



Department of Education  
Division of Pasig City  
**SAGAD HIGH SCHOOL**

**Learning Resources Management and Development System**  
SY 2021 – 2022



**TITLE:** MOBILE LEARNERS

**PROPONENT:** Learning Resources Management and Development System

### **INTRODUCTION:**

Distance Learning is used to continue the teaching-learning process and maintain quality education for the learners in basic education. Different learning modality, apart from face-to-face classes, are used to let the students pursue their study and be promoted on their next grade level. However, not all learners can cope with the distance learning modalities due to lack of internet connection and available gadget. Therefore, some do not submit necessary school requirements before the end of 1<sup>st</sup> quarter, making them fail the subject Araling Panlipunan 9.

Some learners also get disturbed by the mobile games attached to their smart phones, particularly the Mobile Legends which is considered as an eSport nowadays. It is a kind of rank game where more people, not only the students, are getting hooked on. Some even make this game personalized.

Thus, the LRMDs created a cybrary or e-Learning portal that shall present all self-learning modules and other learning materials that students might use in their study and recreational activities. This portal shall be converted into mobile app so that all learners can easily get access to those materials provided by the school and Department of Education.

From this, the proponent created also an app that can be used by the learners to get remediation classes using their mobile phones. It is created by the teacher in Araling Panlipunan 9 to help the students easily understand the concepts of Economics. This app is patterned to the Mobile Legends ranking system. This method is used to make the learners get in touch with the same system as in the game but used in the mechanism of their study. Learners shall rank up based on their achievement in the app. In this app, they can watch YouTube videos, read modules, see pictures, and get proper assessment. Video Lessons, pictures and modules are also made by the teacher himself.

### **PROJECT/PROGRAM OBJECTIVE:**

This project aims to create mobile learner app that shall serve as eLearning portal of the school.

This also aims to conduct remediation online using Mobile App, patterned to the popular game which learners are commonly play.

This shall also re-assess the learners' scholastic grade by giving them easier way of taking summative assessment.

It shall also share the idea of creating mobile app to other teachers who are interested to use the same learning system.

#### **ACTIVITIES:**

LRMDS Team shall create a cybrary and eLearning Portal using Google Site. This website helps other people to create their own website to be used in business, library, learning, and other portfolio. Then, using the [thinkable.com](http://thinkable.com), the proponent shall be used to convert this website into mobile app that can be shared to all learners by just scanning the provided QR Code.

Araling Panlipunan 9 Teacher identifies the beneficiaries by looking at the learners who do not reach the passing rate in the subject. All beneficiaries shall be chatted and sent link for them to download the mobile app. This app is patterned to the Google Sheet made by the teacher. The ranking system is derived from the Mobile Legends Bang Bang mobile game, where they shall start in the lower rank of Warrior, going to Elite, until they reach the level of Economythiel!

LRMDS shall also share this teaching-learning system to other teachers so that they could also encourage their learners to pursue independent learning using the app.

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## ACCOMPLISHMENT REPORT

### MOBILE LEARNERS APP

#### Innovation

Learning Resources Management and Development System accomplished its dream of having the first mobile app for eLibrary in the Division of Pasig City. The app was created using Google Site, a platform that helps teachers in creating their own website, and Thunkable, a site that create mobile app for IOS and Android.

Upon creating our own mobile app, Sagad High School suddenly shared the link via QR Code to the teachers to be shared to their learners. A separate link was used to share the website of Cybrary and eLearning Portal so that those who prefer computer/laptop instead of cellphone or tablet, can still get access through the portal.

This picture is the “Home” of the mobile app. Each icon shall direct the user to different parts of the mobile system and get through the pages they desire. The most useful was the Self-Learning Modules which all teachers and learners download the SLMs for each quarter in different subjects.

It was developed by Ernesto D. Tabios, the Learning Resources Coordinator of Sagad High School, with the help of School ICT Coordinator Ryan C. Calimag. They both download the SLMs from the SDO Pasig Portal and shared in the cybrary and eLearning portal of the school.

