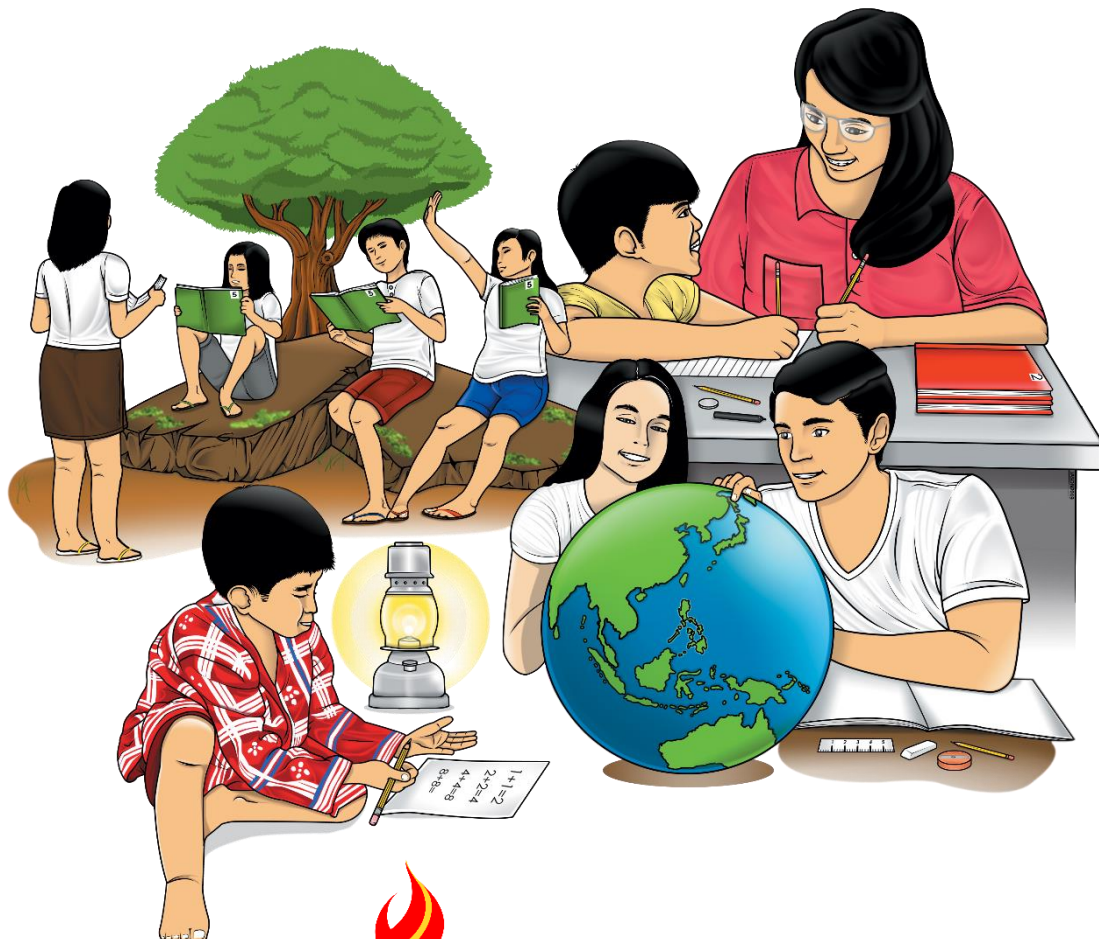


# Arts

## Quarter 4 – Module 8: Concept on the Use of the Software (Commands, Menu)



**Arts 6**  
**Alternative Delivery Mode**  
**Quarter 4 – Module 8: Concept on the Use of the Software (Commands, Menu)**  
**First Edition, 2021**

**Republic Act 8293, section 176** states that: No copyright shall subsist in any work of the Government of the Philippines. However, prior approval of the government agency or office wherein the work is created shall be necessary for exploitation of such work for profit. Such agency or office may, among other things, impose as a condition the payment of royalties.

Borrowed materials (i.e., songs, stories, poems, pictures, photos, brand names, trademarks, etc.) included in this module are owned by their respective copyright holders. Every effort has been exerted to locate and seek permission to use these materials from their respective copyright owners. The publisher and authors do not represent nor claim ownership over them.

