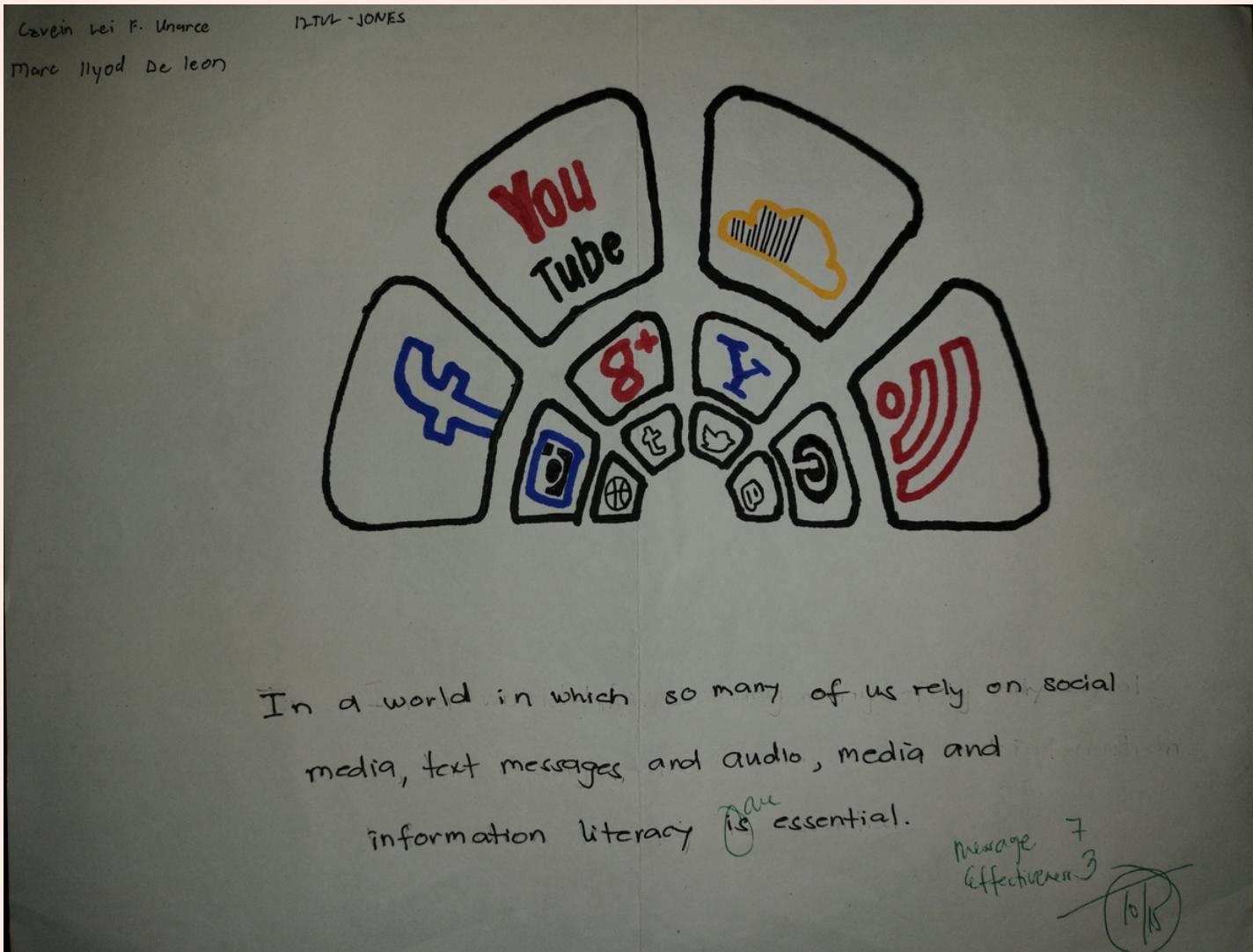
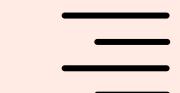
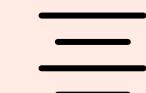
Written Task #1 : 1st Quarter



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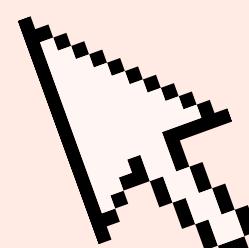
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Pair Activity | Importance of Media and Information Literacy

Media and information literacy (MIL) is the ability to access, analyze, evaluate, and create media and information. It helps individuals develop critical thinking skills, distinguish credible sources from unreliable ones, and participate in democratic process through informed decision-making. MIL is essential in today's digital age as it empowers individuals to be active, informed citizens.



Written task #2

REFLECTION NO. 1

CAMILLE CANO • Sep 14, 2022 (Edited Sep 14, 2022)

16/20 Due Sep 15, 2022, 12:00 PM

Compose a reflective essay discussing the following:

- How would you differentiate the media literacy, information literacy, and technology literacy?
- What do you think of the reliability and truth of information circulating in various social media platforms?
- Why is it essential to be a media and information literate especially now that misinformation is rampantly seen in different social media platforms?
- How important is digital literacy in the "new normal"?

FORMATTING ELEMENTS FOR REFLECTIVE ESSAY WRITING

- Paper size 8.5" x 11" (portrait presentation)
- Font Style - Times New Roman
- Font Size- 12
- Spacing – 1.5
- Margin- 1 inch on all sides
- Black ink
- Footer: Page number (page of)

In doing this activity, make sure to adhere to the attached template/format. Also, make sure to answer the given questions comprehensively.

