DepED
DEPARTMENT OF EDUCATION

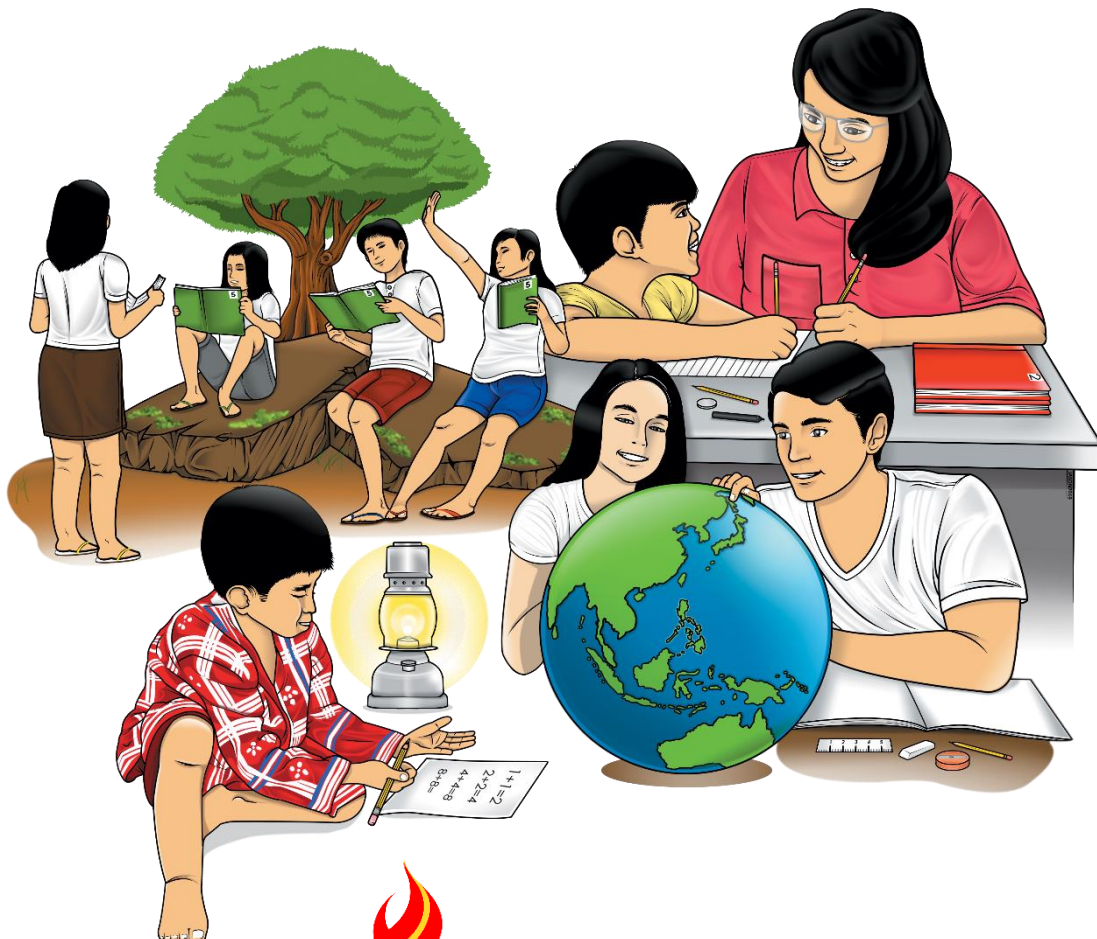# 21st Century Literature from the Philippines and the World
Quarter 2 – Module 3:
Creative Literary Adaptations

ALTERNATIVE DELIVERY MODE
ADM

21st Century Literature from the Philippines and the World
Alternative Delivery Mode
Quarter 2– Module 3: Creative Literary Adaptations
First Edition, 2021

21st Century Literature from the Philippines and the World

Quarter 2 – Module 3:
Creative Literary Adaptations

DepED

DEPARTMENT OF EDUCATION

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.

What I Need to Know

Most Essential Learning Competency:

Produce a creative representation of literary text by applying multimedia and ICT skills.

This module has been designed and written with you in mind. It is here to help you enhance your multimedia/ICT skills in producing creative adaptations of a certain literary genre. The scope of this module permits it to be used in many different learning situations. The language used recognizes the diverse vocabulary level of students. The lessons are arranged to follow the standard sequence of the course. But the order in which you read them can be changed to correspond with the textbook you are now using.

This module also aims to engage you in appreciation toward studying 21st Century Literature from the Philippines and the World. Furthermore, it encompasses their various dimensions, genres, elements, structures, contexts, and traditions. This will give you a chance to embark on a journey from Philippine regions to the different parts of the world through various literary encounters.

This module is divided into two lessons, such as:

- Lesson 1 – Literary Genre on Creative Multimedia Presentation
- Lesson 2 – Literary Genre with ICT Skill Empowerment

After going through this module, you are expected to:

1. demonstrate ability to interpret specific literary genre;
2. create a unique literary adaptation through multimedia presentation;
3. illustrate a creative literary adaptation with one's ICT skills; and
4. appreciate the use of multimedia to enhance ICT skills.
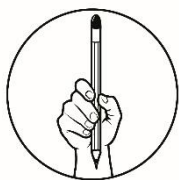
What I Know

Directions: Choose the letter of the correct answer. Write the chosen letter on a separate sheet of paper.

1. A literary genre is also known as literary _____.
   A. composition   B. academic text   C. essay   D. epic

2. It is a short story designed to allegorically teach some religious principles, moral/ lessons, or general truths.
   A. fable   B. parable   C. narrative poem D. anecdote

3. It is a brief story illustrating a moral or revealing general truths about human nature.
    A. parable   B. narrative poem   C. fable   D. anecdote

4. He is a well-acclaimed writer who wrote the parable entitled "The Story of the Pencil".
    A. Paul Coelho   B. Paula Coole   C. Paulo Colle   D. Paulo Coelho

5. The story "The Ants and the Grasshopper" is an example of a/an _____.
    A. parable   B. fable   C. narrative poem   D. anecdote

6. Parables and fables are very interesting to read, because you will learn _____ from them.
    A. topic   B. review   C. moral/lesson   D. immoral

7. In the parable "The Story of the Pencil", the _____ is the nondescript object that gives a powerful message.
    A. pencil   B. paper   C. wooden stick   D. umbrella

