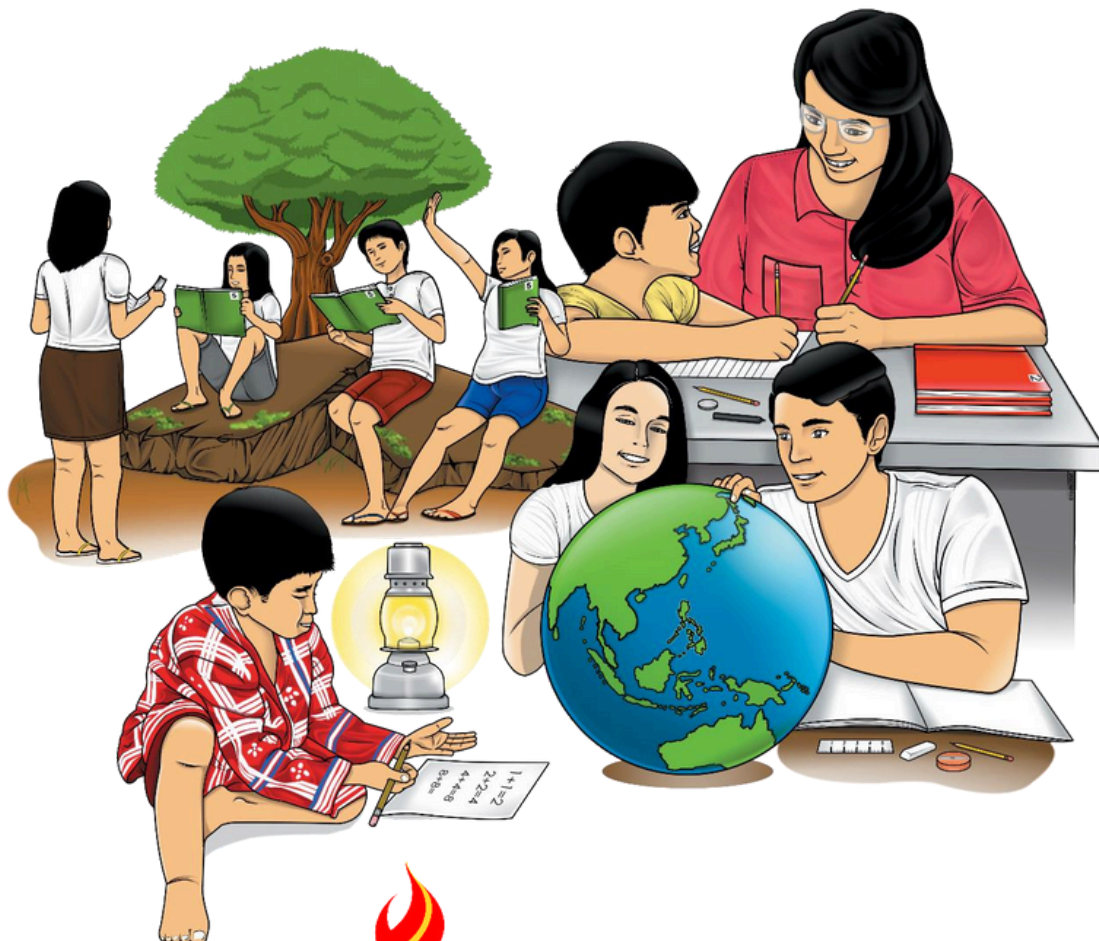


English

Quarter 4 – Module 1: Analyzing Visual and Multimedia Elements



English – Grade 5
Alternative Delivery Mode
Quarter 4 – Module 1: Analyzing Visual and Multimedia Elements
First Edition, 2020

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English

Quarter 4 – Module 1:

Analyzing Visual and Multimedia
Elements

Introductory Message

This Self-Learning Module (SLM) is prepared so that you, our dear learners, can continue your studies and learn while at home. Activities, questions, directions, exercises, and discussions are carefully stated for you to understand each lesson.

Each SLM is composed of different parts. Each part shall guide you step-by-step as you discover and understand the lesson prepared for you.

Pre-tests are provided to measure your prior knowledge on lessons in each SLM. This will tell you if you need to proceed on completing this module or if you need to ask your facilitator or your teacher's assistance for better understanding of the lesson. At the end of each module, you need to answer the post-test to self-check your learning. Answer keys are provided for each activity and test. We trust that you will be honest in using these.

In addition to the material in the main text, Notes to the Teacher are also provided to our facilitators and parents for strategies and reminders on how they can best help you on your home-based learning.

Please use this module with care. Do not put unnecessary marks on any part of this SLM. Use a separate sheet of paper in answering the exercises and tests, and read the instructions carefully before performing each task.

If you have any questions in using this SLM or any difficulty in answering the tasks in this module, do not hesitate to consult your teacher or facilitator.

Thank you.

Lesson

1

Analyzing Visual and Multimedia Elements



What I Need to Know

Hello and welcome to this module, Grade 5 learner!

Storybooks are collections of stories for children. Some storybooks are made up only of written words. Readers of these books have to imagine what is going on in the story by creating the images of the characters and the setting of the story and events in their minds. Other storybooks, however, include visual elements—drawings or photos—that aid readers to fully appreciate and understand the text. Sometimes, storybooks are made into films or online activities that include multimedia elements such as sounds and animations. These visual and multimedia elements affect how the readers or viewers interact with and respond to the story.