16/20

Your work Graded

Czvein Lei Unarce... Word X

Czvein Lei Unarce... PDF X

+ Add or create

Resubmit

1 private comment

CAMILLE CANO Sep 25, 2022

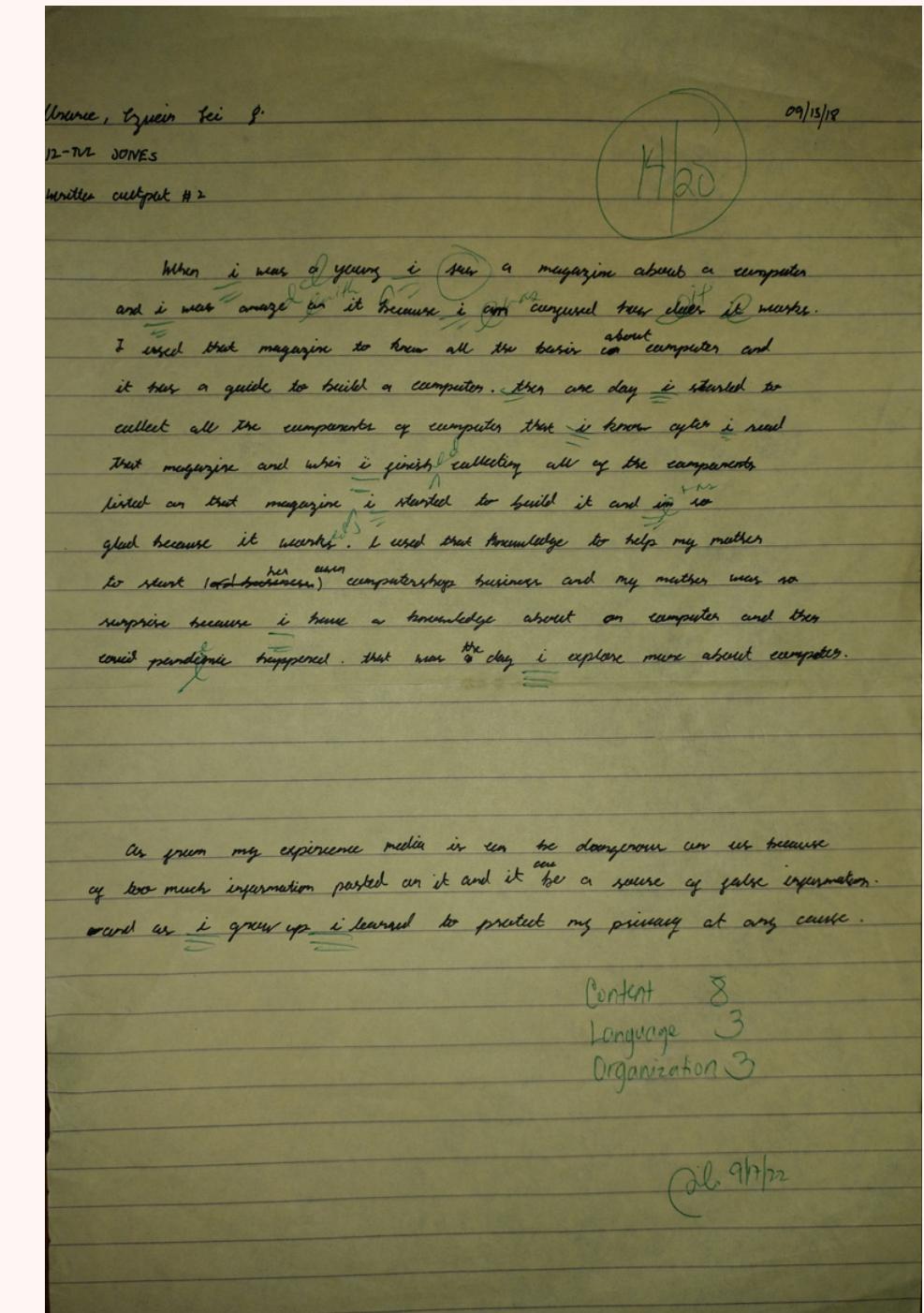
This is clear and concise, however, observe coherence in your work.

Add private comment... >

Media literacy, information literacy, and technology literacy are distinct skills that involve the ability to interpret, evaluate, and create media and information, as well as proficiency in using digital technology. They are essential in today's digital age to navigate and critically consume media and information, and to effectively use technology in daily life.