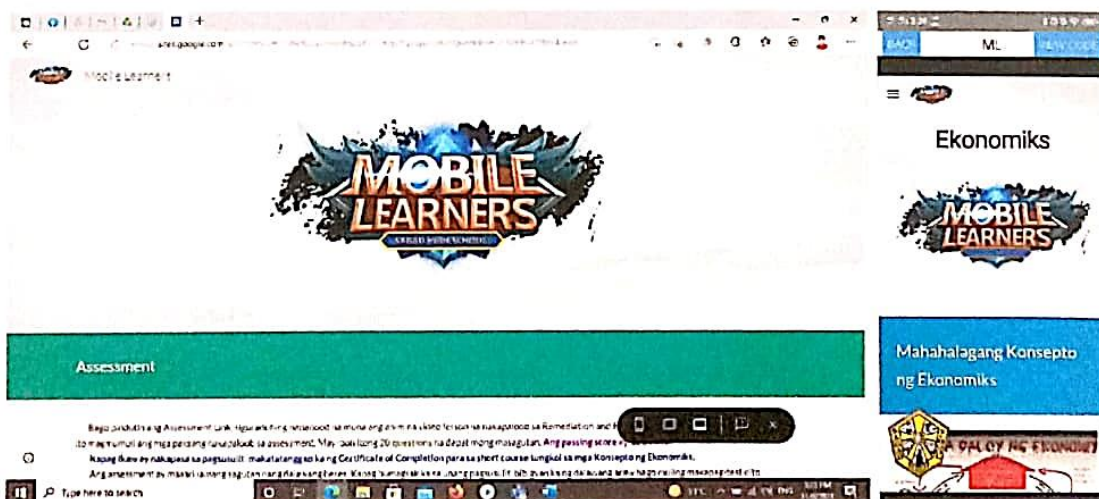
The mobile app can be downloaded by scanning the QR Code below or clicking the link:

<https://sites.google.com/depd.gov.ph/sagad-hs-lr-cybrary-portal/home>



This project was first utilized in SY 2020 – 2021 known as Cybrary and eLearning Portal and was improved in this school year, with the name **Mobile Learners**. The app was first introduced in 3<sup>rd</sup> Quarter since the building of program was still in progress. It was first shared to teachers and eventually, to the learners. The app shall be utilized in the next school years as part of students' learning materials.

The LR Coordinator of Sagad High School introduce the use of Mobile Learners in November 9, 2021 and conducted a workshop to educate other teachers to create their own website and mobile app using Google Sites and Thinkable Website. It was supposed to be attended by teachers of AP Department but was suddenly participated by teachers in different department of Sagad High School.

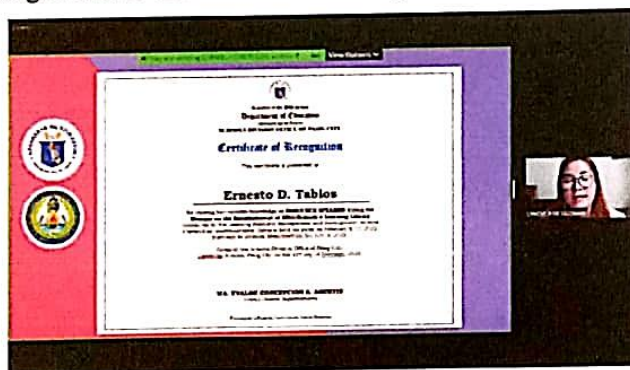


The LR Coordinator also created a separate mobile app to be used in conducting remediation using these platforms, known as Mobile Learners: Economythic. The term

economythic was derived from the subject Ekonomiks that the teacher teaches. The “mythic” was the 2<sup>nd</sup> highest rank in the popular Mobile Legends which the project was derived from. The ranking system of mobile games were proven addicting to the gamers, thus the teacher converts that addiction into something fruitful for the learners. It was converted into a remediation portal with the same ranking system like the game to encourage the learners earn more badges and get certificate of becoming Economythic.



The LR Coordinator also shared the features of Mobile Learners of Sagad High School on February 11, 2022 and taught some other procedures of creating eLibrary using Google Sites to teachers of SDO-Pasig.



These 2 mobile apps: The Mobile Learners and ML Economythic; shall be monitored to get more feedback from the stakeholders and continuously improve and innovate its system for the development of eLearning platforms of Sagad High School. The LRMS is also open to share this process to other teachers schools and division offices.



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