8. It refers to any electronic application that uses both words and pictures in a combination of text, voice, picture or video.
    A. media   B. multimedia   C. printer/scanner   D. projector

9. The use of multimedia enhances the teaching of lessons and aims to _____ who are engaged in Online Distance Learning.
    A. further confuse learners   C. further educate learners
    B. further waste learners' time   D. further entertain with computer gaming world

10. Videos, animation, text, images, and audio are all multimedia _____.
    A. formats   B. components   C. uses   D. presentations

11. Blogs, vlogs, webinars and other interactive contents are multimedia ____.
    A. components   B. uses   C. formats   D. presentations

12. The AVI (Audio Video Interleave) that is developed by Microsoft is commonly used in video, cameras, and TV _____, and it plays well on Windows computers.
    A. programs   B. software   C. hardware   D. viewing

13. "You can also download a multimedia presentation or play it live." It tells us about multimedia _____.
    A. uses   B. formats   C. characteristics   D. benefits

14. "Digital storytelling allows students to improve their knowledge and increases skills such as writing, researching and reading." It tells us about multimedia _____.
    A. benefits   B. formats   C. characteristics   D. uses

15. To make creative multimedia output, we can import images, audio, and video clips; however, we have to _____ to avoid plagiarism.
    A. leave the webpages   C. ignore the links
    B. screenshot the images   D. cite sources

LESSON 1

Literary Genre on Creative Multimedia Presentation

Literary genre, also known as type of literary composition, is easy to understand with the right amount of knowledge gained from the previous modular lessons that reflect essential literary contexts about cultural diversities of 21st Century Literature from across the globe.

In this lesson, you will encounter a new literary piece - a parable, as related to literary genre. Incorporated in this lesson is the use of multimedia that plays an important role in presenting a creative version of a certain literary piece. You have to learn how to use these multimedia to further enhance the quality of your learning outputs.

What's In

In the previous module, you have learned of an entertaining and interesting anecdote about a person. Anecdotes and other literary genres have made it possible to present creative literary adaptations. However, there is still a better way of interpreting them with the use of varied multimedia formats. They will also help you present more compelling learning outputs.

Before you learn another interesting literary genre and other multimedia presentation tools, take time to answer the following questions:
1. What is an anecdote?
2. What are the different purposes of telling an anecdote?
3. What other literary genres do you like to read? Why does it interest you most?
4. Can you name varied multimedia formats being used to better interpret literary text? Mention a few of them.

Notes to the Teacher

This module targets a specific Learning Competency (LC). At the end of this lesson, the learner is expected to produce a creative literary adaptation using multimedia.

What's New

Read the parable entitled "The Story of the Pencil", an excerpt from the novel "Like the Flowing River", which was written by Paulo Coelho. It is a thought-provoking story about a nondescript object that gives a powerful message. Read the story aloud to yourself and find out how the author creatively portrays the parable.

Before you read, familiarize yourself first with the author's achievements.

Paulo Coelho

- The pride of Brazil whose novel, The Alchemist, became a worldwide phenomenon; one of the best-selling books in history with 190 million copies sold and translated into 80 languages
- Musician and lyricist prior to pursuing a writing career as a novelist
- Published 30 books, majority of which are novels
- Recipient of international awards, among these awards are:
  - Spain's Elle- Best International Writer (2008)
  - Denmark's Hans Christian Anderson Award (2007)
  - Mexico's Las Pergolas Prize (2006)
  - American Wilbur Award (2006)

The Story of the Pencil
By: Paulo Coelho

The Grandchild was looking at his grandma writing a letter. Suddenly he asked: "Are you writing a story about us? Is it by chance a story about me?"

The grandma stopped writing, smiled and said to her grandchild, "Indeed I am writing about you, however more important than the words is the pencil I am using. I hope you will be like this pencil when you grow up."

The child looked at the pencil curiously, but could not see anything special.

"But . . . it is exactly the same as every other pencil I saw in my life."

"It is all in the way you look at things. There are five qualities in that pencil that, if you will be able to maintain, will make you a man in peace with the whole world.

'First quality: you can make big things, but never forget that there is a hand guiding your steps. This hand we call it God, and he will always have to address you towards his will.'

'Second quality: sometimes I have to stop writing and use a sharpener. This makes the pencil suffer a little, but at the end it will be sharper. So, learn to bear a little pain because it will make you a better man.'
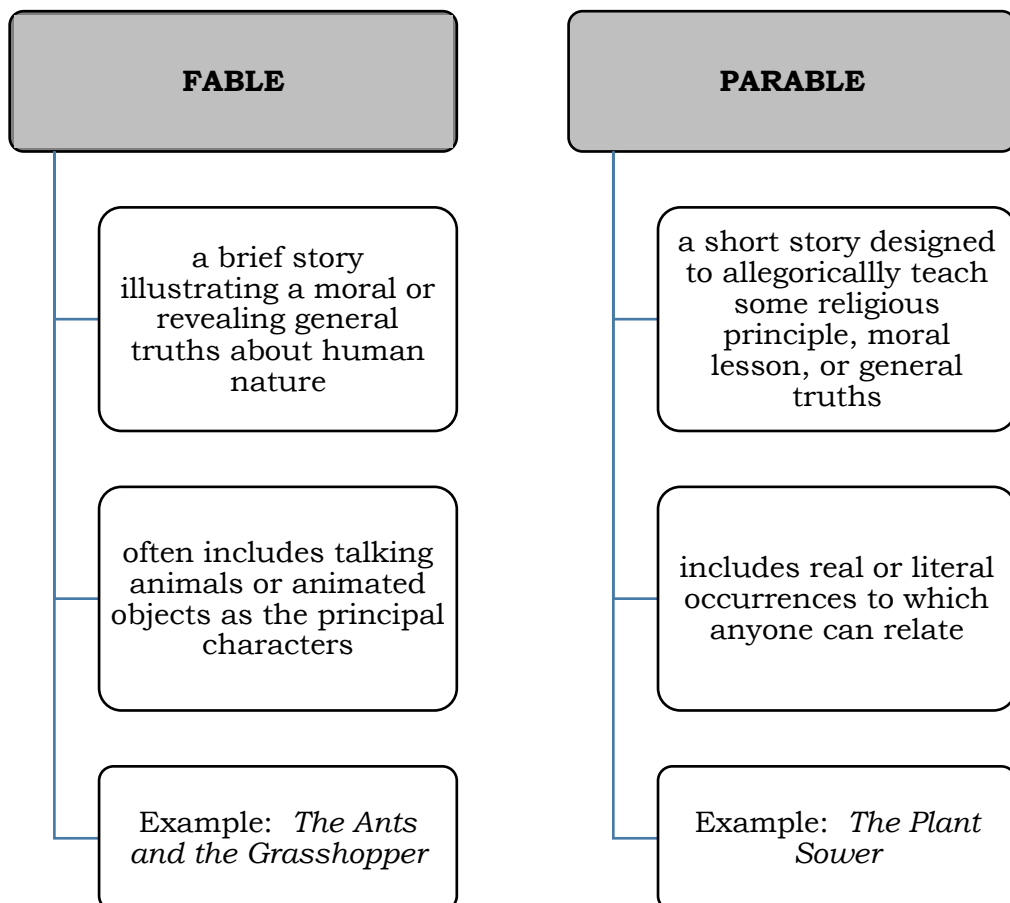
'Third Quality: the pencil always allows us to use an eraser to cancel mistakes. Understand that correcting something we did is not necessarily a bad thing, but something fundamental to keep us on the right path.'