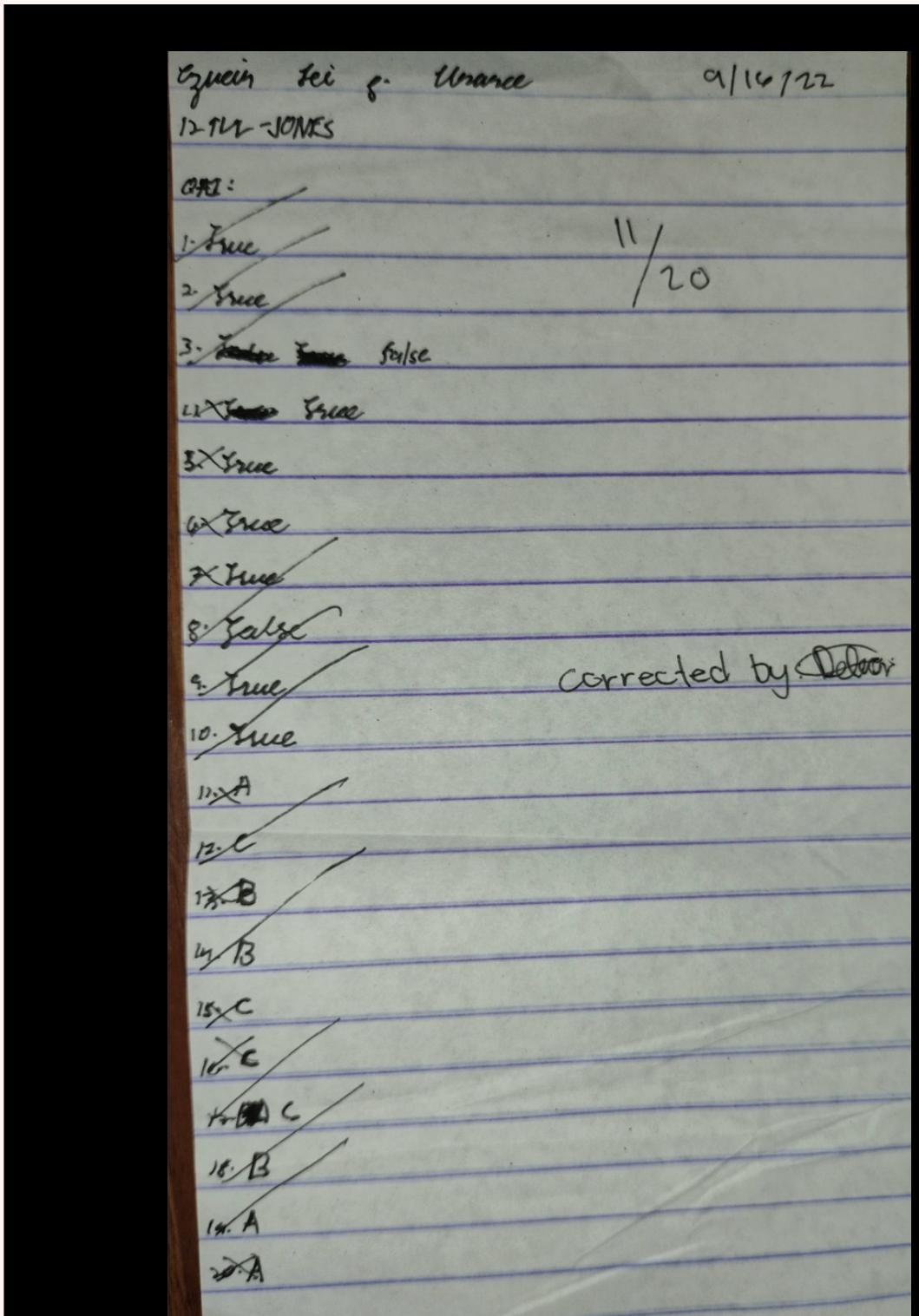
Written Task #3

Media during childhood refers to the various forms of media consumed by individuals during their childhood, that can impact their understanding and consumption of media in their adult life.

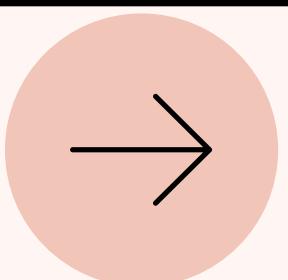


Written Task 4: Quiz No. 1

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In this is quiz I feel disappointed because I did not reach the passing score. However, this disappointment should serve as motivation to study and learn more to improve my understanding and knowledge about the lesson.

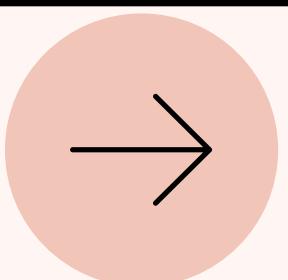
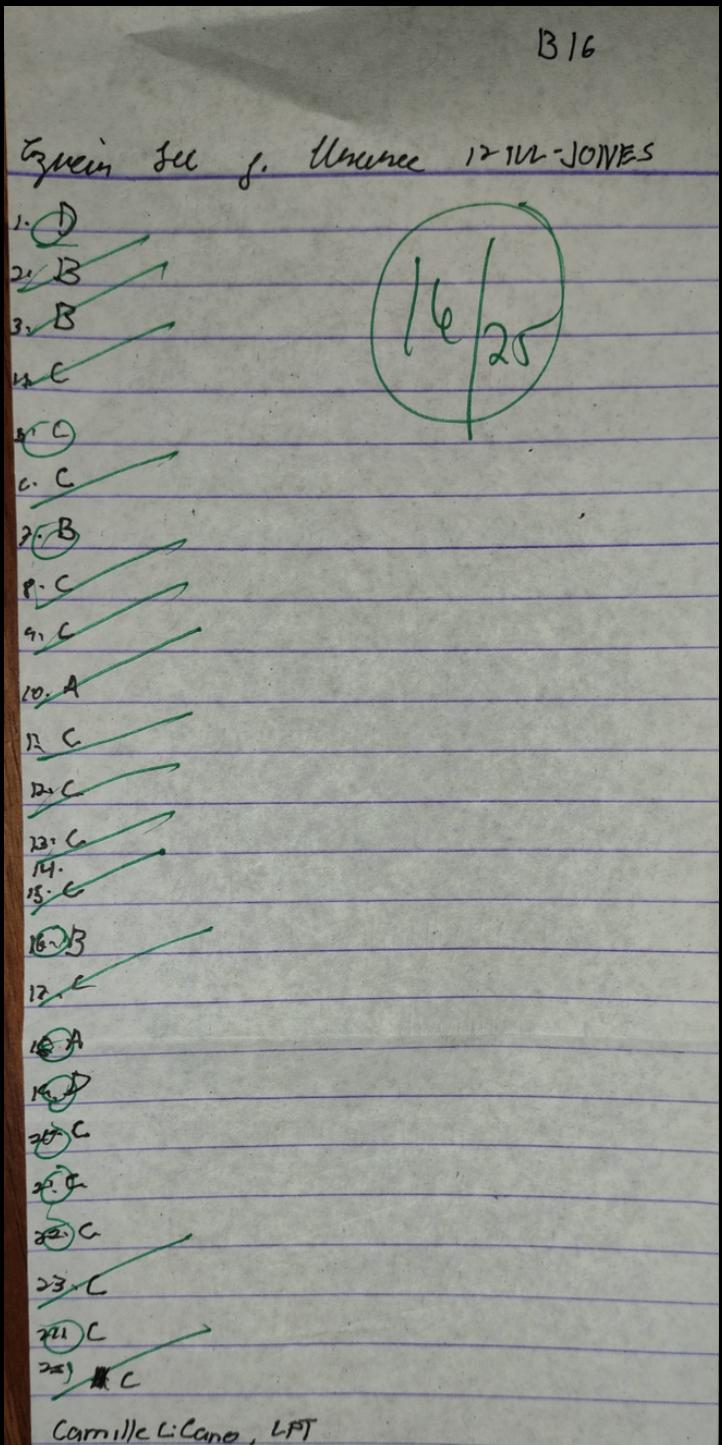


