



Republic of the Philippines
Department of Education
REGION XI
SCHOOLS DIVISION OF DAVAO DEL NORTE

SCHOOLS DIVISION OF DAVAO DEL NORTE
RECORDS SECTION

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Office of the Schools Division Superintendent

January 12, 2022

DIVISION MEMORANDUM

No.: 042, s. 2022

**THE USE OF ANDROID-BASED ELECTRONIC SELF-LEARNING MODULES AND
DIGITALIZATION OF GAMIFIED RESOURCES (WEBINAR SESSION NO. 1)**

To: Assistant Schools Division Superintendent
Chief, Curriculum Implementation Division
Chief, School Governance and Operations Division
Education Program Supervisors
Public Schools District Supervisors
School Heads and Principals
All Others Concerned

1. Enclosed are OUA MEMO 00-0122-0026 and Regional Memorandum with the subject THE USE OF ANDROID-BASED ELECTRONIC SELF-LEARNING MODULES AND DIGITALIZATION OF GAMIFIED RESOURCES (WEBINAR SESSION NO. 1) released January 7, 2022, inviting teachers to attend a webinar session on **January 15, 2022, from 9:00 a.m. to 12:00 p.m.**
2. See attached memorandums for more details about the program.
3. Immediate and wide dissemination of this Memorandum is desired.

DEE D. SILVA, DPA, CESO V
Schools Division Superintendent





Republic of the Philippines
Department of Education
 DAVAO REGION

Office of the Regional Director

MEMORANDUM

To : All Schools Division Superintendents / OIC – SDSs

Subject: THE USE OF ANDROID-BASED ELECTRONIC SELF-LEARNING MODULES AND DIGITIZATION OF GAMIFIED RESOURCES (WEBINAR SESSION #1)

Date : January 10, 2022

Attached is the Memorandum No. 00-0122-00 dated January 7, 2022, from Usec. Alain Del B. Pascua, Undersecretary for Administration (OUA), regarding the use of Android-based Electronic Self-Learning Modules and digitization of Gamified Resources. The OUA through the Information and Communications Technology Service – Educational Technology Unit (ICTS-EdTech), will be conducting a webinar session on January 15, 2022, from 9:00 AM to 12:00 noon regarding the maximum use of Android-based electronic self-learning module, which is downloadable at DepEd Commons. In addition, the training will provide how to gamify existing resources using application-based resources that are engaging and compelling that learners and teachers will benefit from in any learning environment.

Anent to this, all Schools Divisions are hereby directed to encourage their teaching personnel to join this activity. The activity offers an open registration. The sessions will be aired on the following social media accounts:

1. <https://www.facebook.com/depededtech> (Facebook)
2. <https://www.youtube.com/c/EducationalTechnologyUnit> (YouTube)

Certificates of Participation will be provided through the DepEd Professional Development – Learning Management System (PD-LMS) and shall receive a Certificate of Recognition (National Certificate). Please see attached memorandum for further details.

For concerns and question on this subject, please contact Mr. Mark Anthony C. Sy, Head of the ICTS-EdTech through email at mark.sy002@deped.gov.ph.

Immediate dissemination of this memorandum is desired.

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how

01/10/22

ALLAN G. FARNAZO
 Director IV

Enclosed: As stated.
 ORD/ICT2/pch





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Republika ng Pilipinas
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Tanggapan ng Pangalawang Kalihim

OUA MEMO 00-0122-0026
MEMORANDUM
07 January 2022

For: Regional Directors
Schools Division Superintendents
Regional and Division Information Technology Officers
School Heads/Principals
School ICT Coordinators
Teachers Concerned

Subject: THE USE OF ANDROID-BASED ELECTRONIC
SELF-LEARNING MODULES AND DIGITIZATION OF
GAMIFIED RESOURCES (WEBINAR SESSION #1)

The Office of the Undersecretary for Administration (OUA), through the Information and Communications Technology Service-Educational Technology Unit (ICTS-EdTech), continuously innovates and defines learning by developing solutions that will maximize the use of ICT in instruction. A print-based module is constructive to guide learners in understanding concepts with the different needed competencies for a particular quarter or period. However, this will require human resources and numerous paper materials, which is not Earth-friendly. Using emerging technology and software solutions, the ICTS-EdTech converted the ready-to-print quality assured Self-Learning Modules (SLMs) into an Android-based format that is cost-efficient and easy to deploy.

The ICTS-EdTech will be conducting a webinar session on 15 January 2022, from 9:00 am to 12:00 noon (see Annex A for detailed program guide), regarding the maximum use of the Android-based electronic self-learning module, which is downloadable at the DepEd Commons. In addition, the training will provide how to gamify existing resources using application-based resources that are engaging and compelling that learners and teachers will benefit from in any learning environment.