'Fourth quality: what is really important in the pencil is not the wood or the shape, but the lead that is inside. So, be always careful of what happens inside of yourself.'

'At the end, the fifth quality is: always leave a sign. In any case, be aware that everything you do in your life will leave trails; try to be conscious of every single action.'

Notes to the Teacher

Parable and fable are being compared with one another most of the time because of their confusing characteristics. Both have many aspects in common, with more similarities than difference.

FABLE	PARABLE
a brief story illustrating a moral or revealing general truths about human nature	a short story designed to allegoricallly teach some religious principle, moral lesson, or general truths
often includes talking animals or animated objects as the principal characters	includes real or literal occurrences to which anyone can relate
Example: *The Ants and the Grasshopper*	Example: *The Plant Sower*

What is It

Multimedia is an essential avenue to transform unique adaptations of a literary, thus making learning outputs interesting and productive. To have a creative adaptation of literary genres, the following concepts have to take into considerations:

A. Multimedia and its Concepts

A multimedia is an electronic application used to teach lessons or to further educate learners on a particular topic. It is a presentation of material that uses both words and pictures in a combination of text, voice, picture or video. Using interactive digital tools to tell a story is called digital storytelling and often uses a combination of multimedia venues to complete the task. The use of multimedia allows educational ideas and materials to be presented in a more artistic, inspired and engaging way.

B. Uses of Multimedia and its Formats

There are many uses of multimedia for a deeper understanding of a lesson. Audiobooks are ideal for second-language learners. Song files and music videos can be used to compare social norms in different eras. Multimedia can offer students a better understanding of the lesson.

The multimedia formats from various media include: text and graphics for slideshows, presentations, diagrams and infographics. Audio has podcasts and recordings. Screen captures, lecture captures and animation are examples of video components of multimedia. Other multimedia components include blogs, vlogs, webinars and other interactive content.

Multimedia applications include the interaction of different media types like animation, video, text and sound. It has become a part of our lives as soon as we entered the digital age. Before the modern technology, there are tools helping us appreciate some of the types of multimedia such as videos on television. There are various components of multimedia such as:

1. Videos

Digital video is a primary component in multimedia, especially those that appear online and on television. The different formats of these types of multimedia include WMI, AVI, MPED and flash. Some of these formats are better than others because they load faster and can be viewed or loaded using different platforms and operating systems.

https://www.thejigsaw.in/blog/how-to-make-youtube-videos
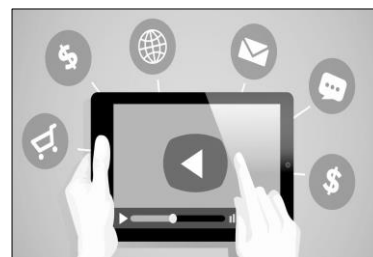
Many videos have changed formats ever since the mobile phone industry became more advanced in technology.

Many of the video formats require plug-ins on browsers and specific mobile applications to load. Here is a list of multimedia formats:

Format	File	Description
MPEG	.mpg .mpeg	MPEG. Developed by the Moving Pictures Expert Group. The first popular video format on the web. Not supported anymore in HTML.
AVI	.avi	AVI (Audio Video Interleave). Developed by Microsoft. Commonly used in video cameras and TV hardware. Plays well on Windows computers, but not in web browsers.
WMA	.wma	WMA (Windows Media Audio). Developed by Microsoft. Plays well on Windows computers, but not in web browsers.
flash	swf (small web file}	Flash Video is a container file format used to deliver digital video content over the Internet using Adobe Flash Player version 6 and newer.
MP3	.mp3	MP3 files are actually the sound part of MPEG files. MP3 is the most popular format for music players. Combines good compression (small files) with high quality. Supported by all browsers.
MP4	.mp4	MP4 is a video format, but can also be used for audio. Supported by all browsers.

Source: https://www.w3schools.com/html/html_media.asp

2. Animation

Animation is a form of art for most people, especially those that are in the business of producing animated movies. Right now, animation has become interactive, allowing users to directly affect the outcome of animated components and events. Flash is the most common platform for animation, and using this component, the interactivity of animation is enhanced.

https://www.hitechanimation.com/blog/top-5-animated-character-who-changed-the-face-of-animation-industry/

3. Text

Text has always been and will always be the most common among the types of multimedia components in different applications. Text in combination with other media components can make any application more user-friendly. By using text, interactivity is increased. Text elements are particularly important for accessibility purposes. Users of an application need to input text for the system to identify them. Text is also used to create a digital signature, such as in passwords.

http://todo.design/photoshop-tutorial-how-to-make-a-portrait-made-only-of-text/

4. Images

Digital image files are needed to create videos and animation. A user would sooner go to a website filled with colorful photographs than one that contains only text elements. Familiar image formats include jpeg and png. These formats permit editing. Images are created by graphic designers using various software.

https://www.ephotozine.com/article/microsoft-windows-xp--review-4338
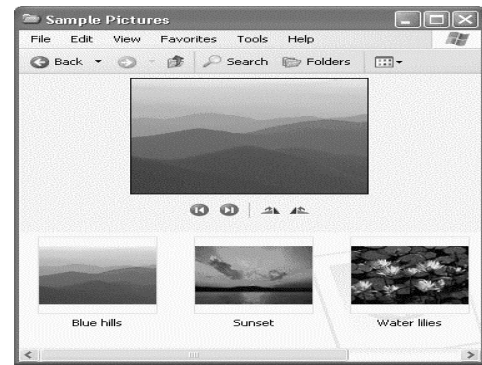
5. Audio