Written Task 5: Quiz No. 2

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Eyyyyyyyyy, I did it

In this quiz i reached the passing score but I still need to improve my understanding about the lesson



My timeline of exposure from 2005 to 2019 to traditional and new media would show the progression and development of media forms over time, starting with traditional forms such as television and newspapers, and moving towards newer forms such as the internet and social media. This timeline would demonstrate how an individual's media consumption has evolved over the years, and how technology advancements have affected their access and use of different types of media.



REFLECTION 2: TIMELINE

Reflection No.2

Submitted by : Unarce, Czvein Lei F.
Section : 12TVL-Jones
Time : 11:15-12:00
date : October 2, 2022
Teacher : Ms. Camille C. Cano, LPT
Score :

Timeline of your exposure to traditional and new media

Digital Camera – 2005
is commonly used in photography and is used for either capturing or capturing photographs.
My parents used a camera to take pictures of me whenever I was a newborn, and they organized them all in a photo album.



Television – 2007
It is commonly used to obtain information from far locations and provide audio and visual enjoyment.
When I was younger, I liked watching television since The Blue's Clues and anime shows on gma kept me entertained.



Flashcards – 2009
It is used to evaluate a person's analytical and memory talents and skills.
My parents used flashcards to teach me how to identify items and figures.



Book – 2010
It is used in learning and to obtain a high score.
I used it for the first time while I was in elementary school. I have eight of them, and they are really heavy to carry all day.



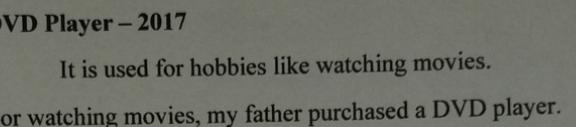
Radio – 2011
It is used to gather information from far-off regions and for audio enjoyment.
When my grandparents are bored or want to listen to some music, they always switch on the battery-operated radio. According to them, every time they do this, I stomp my feet and dance.



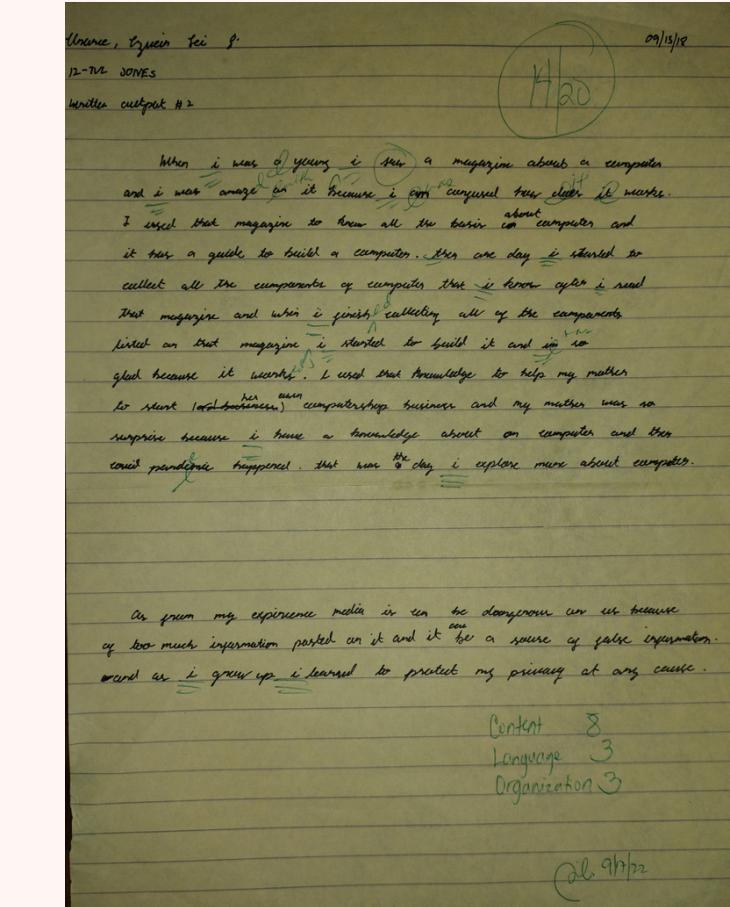
Cellular Phone - 2013
It is used to transmit and receive messages that provide information and for enjoyment.
I had never used a cell phone before. I also remembered that every time I wanted to play Snakes, I would borrow my auntie's phone.