Through this module you will learn to:

- analyze how visual and multimedia elements contribute to the meaning of a text (EN5VC-IVd-1.7.1);
- identify examples of visual and multimedia elements;
- give correct meaning of a text with the aid of visual and multimedia elements; and
- observe politeness in communicating with classmates.

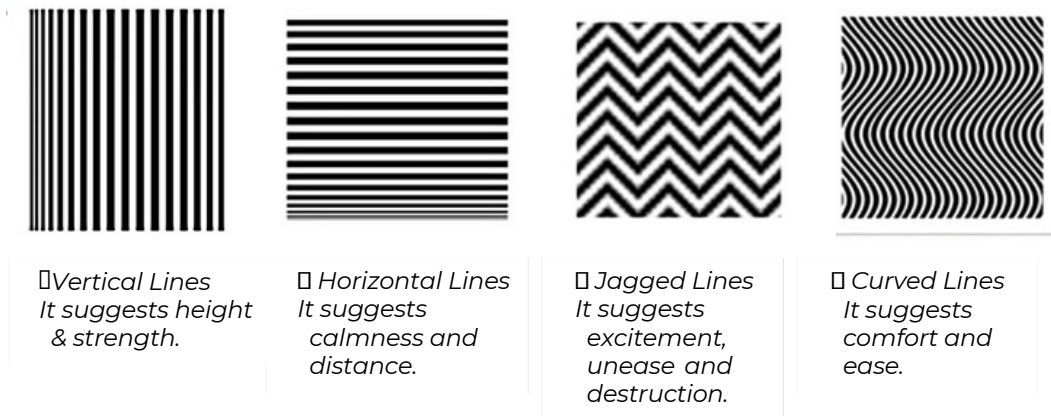


What Is It

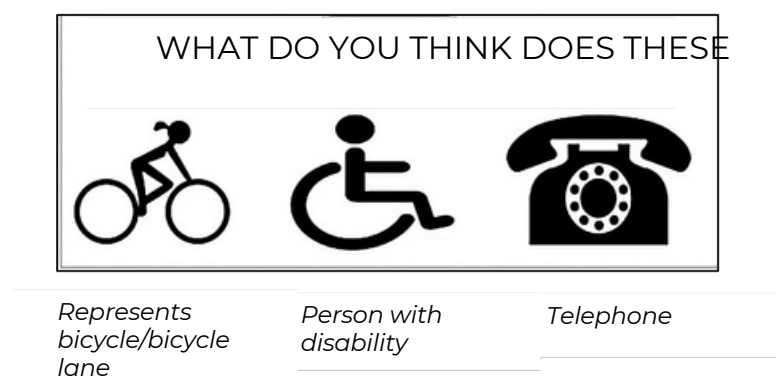
Visual and multimedia elements are used to catch the readers' attention. They also aid readers in understanding the text.

The following are examples of **visual elements**:

- **Line** is the foundation of all drawings. It can suggest shape, pattern, growth, movement, form, depth, distance, rhythm and a range of emotions.



- **Symbol** is a visual image that is used to represent a concept or an idea.



□ **Color** has the strongest effect on our emotions. We use color to create the mood or the atmosphere of an artwork.

WHITE REPRESENTS PURITY, INNOCENCE,
TIMELESSNESS AND MYSTICAL

BLACK REPRESENTS EVIL, MYSTERIOUS,
POWER AND FEAR.

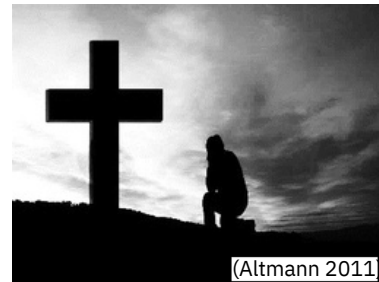
BLUE REPRESENTS COOLNESS, CALMNESS,
WISDOM, LOYALTY, TRUST AND FAITH

RED REPRESENTS ACTION, PASSION,
MASCULINITY, EMOTION AND DANGER.

□ **Gaze** refers to where the figure in the picture is looking. It implies looking at someone or something based on one's beliefs and judgment.

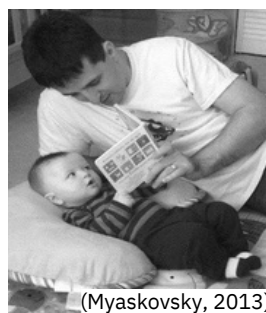


The mother is looking at her baby. The picture shows how much the mother loves her baby.



The man is looking at the cross. The picture shows the man's strong faith and trust in God.

□ **Framing** is deciding what will be shown or what will not be shown in a photograph or picture. It is also about deciding whether the subject will fill the frame and appear close-up or will the screen be seen at a distance as part of a larger context.



The picture frames the father's way of interacting with his son.

The following are examples of **multimedia**:

- **Text** is one of the basic elements of multimedia. It conveys information to the audience, tell stories and describes things, interpret graphics and charts, inform people about an event, or tell something about a person.
- **Graphics** are part of visual presentation material. It displays information graphically, which cannot be expressed in letters and words.
- **Animation** is a collection of graphics applied with movement.
- **Audio** is produced by vibration as perceived by the sense of hearing. In multimedia, audio could come in a form of speech, sound effects and also music score.
- **Video** is a technology of capturing, recording, transmitting, and reconstructing moving pictures.

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