Voiceovers comprise a tremendous number of the types of multimedia components. Audio files include background music and special effects. Any audio in an application is designed to improve a user's experience.

https://www.dreamstime.com/stock-photo-audio-waves-microphone-image14394820

## C. Characteristics of a Multimedia

- Multimedia can be used in the presentations, making them more fun and interesting.
- A multimedia presentation has various viewing options such as projector or a media player and the like.
- You can also download the multimedia presentation or play it live.
- The technology of multimedia can also be used to make the information be conveyed more easily to the user.
- Multimedia technology has improved the learning experience by combining various forms of media together.

https://www.educba.com/best-free-multimedia-software/

D. Benefits of Using Multimedia

- Digital storytelling allows students to improve their knowledge about a specific subject and increases skills such as writing, researching and reading.
- Using multimedia improves a learner's overall academic performance. In particular, multimedia in the classroom is used for self-directed learning or SDL.
- Students manage their time and assess what needs to be included in their learning activities. This style of learning is used mostly with older students who already know how to manipulate many of the multimedia venues available to them.

https://classroom.synonym.com/types-multimedia-classroom-7941275.html
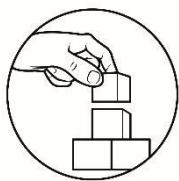
What's More

Enrichment Activities

Activity 1

Directions: Read carefully the following lines lifted from the text "The Story of the Pencil". Infer from the text the quality highlighted by choosing the appropriate emoji from the box below. Write the answer on your answer sheet.

| thankful	determined and confident	brave	kind-hearted	angry	careful
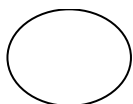
1. 'The pencil always allows us to use an eraser to cancel mistakes. Understand that correcting something we did is not necessarily a bad thing, but something fundamental to keep us on the right path.'
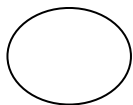
2. 'Sometimes I have to stop writing and use a sharpener. This makes the pencil suffer a little, but at the end it will be sharper. So, learn to bear a little pain because it will make you a better man.'
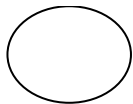
3. 'You can make big things, but never forget that there is a hand guiding your steps. This hand we call it God, and he will always have to address you towards his will.'
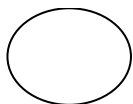
4. 'Always leave a sign. In any case, be aware that everything you do in your life will leave trails; try to be conscious of every single action.'
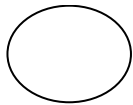
5. 'What is really important in the pencil is not the wood or the shape, but the lead that is inside. So, be always careful of what happens inside of yourself.'

Activity 2

Directions: Using your multimedia device, create a photo collage reflecting your experiences as an MDL/ODL student in the new normal. Using the five images of pencils as a guide for your reflection, think of situations you have experienced or are experiencing. Include your own photos which would best reflect those experiences in different situations.

Notes to the Teacher

If the learner has no computer and internet to work on with, the teacher will ask the learner to create his /her output the other way. For example, creating a story board, designing flash cards, and the like.
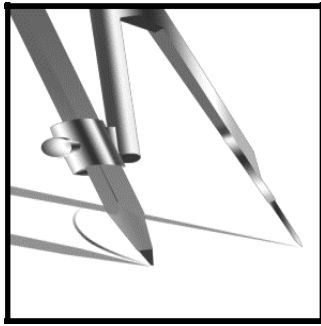
1. …when you are like a pencil attached to compass and draw perfect circle
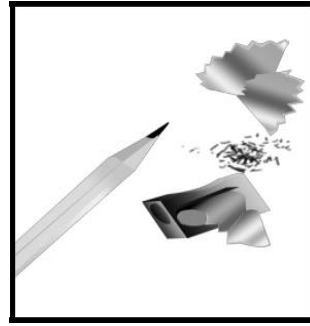
2. …when you are like a newly-sharpened pencil

3. …when you are like a pencil not in use

4. …when you are like a broken pencil, unable to write properly

"It does not matter how slowly you go as long as you do not stop"

5. …when you are like a pencil enable to write down creative ideas

Multimedia Presentation Rubric

Criteria	Exemplary (50)	Admirable (40)	Acceptable (10)
Content - covers topic completely and in depth; Media used contributes to understanding of topic			
Graphic Design - persuasive design; Graphics effectively entice audience			
Mechanics - correct grammar, usage, mechanics, and spelling			
TOTAL			

What I Have Learned

Read the fable entitled "The Ants and the Grasshopper". Using multimedia, present the story in interesting and artistic way in a video format. You can refer to the multimedia formats below:

- MP4
- AVI
- WMA

The Ants and the Grasshopper

A Grasshopper spends his summer singing and dancing, while a team of Ants has worked hard all summer collecting food for the winter. He doesn't understand why the Ants work so hard. When winter comes, the Grasshopper finds himself dying of hunger and sees the ant serving up food to survive. He, then understands why the Ants were working so hard.

The Lesson: There's a time for work and a time for play! Just because you don't think something is important right now doesn't mean you should ignore it or put it off. It's okay/OK to have fun, but make sure your work is already done! Always be prepared for what's ahead!

https://www.imagineforest.com/blog/life-lessons-aesops-fables/

| scene 1 | → | scene 2 | → | scene 3 | → | scene 4 | → | moral |
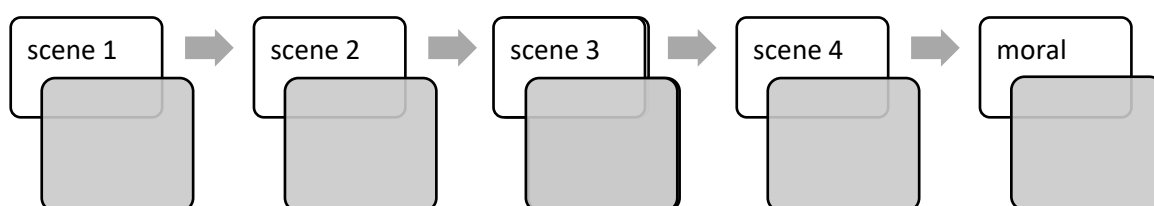
Multimedia Presentation Rubric

Criteria	Excellent (40)	Very Satisfactory (35)	Satisfactory (15)	Fair (10)
1. Creativity				
• Unique video presentation				

2. **Visual/Audio Impact**				
• Layout, transition, and sound				
3. **Technical Quality**				
• Over-all impact of video presentation				
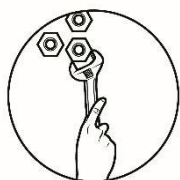
What I Can Do

Create an mp4-video format adaptation of "The Story of the Pencil". Integrate text, audio clips and image file to your video presentation. Cite your sources by including the URL address in your video file.