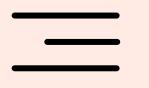
REFLECTION 2: TIMELINE



Computer – 2019
Any multitasking activity, including messaging, watching a movie, Googling, using social media, etc., is done with it.
In eighth school, my friend and I went to a computer shop to play games and complete our assignments.

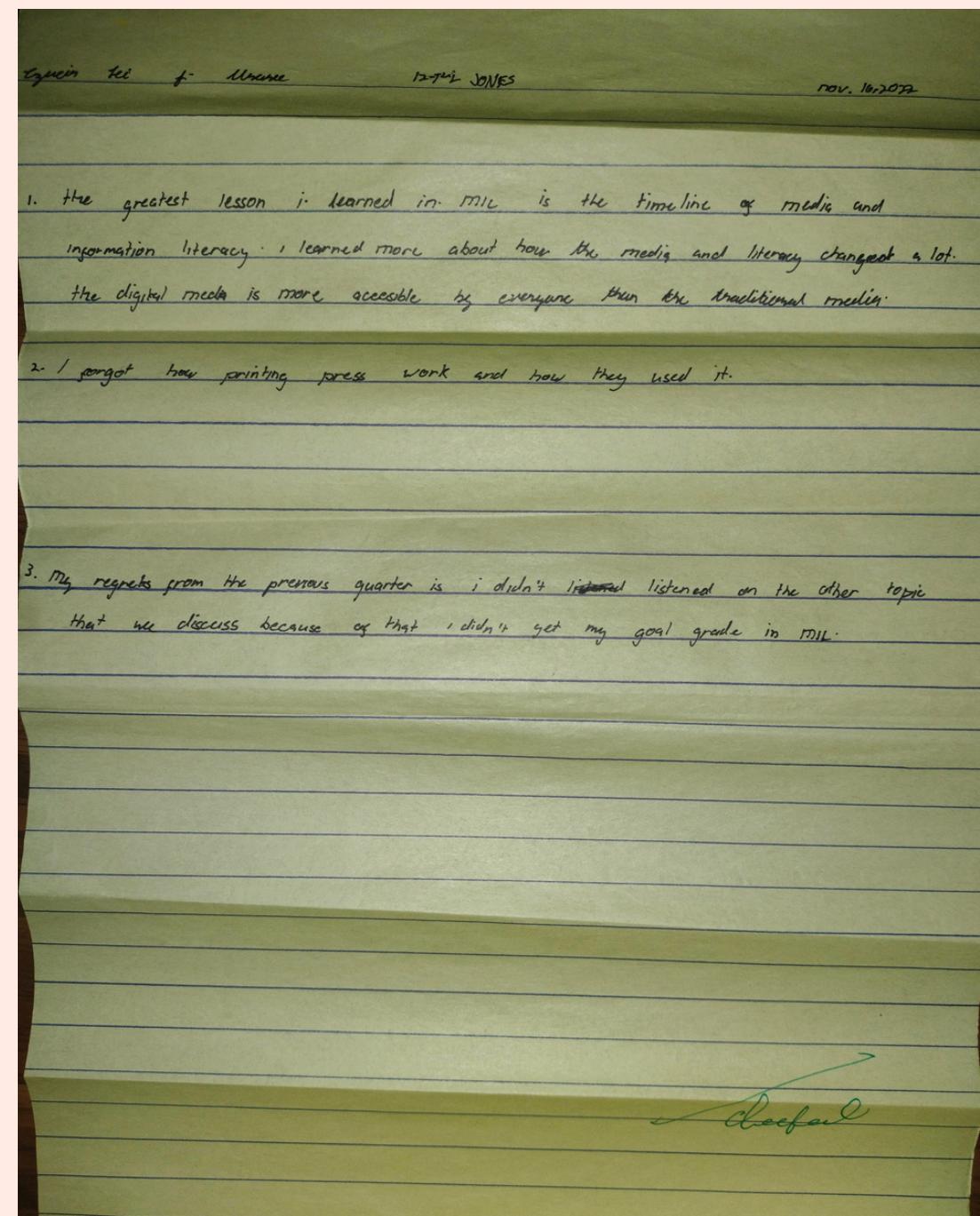
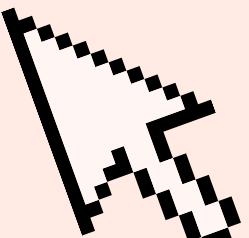


Written Task : 2nd Quarter

**B***I*U

Pre-activity: Exit Ticket

This pre-activity made me realize my regression in this subject and highlighted areas where I need to focus on my learning journey. It also served as a reminder that learning is a continuous process and there is always room for improvement.



HOMEWORK ON MEDIA LANGUAGES

II. The building blocks of all the media that surrounds us are the media codes and conventions. Media codes typically have a shared connotation or meaning among their target audiences. Media codes come in three different types: textual, technical, and symbolic. The usual ways that codes are organized in a product are called conventions.

citation :

Merriam - Webster. (n.d.). Genre. In Merriam - Webster .com dictionary . Retrieved November 16, 2022, from <https://www.merriam-webster.com/dictionary/genre>

Merriam - Webster. (n.d.) Code. In Merriam - Webster .com dictionary . Retrieved November 17, 2022, from <https://www.merriam-webster.com/dictionary/code>

Merriam - Webster. (n.d.) Convention . In Merriam - Webster .com dictionary . Retrieved November 17, 2022, from <https://www.merriam-webster.com/dictionary/convention>

Young , Robert. (September 29, 2017) Media and Conventions . In Media codes . retrieved from <https://media.codes/media-codes-and-conventions-e03423e06aa8>

A. Genre : a category of artistic, musical or literary composition characterized by a particular style, form, or content.