Published by the Department of Education  
Secretary: Leonor Magtolis Briones  
Undersecretary: Diosdado M. San Antonio

**Development Team of the Module**

<b>Author:</b>	Ma. Mia Barte Iscala
<b>Editor:</b>	Lothes N. Naca, Marvin N. Martirez
<b>Reviewers:</b>	Rebecca R. Ibarreta, Ma. Lourdes Lizzette Z. Remola, Mahnnie Q. Tolentino, Hajji S. Tropa, Dr. Beauty Ann A. Zapico,
<b>Illustrator:</b>	Gerry D. Almanon
<b>Layout Artist:</b>	Ma. Mia B. Iscala, Richel D. Garcia, Celsa N. Gonzales, Salvador B. Belen Jr.
<b>Management Team:</b>	Ramir B. Uytico, Pedro T. Escobarte, Jr. Miguel Mac D. Aposin, Jerson B. Labos Elena P. Gonzaga, Donald T. Genine, Jerry A. Oquendo Dobie P. Parohinog, Mahnnie Q. Tolentino Rebecca R. Ibarreta, Hajji S. Tropa

Printed in the Philippines by \_\_\_\_\_

**Department of Education – Region VI – Western Visayas**

Office Address: Duran St., Iloilo City  
Telefax: (033) 336-2816, (033) 509 7653  
E-mail Address: region6@deped.gov.ph

# Arts

**Quarter 4 – Module 8:  
Concept on the Use of the  
Software (Commands, Menu)**

# **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***

This module was designed and written with you in mind. It is here to help you master the Sculpture-Package/Product Design. 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.

After going through this module, you are expected to:

- a. identify the concepts on the use of the software;
- b. explain the commands, menu, icon on the computer;
- c. explain the concepts on the use of the software;
- d. identify the menu, icon, and function of the software;
- e. name special commands used in communications, arts, design; and
- f. describe the contributions of Filipino and foreigners on the use of different software.



## ***What I Know***

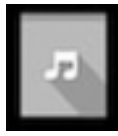
Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. What icon or menu in looking for photos?

a.



b.



c.



d.



2. It is a set of options presented to the user of a computer application to help the user find information to execute a program function.

- a. menu
- b. photos
- c. power button
- d. toolbar

3. One method is to create the entire start menu in your software, slice the images to their appropriate sections and then assemble them into

- a. Antivirus software
- b. graphic software
- c. VLC media player
- d. windows media player

4. It is a branch of visual arts that is concerned with expressive three-dimensional form.

- a. collage
- b. command
- c. packaging
- d. sculpture

5. It is the process of shaping material into any forms.

- a. electronic collage
- b. picture collage
- c. photography
- d. sculpting

## Lesson

# 1

## Concept on the Use of the Software

Concept on the use of the system software coordinates the activities and functions of hardware and software, and it controls the operations of computer hardware and provides an environment or platform the other types of software to work in. It is the most basic type of software in any computer system, which is essential for other programs, applications, and the whole computer system to function.



### *What's In*

Write ✓ if the statement is correct and ✗ if it is not. Write your answer in a separate sheet of paper.

- \_\_\_\_\_ 1. A Software is a set of instructions that are needed to exploit the hardware in a useful manner for given set of task.
- \_\_\_\_\_ 2. System Software is used to control, manage and work with the hardware of the computer or to convert instructions written in a high level language to machine language.
- \_\_\_\_\_ 3. The operating system of a computer is one of the main factor which contribute to its capacity.
- \_\_\_\_\_ 4. The communication between two parties whether they are machine or human being always needs a common language.
- \_\_\_\_\_ 5. Without software a computer is like a car without petrol or pen without refill.



### *Notes to the Teacher*

This module is designed to assist pupils to identify the concepts of software, explain the commands, icon and menu in the computer, and to explain the concepts on the use of the software. It is important to learn about these software and how can be controlled so that people at work are aware the functions of the program.



## ***What's New***

### **Software Defined**

Software is the program that runs the computer and allows us to use it. There are different types of computer software, all of which serve a specific purpose.

Learning about computers, one of the first steps is to understand the major types of software, their uses, and applications.

### **Types of Software**

Look at the different types of software below.

*Table 1. Types of software*

<b><i>Name</i></b>	<b><i>Focus</i></b>
Computer Software	Run the computer/allows us to use it
System Software	Activities and function
Application Software	Helps the user perform the task
Programming Software	Use to write test, develop other software
Operating System	Used to govern the control of the computer hardware components

- What are the basic types of software?
- What is the best concept do you prefer? Why?



## ***What is It***

Application of concepts on the use of the software deals with the different software like computer software, system software, application software, and programming software. The different menu in the computer, set of options presented to the user helps in finding information on how to execute a program function. Table 2 and Table 3 are samples of the different icons, menu applies the concepts according to the command of the user.