Video Presentation Rubric

| Criteria	Excellent (40)	Very Satisfactory (30)	Satisfactory (20)	Fair (10)
1. *Content/Organization*				
• Creative and interesting video content				
2. *Concept*				
• Clear picture of what is trying to achieve				
3. *Quality*				
• Completed and well-edited video				

Assessment

Directions: Choose the letter of the correct answer. Write the chosen letter on a separate sheet of paper.

1. It is short story designed to allegorically teach some religious principles, moral or lesson, or general truths.
    A. fable   B. parable   C. narrative poem   D. anecdote

2. It is a brief story illustrating a moral or revealing general truths about human nature.
    A. parable   B. narrative poem   C. fable   D. anecdote

3. A literary genre is also known as literary _____.
    A. composition   B. academic text   C. essay   D. epic

4. Parables and fables are very interesting to read, because you will learn ___ or lesson from them.
    A. topic   B. review   C. moral   D. immoral

5. He is a well-acclaimed writer who wrote the parable entitled "The Story of the Pencil".
    A. Paul Coelho   B. Paula Coole   C. Paulo Colle   D. Paulo Coelho

6. It is a nondescript object that gives a powerful message in the parable.
    A. pencil   B. paper   C. wooden stick   D. umbrella

7. The story of "The Ants and a Grasshopper" is a example of _____
    A. parable   B. fable   C. narrative poem   D. anecdote

8. The use of multimedia enhances the teaching-learning process and aims to _____ who are engaged in Online Distance Learning.
    A. further confuse learners
    B. further waste learner's time
    C. further entertain with computer gaming world
    D. further educate learners

9. It refers to any electronic application that uses both words and pictures in a combination of text, voice, picture or video.
    A. media   B. multimedia   C. printer/scanner   D. projector

10. The AVI (Audio Video Interleave) is developed by Microsoft. It is commonly used in video, cameras, and TV _____, and it plays well on Windows computers.
    A. programs   B. software   C. hardware   D. viewing

11. To make creative multimedia output, we can import images, audio, and video clips; however, we have to _____ to avoid plagiarism.
    A. leave the webpages   C. ignore the links
    B. screenshot the images   D. cite sources

12. Videos, animation, text, images, and audio are all multimedia _____.
    A. formats   B. components   C. uses   D. presentations

13. Blogs, vlogs, webinars and other interactive content are multimedia _____.
    A. components   B. uses   C. formats   D. presentations

14. "You can also download the multimedia presentation or play it live."
    It tells us about multimedia _____.
    A. uses   B. formats   C. characteristics   D. benefits

15. "Digital storytelling allows students to improve their knowledge and increases
    skills such as writing, researching, and reading." It tells us about multimedia
    _____.
    A. benefits   B. formats   C. uses   D. characteristic
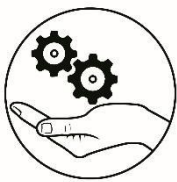
Additional Activities

Directions: Refer to the WordArt image below. Which word from image is suggested in each number? Write your answer on your answer sheet/notebook.

_____ 1. relating to an audio recording method in which sound waves are represented

_____ 2. the preparation of animated cartoons

_____ 3. connected to, served by, or available through a system

_____ 4. programs for a computer

_____ 5. to send message from one cellphone to another

What I Know

Directions: Read each statement carefully. Choose the letter of the correct answer. Write your answer on a separate sheet of paper.

1. A short story is interesting and fun to read because it teaches _____ or lesson.
   - A. biographical
   - B. political
   - C. moral
   - D. sociological

2. The main character in the story is known as the _____.
   - A. protagonist
   - B. antagonist
   - C. feminist
   - D. masculinist

3. The most exciting part of a story is called _____.
   - A. character
   - B. climax
   - C. conflict
   - D. plot

4. This element refers to the topic that the writer writes or comments on in his or her writing.
   - A. plot
   - B. conflict
   - C. climax
   - D. theme

5. It refers to the tension, the fight or the struggle between the various characters or forces in the story.
   - A. conflict
   - B. theme
   - C. setting
   - D. plot

6. To produce a literary adaptation of a story, one needs to apply his ICT skills. ICT means _____.
   - A. Information and Communication Technology
   - B. Information to Centralize Tutorial
   - C. Inclusive for Classroom Technology
   - D. Important in Communication Technology

7. Information Technology (IT) is the use of _____ to store, retrieve, transmit, and manipulate data or information.
   - A. printer
   - B. projector
   - C. computer
   - D. scanner

8. ICT skills are about understanding and applying a range of computer programs, _____, and other applications.
   - A. hardware
   - B. software
   - C. peripheral
   - D. hard drive

9. It is a program which generates slide show presentations.
   - A. Microsoft (MS) Word
   - B. MS PowerPoint
   - C. MS Excel
   - D. MS Publisher

10. To Copy, press (Ctrl+C); to Paste, press _____ on the computer keyboard.
   A. (Shift+V)
   B. (Shift+P)
   C. (Ctrl+P)
   D. (Ctrl+V)

11. Information and Communication Technology (ICT) is generally accepted to mean all technologies and allow people and organizations to interact in the _____world.
   A. classical
   B. traditional
   C. digital
   D. none of them

12. A video clip of a story entitled "Rich People Problem" is in _____ file format.
   A. mp4
   B. html
   C. jpeg
   D. xls

13. Using interactive digital tools to tell a story is called digital _____.
   A. storybrowsing
   B. storymapping
   C. storykeeping
   D. storytelling

14. A person employed to drive a private car is called _____.
   A. driver
   B. courier
   C. chauffeur
   D. pauper

15. When an item is lacking interesting quality, it has a _____ label.
   A. nonsense
   B. nondescript
   C. no quality
   D. no value

LESSON 2

Literary Adaptations with ICT Skills Empowerment

Creative adaptation of a certain literary genre is easy to deal with if you have satisfying ICT skills that can help you enhance learning outputs in studying literary genres, its elements, and essential literary contexts about cultural diversities of 21st Century Literature across the globe.