: Painting that depicts scene or events from everyday life usually realistically.

B. Code : a system of symbols (such as letters or numbers) used to represent assigned and often secret meanings.

: a system of signals or symbol for communication.

C. Convention : an agreement between states for regulation of matters affecting all of them.

Ex. an international convention banning the spread of nuclear weapons

D. : a general agreement about basic principles or procedure.

E. : a principle or procedure accepted as true or correct by convention.

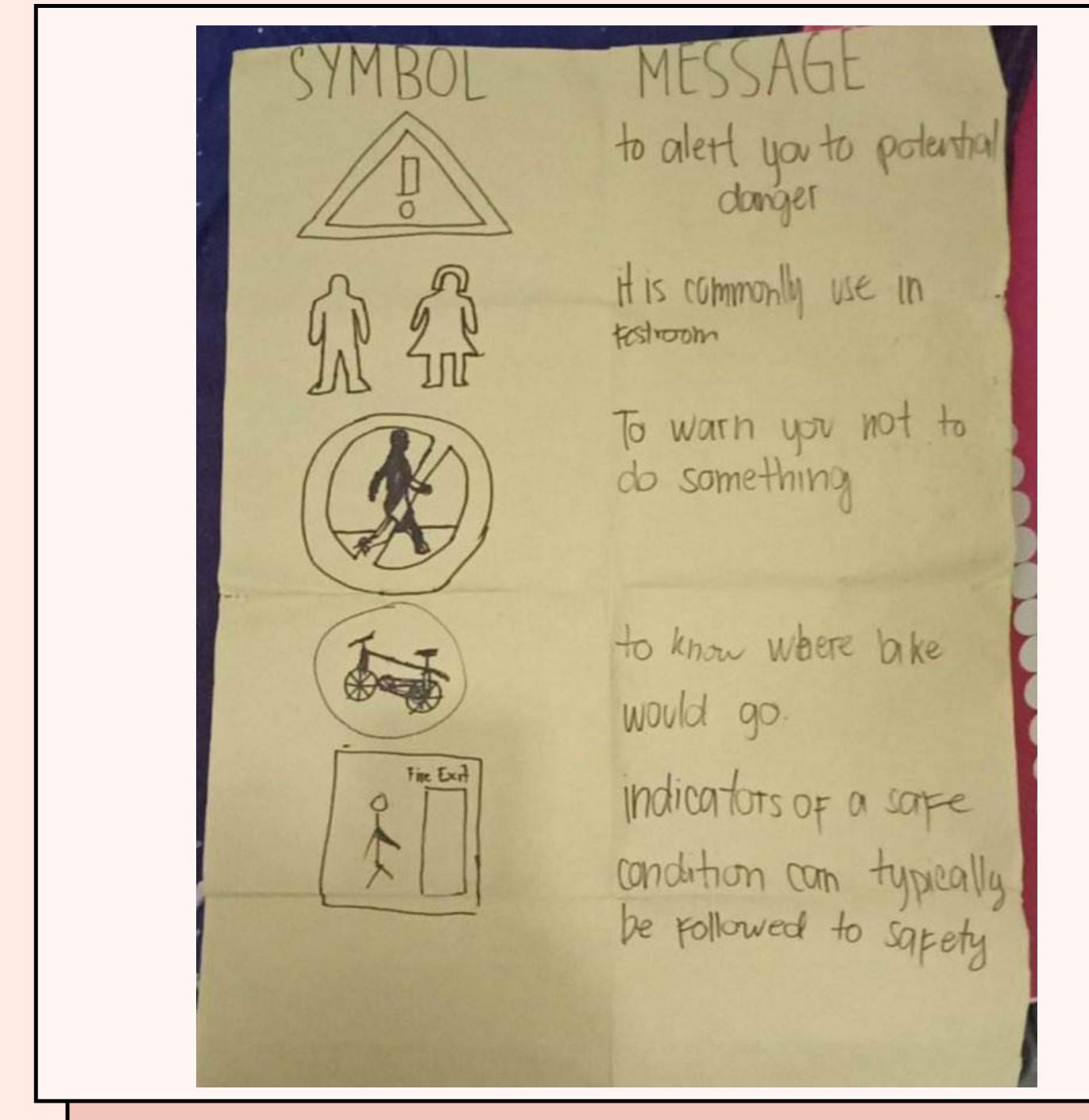
F. the convention of grammar

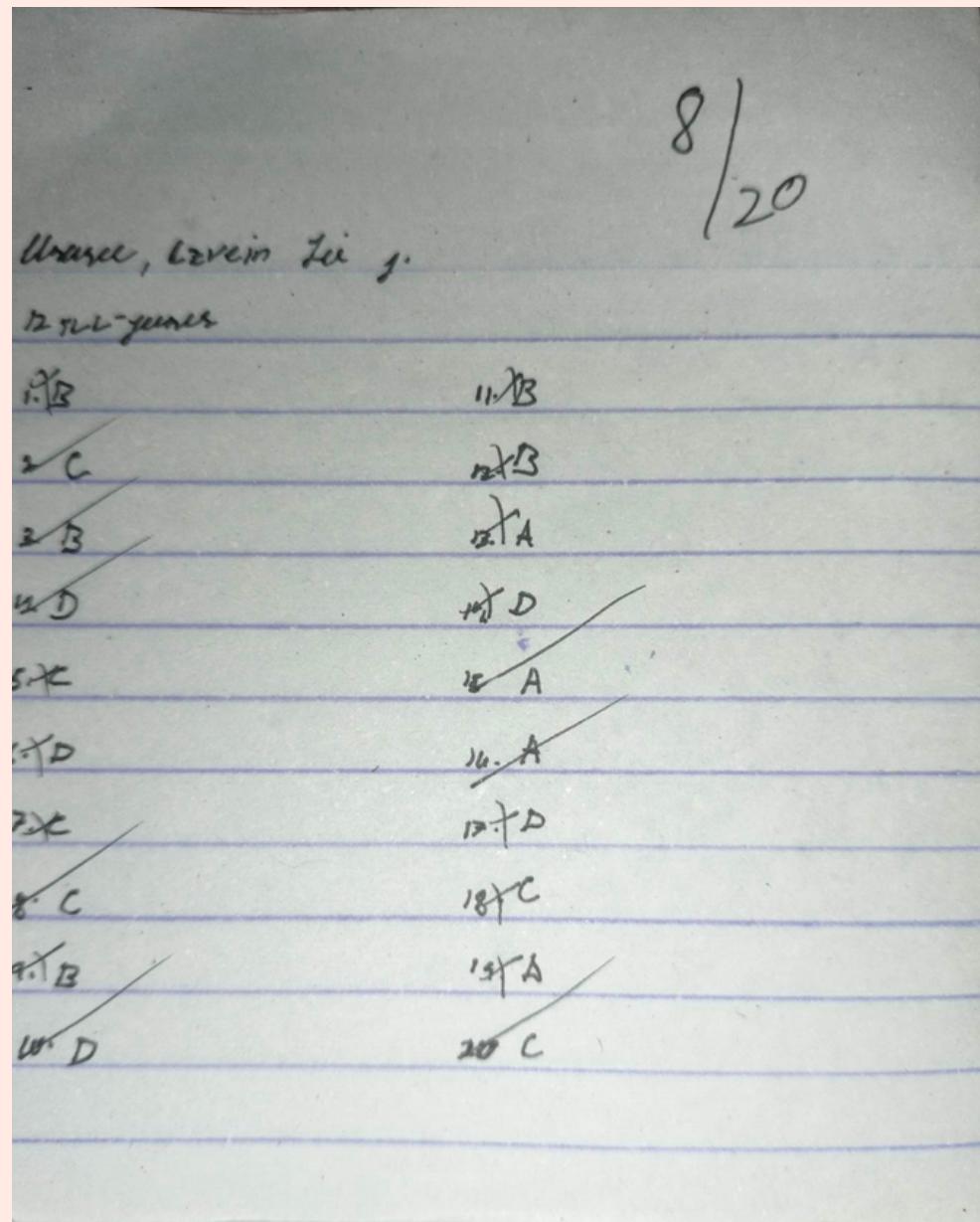
Media Languages refer to the various forms of communication used in the media, including written, spoken, and visual language. These can include written text, speech, images, and video. Media languages are used to convey information, ideas, and messages to audiences through various platforms, such as television, radio, newspapers, and the internet. They play a crucial role in shaping public opinion and influencing perceptions. Understanding the different forms of media languages and how they are used is an important aspect of media and information literacy.



GROUP ACTIVITY

Media codes are conventions, techniques, and language used in a medium to convey meaning and create a desired effect. Understanding media codes is important for interpreting, analyzing and creating media content.