This activity offers an open registration. The sessions will be aired on the following social media accounts:

<https://www.facebook.com/depededtech> (Facebook)
<https://www.youtube.com/c/EducationalTechnologyUnit> (YouTube)

Office of the Undersecretary for Administration (OUA)
(Administrative Service (AS), Information and Communications Technology Service (ICTS), Disaster Risk Reduction and Management Service (DRRMS), Bureau of Learner Support Services (BLSS), Baguio Teachers Camp (BTC), Central Security & Safety Office (CSSO))



Certificates of Participation will be provided through the DepEd Professional Development-Learning Management System (PD-LMS) and shall receive a Certificate of Recognition (National Certificate).

For questions, concerns, and clarifications on this subject, please contact Mr. Mark Anthony C. Sy, Head of the ICTS-Educational Technology Unit (EdTech), through email at mark.sy002@deped.gov.ph .

For information and widest dissemination.


ALAIN DEL B. PASCUA
Undersecretary



Annex A: Program Guide

Time	Topic	Speaker
9:00 – 9:15 am	Preliminaries 1. National Anthem 2. Opening Prayer 3. Welcome Remarks 4. Objectives of the Activity	Dir. Abram Y.C. Abanil Maria May Sevilla
9:15 – 10:00 am	Training Proper 1. Demonstration of access and login using DepEd Commons 2. Demonstration of proper download and installation 3. Tip and Tricks using the App	Sara Jane C. Sarino Sherwin G. Lomeda
10:00 – 11:30 am	Demonstration and Hands-on Activity Gamification Application	Mark Anthony C. Sy
11:30 – 11:40 am	Raffle	Ariel Delos Santos
11:40 am – 12:00 noon	Closing Program 1. Reminders 2. Closing Remarks	Rainier G. De Jesus Usec. Alain Del B. Pascua



Annex B: List of Available eSLM Android Version at DepEd Commons

Key Stage 1

Grade Level	First Quarter	Second Quarter	Number of APPS
Kinder	Week 1-10	Week 1-10	2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 1	AP	/	/	2
	ARTS	/	/	2
	ESP	/	/	2
	FIL	X	/	1
	HEALTH	/	/	2
	MATH	/	/	2
	MTB-MLE	/	/	4
	MUSIC	/	/	2
	PE	/	/	2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 2	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	3
	MTB-MLE	/	/	3
	MUSIC	/	/	2
	PE	/	/	2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 3	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	4
	MTB-MLE	/	/	2
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2



Key Stage 2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 4	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	EPP	/	/	4
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	2
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 5	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	EPP	/	/	4
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	4
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 6	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	2
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2
	TLE	/	/	4



Key Stage 3

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 7	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	2
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2
	TLE	X	X	0

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 8	AP	/	/	2
	ARTS	/	/	2
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	2
	MATH	/	/	3
	MUSIC	/	/	2
	PE	/	/	2
	SCI	/	/	2
	TLE	X	X	0

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 9	AP	/	/	2
	ARTS	X	X	0
	ENG	X	X	0
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	X	X	0
	MATH	/	/	3
	MUSIC	X	X	0
	PE	X	X	0
	SCI	/	/	2
	TLE	X	X	0



Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 10	AP	/	/	2
	ARTS	/	/	1
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	1
	MATH	/	/	2
	MUSIC	/	/	1
	PE	/	/	1
	SCI	/	/	2
	TLE	X	X	0
	MAPEH	/		1

* Please take note that MAPEH Q1 is used for Music, Arts, PE, and Health due to few numbers of modules.

Key Stage 4

Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Core Subjects	21st Century Literature from the Philippines and the World	/	/	2
	Contemporary Philippine Arts from the Regions	/	/	2
	Disaster Readiness and Risk Reduction	/	/	2
	Earth and Life Science	/	/	3
	Earth Science	/	/	2
	General Mathematics	/	/	4
	Komunikasyon at Pananaliksik sa Wika at Kulturang Pilipino	/	/	3
	Media and Information Literacy	/	X	1
	Oral Communication	/	/	2
	Pansariling Kaunlaran	/	/	2
	Physical Science	/	/	2



Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Applied Subjects	Empowerment Technologies	/	/	2
	Filipino sa Piling Larang-Akademik	/	/	1
	Filipino sa Piling Larang-Isports	/	/	2
	Filipino sa Piling Larang-Teknikal Bokasyonal	/	/	2
	Filipino sa Piling Larang-Sining	/	/	1
	Inquiries, Investigation, and Immersion	/	/	1
	Entrepreneurship	/	/	1
	Practical Research 1	/	/	1
	Practical Research 2	/	/	1

Total Number of Android Version eSLM

Grade Level	Number of Apps
Kinder	2
Grade 1	19
Grade 2	22
Grade 3	24
Grade 4	24
Grade 5	26
Grade 6	24
Grade 7	20
Grade 8	21
Grade 9	11
Grade 10	17
Senior High School	37
Total	247



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