In this lesson, you will read a story entitled "Rich People Problem", and you will apply your ICT skills to generate a digital picture emphasizing the story elements.

What's In

In the previous module, you have learned about short story and its basic elements. Creative transformation of contemporary books on short story and other literary genres has evolve over the digital technology today. The literary digital adaptations will make learning interesting and fun.

Before reading the short story and learning how to integrate your ICT skills in this lesson, take time to recall important details from the previous lesson to help you answer the following questions:

1. What is a short story?
2. Name the basic elements of a story.
3. Why do you read a short story?
2. Aside from books, are there any electronic resources to obtain a particular story to read? What are they?

Notes to the Teacher

This module targets a specific Learning Competency (LC). At the end of this lesson, the learner is expected to produce a creative literary adaptation with the integration of one's ICT skills.

What's New

Before you read the short story entitled "*Rich People Problem*" by Kevin Kwan, unlock some unfamiliar words presented in the table below. The first column contains the jumbled letters to be unlocked; the second column contains the meaning of mystery word; the third column contains the first letter of the word being guessed. Happy word hunting!

Jumbled Letters	Definition	Vocabulary
1. T T E D T U	- used to express disbelief or disapproval	T _____
2. F E U R C H A U F	- a person employed to drive a private car	C _____
3. S K W H I	- to agitate with a light rapid motion	W _____
4. R E N C E R E V E	- a deep respect for someone or something	R _____
5. T O M E DA C C U S	- normal or usual due to its being familiar	A _____
6. C O O N T Y	- a business person of exceptional wealth	T _____
7. V E N H A	- a place offering favorable opportunities	H _____
8. C R I P T N O N D E S	- lack of interesting quality	N _____

Rich People Problems
an excerpt by Kevin Kwan

¹ Bettina Ortiz y Meña was not accustomed to waiting. A former Miss Venezuela and Miss Universe runner-up, of course, the exceedingly bronzed strawberry blond was these days the wife of Miami auto-parts tycoon, Herman Ortiz y Meña, and at every restaurant she chose to grace with her presence, she was always greeted with reverence and whisked to the exact table she desired. Today she wanted the corner table on the terrace at Sip Sip, her favorite lunch spot on Harbor Island.

She wanted to sit on one of the comfy orange canvas director's chairs and stare out at the gently lapping turquoise waters while eating her Kale Caesar salad, but there was a large noisy group taking up the entire terrace and they didn't seem in much hurry to leave.

2 Bettina fumed as she glared at the tourists happily savoring their lunch in the sun. Look how tacky they were…the woman overly tanned, wrinkled, and saggy, none of them properly lifted or botoxed.

She felt like walking up to their table and handing out her dermatologist's business cards. And the men were even worse. All dressed in all rumpled shirts and shorts, wearing those cheap straw hats sold at the trinket shot on Dunmore Street. Why did such people have to come here?

3 The three-and-a-half-mile-long paradise with its pristine pink-sand beaches was one of the best-kept secrets in the Caribbean, a haven for the very rich filled with quaint little wood houses painted in shades of sherbet, charmin boutiques, chic oceanfront mansions turned into inns, and five-star restaurants to rival St. Barths. Tourists should have to take a style exam before being allowed to set foot on the Island! Feeling that she had been patient long enough, Bettina stormed into the kitchen, the fringe on her crocheted Pucci caftan top shaking furiously as she made a beeline for the woman with a shock of pixie-cut blond hair manning the main stove.

4 "Julie, honey, what's the dealio? I've waited more than *fifteen minutes* for my table!" Bettina sighed to the owner of the restaurant.
"Sorry, Bettina, it's been one of those days. The party of twelve on the terrace showed up first just before you did," Julie replied as she handed off a bowl of spicy conch chili to waiting server.

"But the terrace is your prime spot! Why on earth did you let those *tourists* take up all that space?"

5 "Well, that *tourist* in the red fishing cap is the Duke of Glencora. His party just boated over from Windermere – that's his *Royal Huisman* you see moored off the coast. Isn't it the most handsome sailboat you've ever seen?"

6 "I'm not impressed by big boats," Bettina huffed, although secretly she was rather impressed by people with big title. From the kitchen window, she surveyed the party assembled on the terrace with new eyes. These aristo British types were such a strange breed. Sure, they had their Savile Row suits and their heirloom tiaras, but when they traveled, they looked so painfully frumpy.

7 It was only then that Bettina noticed three tan, well-built men in fitted white T-shirts and black Kevlar pants sitting at the adjacent table. The guys weren't eating but sat watchfully, sipping glasses of seltzer water. "I assume that's the duke's security detail?
They couldn't be more obvious! Don't they know that we're all billionaires here on Briland, and this isn't how we roll?"
Bettina tutted.

8 "Actually, those bodyguards belong to the duke's special guest. They did a whole sweep of the restaurant before the party arrived.

19

They even searched my walk-in freezer. See that Chinese fellow seated at the end of the table?"

Bettina squinted through her Dior Extase sunglasses at the portly, balding, seventy-something Asian man dressed in a nondescript white short-sleeved golf shirt and gray trousers. "Oh, I didn't even notice him! Am I supposed to know who he is?"

That's *Alfred Shang*, Julie said in a hushed tone.

[9] Bettina giggled. "He looks like their chauffeur. Doesn't he look like that guy that used to drive Jane Wyman around in *Falcon Crest?*"
Julie, who was trying to focus on searing a cut of tuna to perfection, shook her head a tight-lipped smile. "From what I hear, that chauffeur is the most powerful man in Asia."

"What's his name again?"

To check your comprehension, answer the following questions on a separate sheet of paper.
1. Who are the characters in the story?
2. Can you tell the significant places reflected in the story?
3. What is the theme of the story?
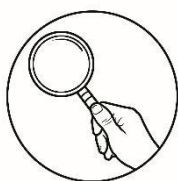
What is It

A. The Basic Elements of a Short Story

1. **Character |** The character element is the person or people in a story. Sometimes the characters are not human, some may be animals or spirits. Incidentally, even when non-human characters are used, they tend to have human characteristics.

   Characters are usually of two types:
   the *protagonist* and the *antagonist*.

   The **protagonist** is the main character. He or she is in conflict with another character, who is known as the **antagonist**.
   An example of a protagonist and an antagonist are Superman, the protagonist, and Lex Luthor, the antagonist.

2. **Setting |** The first important element of a short story is the setting. The setting refers to the time and place that the event(s) in the story take place.
3. **Plot |** The plot refers to the flow of events in the story. Essentially, the plot refers to what is happening in the story.