It is a set of instructions that are needed to exploit the hardware in a useful manner for given set of task. Word Processor – a piece of application software that allows the user to create documents.

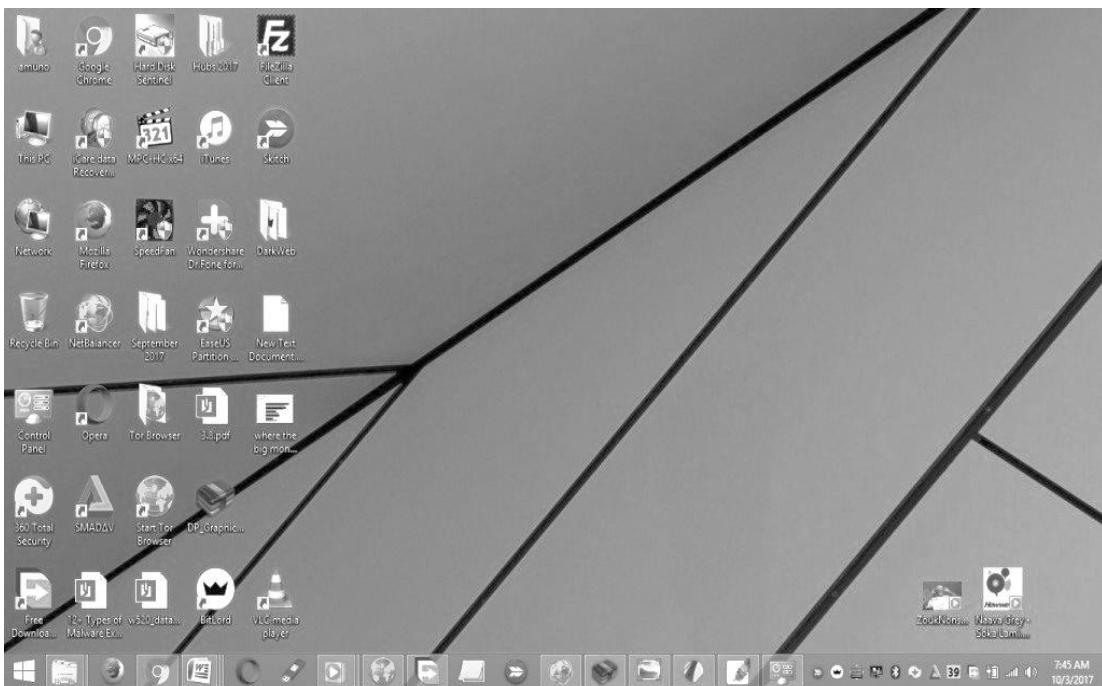
### Activity 1

Choose and draw the desired software or icon/menu in a coupon bond. Please see the given icons/menu below:

**Table 2.** Menu and icon



**Table 3.** Menu and icon



### Activity 2

Search and explore the icons/menu selected. Print a sample.



## ***What's More***

### **Activity: Understanding software words.**

Direction: Identify the concepts of software. Choose your answer inside the box below:

1. \_\_\_\_\_ is the most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
2. \_\_\_\_\_ is a set of options presented to the user of a computer application to help the user find information to execute a program function.
3. \_\_\_\_\_ is a branch of visual arts that is concerned with expressive three-dimensional form.
4. \_\_\_\_\_ is what helps the user perform the task of his/her choice.
5. \_\_\_\_\_ is used to write, test, debug and develop other software programs and applications.

<b>Application Software</b>	<b>Menu</b>	<b>Sculpture</b>
<b>Software</b>	<b>Programming Software</b>	



## ***What I Have Learned***

1. Software is the most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
2. The menu is a set of options presented to the user of a computer application to help the user find information to execute a program function.
3. Sculpture is a branch of visual arts that is concerned with expressive three-dimensional form.
4. There are different types of computer software that serve a specific purpose.
5. In Learning about computers, one of the first steps is to understand the major types of software, their uses, and applications.