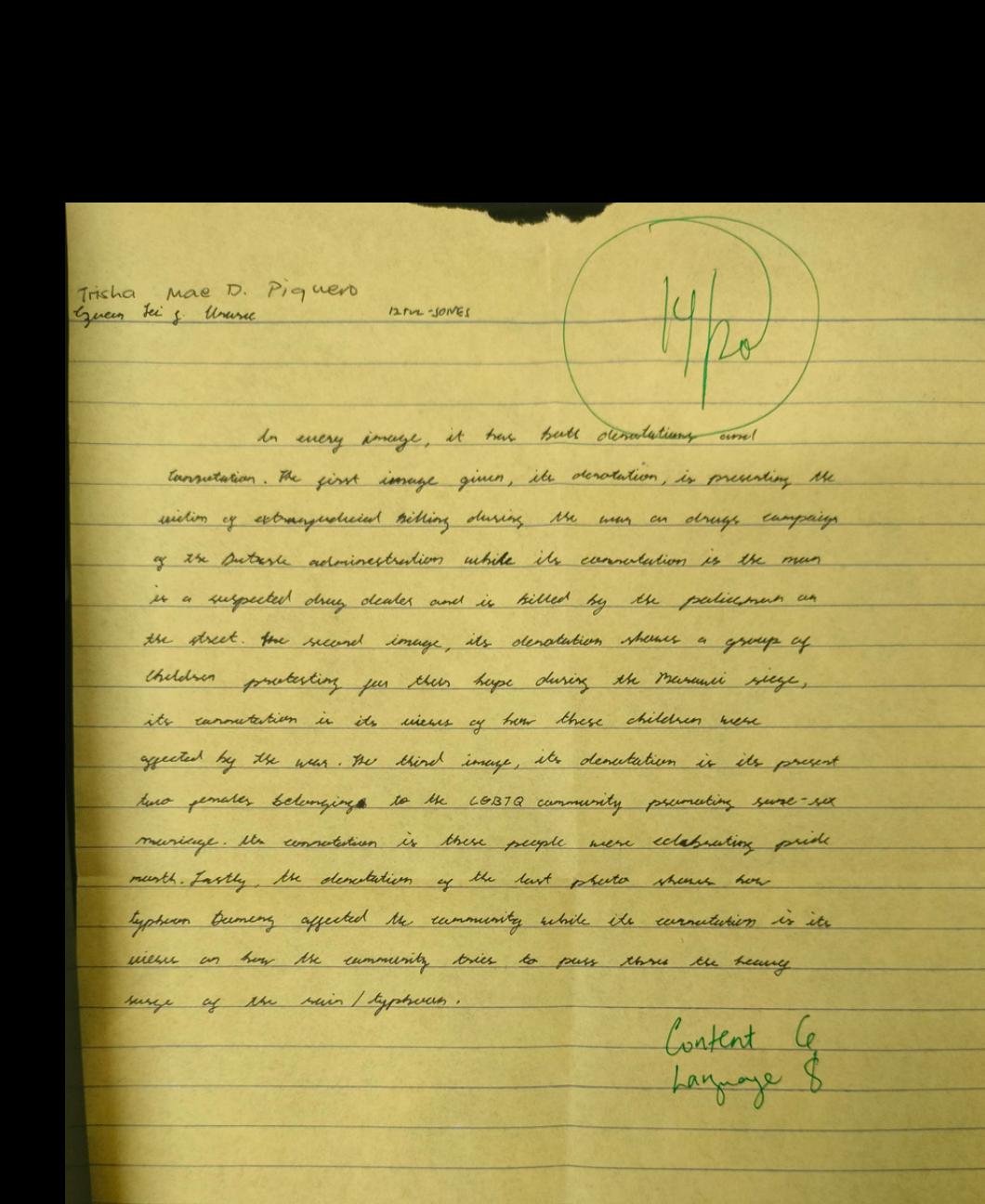


MEDIA LANGUAGES

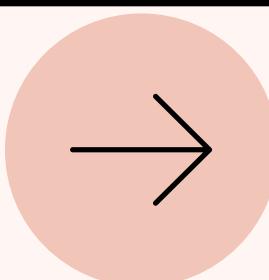
I did not achieve a passing score on the quiz about media languages because I was too confused about them.



Written Task 4: Pair Work: Connotation and Denotation _



Connotation and denotation are ways to interpret the meaning of a word or image. Denotation refers to the literal definition while connotation refers to the emotional or cultural associations. Understanding the difference is important in interpreting and analyzing media messages, as well as creating and producing media content.



GROUP ACTIVITY:

Issues in Media and Information

Issues in media and information refer to the various challenges and problems that arise in relation to the production, dissemination, and consumption of media and information, such as misinformation, privacy concerns, censorship, and representation. Understanding these issues is important for responsible media and information consumption and decision-making.

- a. The poster contains the various cyber crimes can be seen or experience online, or in the internet. Issues mentioned in the poster are gambling, bullies, avatars, identity thieves, XXX sites, illegal activity, illegal downloads, drugs, predators, sexting and hackers and warez.
- b. Majority of the issues that the poster has are familiar to us ~~mention~~ except with predators and avatars. Particularly with gambling because we have noticed that there were a lot of e-games nowadays and a lot of people are ~~now~~ endorsing those ~~now~~ gambling sites. We are curious about how it does it ^{and} illegal amidst the fact that there are a lot of ^{become} social media influencers promotes those gambling sites.
- c. There were a lot of dangers depicted in the picture. ~~because~~ ^{because} people can ~~can~~ viruses can enter to people's gadgets and informations and data inside ~~their~~ ^{those} gadgets can be used against them. For the purpose of gathering their personal ~~information~~ ^{information} to manipulate their personality.
- d. The issues that we encounter is cyberbullying, fishing sites, and identity thieves because a lot of people in social media ~~the~~ have freedom of speech and they don't use it properly. A lot of hackers using fishing link to collect their personal information to ~~make~~ make fake identity.

Rho

The Darker side of media : PROPAGANDA	Media Skill :	PROPAGANDA TECHNIQUES
Dissemination	Analyze, evaluate, create, and act	1. Bandwagon : Persuasive technique that makes you to join the crowd
used to confuse and distract the intended audience using deliberately false information in news leading information to bypass the attention of the masses.	Skills in all forms of communication	10
Misinformation	Analyze - the source	2. Testimonial : Statement endorsed by an idea / product by a prominent person
Unintentionally inaccurate information; accidents, or mistakes in reporting	Evaluate - the quality and credibility of the media you're consuming.	3. Range Appeal : Implies that the product or idea is better than others.
	Create - developing your thinking skills	4. Plain Talk : Directly presented to ordinary people
		5. Land Slipping : It seeks to manipulate audience perception by emphasizing one side and representing another.
		6. Name Calling : Labeling people with negative words.
It can affect me as an individual in spreading fake news.	~ 2	
like seeing a suspended class from a year ago.		

FLIPPED ACTIVITY:

Media Manipulation

Media manipulation refers to the use of tactics to influence how information is presented and perceived by the public, such as selective reporting, spinning the news, dissemination of false information, and disinformation. Understanding media manipulation is important for identifying and combatting its negative effects, as well as participating in the democratic process.

Written Task 8: Long Quiz

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