4. **Conflict |** The conflict or complication refers to the tension, the fight or the struggle between the various characters or forces in the story. This actually gives fuel to the story and influences its flow (i.e. its plot). Without the conflict, then you have no story.

5. **Climax |** The climax is the most exciting part of a story. It is when the conflict is about to or is getting resolved.

6. **Theme |** This element refers to the topic that the writer writes or comments on in his or her writing. The theme is the motif of the story, that is, it permeates the whole story and recurs throughout the narrative. An example of a theme is the topic of "bravery" in *Harry Potter.*

https://www.answers.com/Q/What_are_the_6_story_elements

B. Information and Communication Technology or ICT

Information and communications technology (ICT) refers to all the technology used to handle telecommunications, broadcast media, intelligent building management systems, audiovisual processing and transmission systems, and network-based control and monitoring functions. ICT is often considered an extended synonym for information technology (IT).

https://www.techopedia.com/definition/24152/information-and-communications-technology-ict

Information Technology (IT) is the use of computers **to store, retrieve, transmit, and manipulate data, or information**. IT system is generally an information system, a communications system or, more specifically speaking, a computer system – including all hardware, software, and peripheral equipment – operated by a limited group of users.

C. ICT Skills

ICT skills are about understanding and applying a range of computer programs, software, and other applications. These include word processing, spreadsheets, databases, slide presentations, and search engines.

https://www.thebalancecareers.com/computer-skills-list-2063738
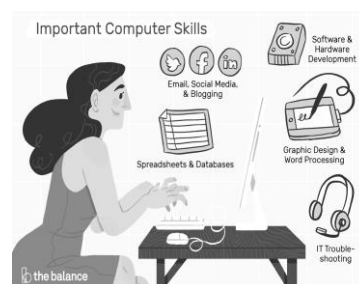
ICT skills are being manifested if you can do the following:

- type / encode your document; bring out your best writing using MS Word- word processor
- manipulate numbers and data for computation; discover and connect to data, analysis using MS Excel – number processor

- generate slides for presentation; design professional presentations using MS PowerPoint – slide presentation
- create everything from labels to newswriting and marketing materials using MS Publisher
- copy (Ctrl+C) and paste (Ctrl+V) any items from internet – images, video clips, music and be able to embed them in your outputs
- cite source(s) on any imported images, video clips, music ---to avoid plagiarism
- manage browsing websites
- save any files with appropriate file formats
- associate yourself as a Techie person (one who has smart and clever ways of manipulating computer and other related gadgets).

D. Components of ICT

The term Information and Communication Technology (ICT) is generally accepted to mean all technologies that, combined, allow people and organizations to interact in the digital world.
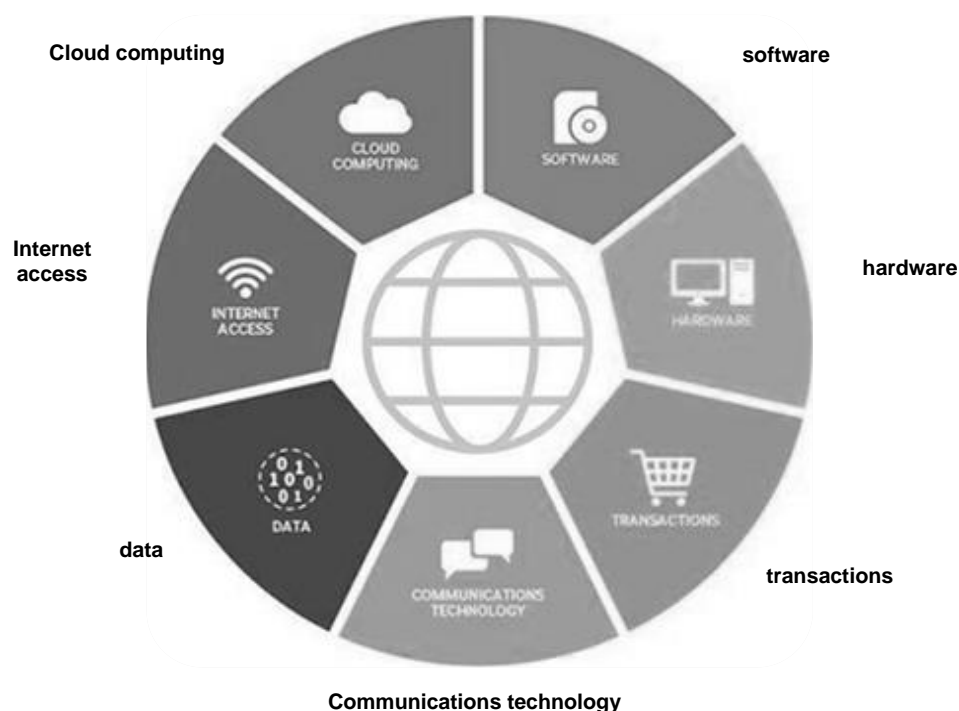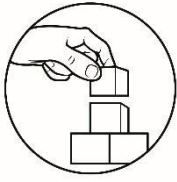
What's More

Enrichment Activities

Activity 1

Directions: Fill out the elements of a story entitled "Rich People Problem". Generate slides presentation using Microsoft PowerPoint or simply have the same graphic organizer in your word.doc file format.

Rich People Problem

by Kevin Kwa

Characters

_____

Setting

_____

Plot

_____

Conflict

_____

Climax

_____

Theme

_____

Activity 2

Directions: Create a table with two columns using word.doc file format. On the first column entitled <u>From the Text</u>, you are going to lift lines from the indicated paragraphs in the short story "Rich People Problem". On the next column entitled <u>From my Mind</u>, you are going to write your ideas based on the lines lifted. An example has been provided as your guide.

From the Text	From my Mind
Example: Bettina Ortiz y Meña was not accustomed to waiting.	*Patience is a virtue.*
From the Text (Paragraph 1)	From my Mind

From the Text (Paragraph 2)	From my Mind

From the Text (Paragraph 3)	From my Mind

From the Text (Paragraph 4)	From my Mind

| From the Text (Paragraph 5)	From my Mind

What I Have Learned

Read the following events in the story "Rich People Problem". Arrange the events logically for an interesting digital picture story presentation. Number the events 1 to 5 on the space provided below.