6. Application software is what helps the user perform a specific task on the computer. They are also non-essential software that are installed in the computer provided by the system software.
7. Programming software is used to write, test, debug and develop other software programs and applications.
8. The various programming language editors such as Eclipse - a Java language editor-appear under category. They are used for creating both the system as well as application software.
9. Content Control Software is a kind of software that allows you to control the content that can be accessed by user on a computer. They are mostly used to restrict access over the Internet.
10. System Software is used to control, manage and work with the hardware of the computer or to convert instructions written in a high level language to machine language. *It is classified as following:* 1. Operating System 2. Programming Language 3. Translator



## ***What I Can Do***

The module suggests effective use of icon/menu in the Art lessons. The section gives examples of Art that can be used in particular activities. By using the actual content of the sample questions, it helps pupils to understand Art content better. It should be noted that a section of Module 8 highlights the use of icon/menu as a teaching tool for other subjects in searching in the computer, with a general and rather theoretical explanation of the use of it.

### **Activity : Understanding the kinds of software**

**Direction: Write TRUE if the statement is true and FALSE if not.**

- \_\_\_\_\_ 1. Operating system is the harnesses communication between hardware, system programs, and other applications.
- \_\_\_\_\_ 2. Device driver enables device communication with the OS and other programs.
- \_\_\_\_\_ 3. Firmware enables device control and identification.
- \_\_\_\_\_ 4. Translator translates high-level languages to low-level machine codes.
- \_\_\_\_\_ 5. Utility ensures optimum functionality of devices and applications.



## **Assessment**

**Multiple Choice.** Choose the letter of the best answer. Write the chosen letter on a separate sheet of paper.

1. The most basic type in any computer system, which is essential for other programs, applications and the whole computer system to function.
  - a. collage
  - b. command
  - c. electronic collage
  - d. software
  
2. A branch of visual arts that is concerned with expressive three-dimensional form.
  - a. menu
  - b. sculpture
  - c. software
  - d. packaging
  
3. It is used to write, test, debug and develop other software programs and applications.
  - a. Anti-virus software
  - b. Application software
  - c. Microsoft software
  - d. Programming software
  
4. A set of options presented to the user of a computer application to help the user find information to execute a program function.
  - a. collage
  - b. menu
  - c. sculpture
  - d. software
  
5. Enables device control and identification.
  - a. collage
  - b. command
  - c. Firmware
  - d. menu



## ***Additional Activities***

Additional activities in exploring commands in the different icon/menu, to run application from GNOME, users click on icons on their desktops or they select the applications which they want to run from a menu. Therefore, the first step in integrating an existing program with GNOME is to register it with the set of applications that users can run. Though common in other desktops, creating your own application-specific submenu is not recommended. Instead, provide one menu item for each application you ship. Extra items such as help files, READMEs or links to your web site should be embedded into the application itself.

### **Different software samples.**

Application Software  
Operating System  
Software  
System Software  
Programming Languages

Activity : Identify the following software in the blank provided below.

1-2 What are the two (2) basic type of software?

3-5 What are the three (3) classification of system software?

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_



## Answer Key

<p style="text-align: center;"><b>Assessment</b></p> <p>1. D 2. B 3. D 4. B 5. C</p> <p style="text-align: center;"><b>Additional Activities</b></p> <p>1. System Software 2. Application Software 3. Operating Software 4. Programming Software 5. Translator</p>	<p style="text-align: center;"><b>What's More</b></p> <p>1. Software 2. menu 3. sculpture 4. application software 5. programming software</p> <p style="text-align: center;"><b>What can I do</b></p> <p>1. True 2. True 3. True 4. True 5. True</p>	<p style="text-align: center;"><b>What I Know</b></p> <p>1. A 2. A 3. B 4. D 5. D</p> <p style="text-align: center;"><b>What's In</b></p> <p>1. ✓ 2. ✓ 3. ✓ 4. ✓ 5. ✓</p>
--	--	---

## ***References***

Quinitio, Ligaya Bautista Garcia, Cipriano, Eduardo V., Buhain, Eliseo P., Briosos, Juliet H., Lacia, Diana Alcoba, Alonzo, Almira Alcoba, Solano, Gernalyn Andres, The 21st MAPEH in Action, Rex Book Store.

Retrieved from:

<https://wikipedia.org>

<https://support.microsoft.com>

<https://icons.com>

<https://artibeus.com>

<https://en.wikipedia.org/wiki/software>

**For inquiries or feedback, please write or call:**

Department of Education - Bureau of Learning Resources (DepEd-BLR)

Ground Floor, Bonifacio Bldg., DepEd Complex  
Meralco Avenue, Pasig City, Philippines 1600

Telefax: (632) 8634-1072; 8634-1054; 8631-4985

Email Address: [blr.lrqad@deped.gov.ph](mailto:blr.lrqad@deped.gov.ph) \* [blr.lrpd@deped.gov.ph](mailto:blr.lrpd@deped.gov.ph)