> *A Digital picture story is a video with the combination of audio, images, and even video clips to tell a story.*

——— The three-and-a-half-mile-long paradise with its pristine pink-sand beaches was one of the best-kept secrets in the Caribbean.

——— She wanted to sit on one of the comfy orange canvas director's chairs and stare out at the gently lapping turquoise waters while eating her Kale Caesar salad.

——— "Julie, honey, what's the dealio? I've waited more than *fifteen minutes* for my table!" Bettina sighed to the owner of the restaurant.

——— Bettina Ortiz y Meña was not accustomed to waiting. A former Miss Venezuela and Miss Universe runner-up.

——— She felt like walking up to their table and handing out her dermatologist's business cards. And the men were even worse. All dressed in all rumpled shirts and shorts.

> ### *Notes to the Teacher*
>
> The learner can use/or choose the story of his/her choice and comply with the task. It is the learner's creativity that matters most here. If computer is not available, he/she can create the picture story manually.
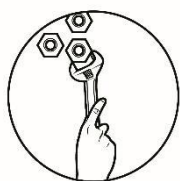
What I Can Do

Create a digital picture story of "*The Rich People Problem*" showcasing your ICT skills. Follow the steps to create a unique and interesting digital picture story presentation. You can use the events in What I Have Learned to begin your digital story.

Steps in Creating a Digital Picture Story

1. Use the story, "The Rich People Problem" for your digital picture story.
2. Note the sequence of events for the creative adaptation of the literary text.
3. Import images and music to your slides.
4. Apply appropriate template designs.
5. Record a voice-over.
6. Add transitions.
7. Adjust the timeline.
8. Save your output.

For sample video clip on creating digital story picture, click:
https://www.google.com/search?q=steps+in+creating+a+digital+picture+story&bih

Digital Picture Rubric

Digital Picture Story Criteria	Needs NO revisions (40)	Needs MINOR revisions (30)	Needs MAJOR revisions (20)	Needs TOTAL revisions (10)
1. Video Clarity and Resolution				
• Creativity • Technical Quality				
2. Audio				
• Audio is balanced between music and voice over. • Audio is clear all throughout the video.				
3. Pacing				
• Clip durations are appropriate, with elements of excitements and surprise. • The sequence of story is easy to comprehend.				

Assessment

Directions: Choose the letter of the correct answer. Write the chosen letter on a separate sheet of paper.

1. The most exciting part of a story is called _____.
    A. character   B. climax   C. conflict   D. plot

2. It refers to the tension, the fight or the struggle between the various characters or forces in the story.
    A. conflict   B. theme   C. setting   D. plot

3. A short story is interesting and fun to read because it teaches _____ or lesson.
    A. biographical   B. political   C. moral   D. sociological

4. The main character in the story is known as the _____.
    A. protagonist   B. antagonist   C. feminist   D. masculinist

5. This element refers to the topic that the writer writes or comments on in his or her writing.
    A. plot   B. conflict   C. climax   D. theme

6. Information Technology (IT) is the use of _____ to store, retrieve, transmit, and manipulate data or information.
   A. printer   B. projector   C. computer   D. scanner

7. Information and Communication Technology (ICT) is generally accepted to mean all technologies and allow people and organizations to interact in the _____world.
   A. classical   B. traditional   C. digital   D. none of them

8. To Copy, press (Ctrl+C); to Paste, press _____ on the computer keyboard.
   A. (Shift+V)   B. (Shift+P)   C. Ctrl+P)   D. (Ctrl+V)

9. It generates slides for presentation; used to design professional presentations.
   A. Microsoft (MS) Word   C. MS Excel
   B. MS PowerPoint   D. MS Publisher

10. To produce a literary adaptation of a story, one needs to apply his <u>ICT</u> skills. ICT means _____.
    A. Information and Communication Technology
    B. Information to Centralize Tutorial
    C. Inclusive for Classroom Technology
    D. Important in Communication Technology

11. ICT skills are about understanding and applying a range of computer programs, _____, and other applications.
    A. hardware   B. software   C. peripheral   D. hard drive

12. When an item is lacking interesting quality, it has a _____ label.
    A. nonsense   B. nondescript   C. no quality   D. no value

13. A person employed to drive a private car is called _____.
    A. driver   B. courier   C. chauffeur   D. pauper

14. A video clip of a story entitled "Rich People Problem" is in _____ file format.
    A. .mp4   B. .html   C. .jpeg   D. .xls

15. Using interactive digital tools to tell a story is called digital _____.
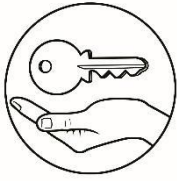   A. story browsing   B. storymapping   C. storykeeping   D. storytelling

Additional Activities

Directions: Choose 5 words from the ICTArtWord image. Give your own definition for each word.

1. _____

2. _____

3. _____

4. _____

5. _____

Answer Key

What I Know

Lesson 1
1. A
2. B
3. C
4. D
5. B
6. C
7. A
8. B
9. C
10. A
11. A
12. C
13. C
14. A
15. D

Lesson 2
1. C
2. A
3. B
4. D
5. A
6. A
7. C
8. B
9. B
10. D
11. C
12. A
13. D
14. C
15. B

What's More

Lesson 1
1. courageous/brave emoji
2. determined/confident emoji
3. thankful emoji
4. careful emoji
5. kind-hearted emoji

Lesson 2
4
2
5
1
3

Assessment

Lesson 1
1. B
2. C
3. A
4. C
5. D
6. A
7. B
8. D
9. B
10. C
11. D
12. A
13. A
14. C
15. A

Lesson 2
1. B
2. A
3. C
4. A
5. D
6. C
7. C
8. D
9. B
10. A
11. B
12. B
13. C
14. A
15. D

References

https://www.bing.com/images/.

https://www.bing.com/images/search?q=Pen+and+Paper+Clip.

https://www.bing.com/search?.

https://www.mobal.com/blog/travel-talk/destination-guides/customs-and-traditions-from-around-the-world/.

https://www.sprachcaffe.com/english/magazine-article/amazing-cultural-facts.

https://www.thefreedictionary.com/essay.

https://www.typesof.com/types-of-multimedia/.

https://www1.udel.edu/edtech/multimedia/index.html.

Kwan, Kevin. Rich People Problems. New York: Anchor Books, 2017.

https://www.google.com/search?q=multimedia+presentation+rubric.

https://www.google.com/search?q=steps+in+creating+a+digital+picture+story&bih.

https://studylib.net/doc/15992019/video-project-rubric.