



2022 SEAMEO-Japan ESD Award

Theme: Education Transformation through Partnership

SUBMISSION FORM

The submission deadline is 31 July 2022

Full Information: <https://link.seameo.org/2022SEAMEOJapanESDAward>



- To participate in the 2022 SEAMEO-Japan ESD Award, please submit the information of your school's programme on "Education Transformation through Partnership" by using this template of Submission Form on or before 31 July 2022.
- The **digital format of this Submission Form** can be requested by sending an email to: seameojapan.award@seameo.org
- The **guidelines for submission** and the **judging criteria** are detailed in page 7-8 of this document.
- **How to Submit the Entry:** Schools can submit the completed "Submission Form of 2022 SEAMEO-Japan ESD Award" and a "3-minute video clip" together with a maximum of 2 supporting documents (optional) to the SEAMEO Secretariat's email: seameojapan.award@seameo.org
- Important Note: to align with the ESD practices and to save the environment and energy, the Committee **WILL NOT** accept the entry in hard/printed copies.
- More information, please visit: <https://link.seameo.org/2022SEAMEOJapanESDAward> or contact the SEAMEO Secretariat's email: seameojapan.award@seameo.org or Tel. +66-2391-0144.

PART I: DETAILS OF YOUR SCHOOL

1. Name of your school: Sagad High School
2. Full address: E. Angeles St., Sagad, Pasig City
3. Postcode: 1600
4. Country: Philippines
5. School's telephone number (country code+city code+telephone number): _____
6. School's Email Address: 305414@deped.gov.ph
7. Name of the Head Master/Principal/School Director: Nenet M. Peñaranda
8. Name of the Teacher Coordinator: Ernesto D. Tabios
9. Email address of the Coordinator: Ernesto.tabios@deped.gov.ph
10. School website (if available): _____
11. Educational level (Such as Kindergarten 1 to Grade/Year 9): Grade 7 to Grade 9 (Junior High School)

12. Total number of teachers in your school: 108
13. Approximately number of teachers participated in this programme: 20
14. Total number of students in your school: 3000
15. Approximate number of students participated in this programme: 200

PART II: INFORMATION ABOUT THE SCHOOL'S PROGRAMME

The information of part II from no.1 to 14 should not be over five (5) pages long of A4 in total. The information should be written in **Times New Roman/Calibri font, font size 11.**

1. Title of the school's programme

Mobile Learners and Librarymedial

2. Summary of the programme (a half page of A4)

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 1st 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 LRMS 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.

The Learning Resources Coordinator observed in his classes these problems, especially in his advisory class. Thus, we would like to open the services of our Learning Resources Center, the Library, and the eLibrary, to be used by the students who do not have access to the internet and gadgets. This program is open also for the learners who are disturbed at home in their study. Limited access to the school library shall give opportunity for the learners to do their Performance Tasks and answer their Written Works, starting 2nd Quarter until 4th Quarter.

The Department of Education is now piloting face-to-face classes in different chosen schools. Parent's Consent must be filled up before we let the learners enter our school premises. Beneficiaries must also be vaccinated and under the modular learning modality.

3. Objectives/goals of the school's programme

This project aims to

- ✓ create mobile learner app that shall serve as eLearning portal of the school;
- ✓ conduct remediation online using Mobile App, patterned to the popular game which learners are commonly play;
- ✓ help students under modular learning modality, who are not capable of attending classes and do scholastic works, to continue their study and undergo remediation inside the school library.

4. Period of the time when the programme has been started

December 2021 – June 2022

5. Activities (strategies/activities of implementation, and brief information of each activity)

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, 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 Economythic!

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.

In preparation to the Librarymedial, the library shall be properly maintained and disinfected regularly (twice a week). Alcohols are also available inside and outside the room. Tables and chairs are arranged for social distancing and strict compliance to this rule shall be observed. Entrance point and Exit point are in different doors.

6. Teaching and learning approaches/strategies that the school has integrated into the programme

The program has 2 modalities: the Online Modality where learners shall attend the remediation through online approach using Mobile Learners App; and the Onsite Approach where learners who do not have enough gadget and access to the internet can take their lessons in the school library using the computers, books and other materials available in the Learning Resources Center.

Beneficiaries shall attend at least once a week, preferably Wednesday (depends on their available schedule) or once every two weeks, depending on the urgency of attending classes. White t-shirt, pants, and shoes shall be used as their uniform. They shall follow health protocols such as wearing face masks, maintaining social distancing and observing proper sanitation. Boys shall attend every morning while girls are at the afternoon.

Before entering the library, students must present the QR Code given to them, which shall automatically send message to their parent/guardian that they are already at the school library premises.

Upon entering, they can use the computers (and other gadgets) in the eLibrary to answer their Written Works and do their Performance Tasks. Mr. Ernesto D. Tabios and Mr. Ryan C. Calimag shall be the ones who assist them with their needs.

After doing their tasks, learners must again scan the QR Code to inform the parents that they are about to go home already.

7. Details of partnership and community participation in the school's programme

The teacher conducted home visitation of identified learners who needs to undergo onsite learning due to unavailability of gadget and/or internet connection. Most of the parents agreed to the condition and willing to let their children participate in the program.

Student-beneficiaries shall secure a parent's consent and have undergone vaccination against COVID 19 before accepted in the program. The Supreme Student Government, the student-governing body of the school, help the school to teach the learners in the library.

When the learning modality became onsite, some beneficiaries accepted on Face-to-Face Classes decided to continue their participation to the program. Some school supplies were donated by the sponsors, such as Global Surge Inc., and CFC-SFC.

The Local Government Unit of Pasig also donated bags to the learners.

8. Monitoring and evaluation mechanisms

All beneficiaries' scholastic grades and attendance were monitored. The group chat of parents were updated so that they could also know whether the learners are attending their remediation or not. Their grades were shared every quarter to know if the learners are doing better in school.

If the learners get lower/failing grades, or having difficulty in the submission of Performance Tasks they were encouraged to attend remediation more than once a week. Their grades were computed based on their submitted Written Works (WWs) and Performance Tasks (PTs). Their PTs were given as a manner of integrative assessment. It means that they can get grades on their 3 different subjects by just submitting 1 project which necessary competencies were integrated to each other.

9. Effectiveness of the school's programme to learners, teachers, families, and community

All beneficiaries of the program were promoted to the next Grade Level (100 % Efficacy). Learners, teachers, and parents were happy to witness such achievement in Sagad high School Community. No learners were left behind.

10. Plan for future

This program shall be continued in the following school year and ought to expand the program to more beneficiaries, this time including Grade 7 and 8 learners. The Mobile Learners shall also be widened not only to the subject Economics but also to Contemporary Issues, World History and Asian History. eLibrary shall continue serve the learners and always open to those who want to use computers or learn computer literacy.

11. Interrelationship of the school's programme with other Sustainable Development Goals (SDGs) (Please refer to page 2 in the Information Note or <https://sustainabledevelopment.un.org/sdgs>)

Quality education is the target developmental goals of this project. Somehow, the school have provided quality services by engaging the learners to practice computer literacy skills that shall be used when they get into the world of work. It also **reduces inequalities** for those who cannot attend online classes due to unavailable gadgets and internet could go to school library to accomplish their school works using our learning resources for free. **Partnership for the goals** was also achieved with the collaboration of both parents and teachers in helping the learners continue their study in times of pandemic and implementation of distance learning.

12. Link(s) to the information of school's programme in social media platforms such as facebook, website, youtube

Mobile Learners
<https://tinyurl.com/mobile-learners>
Mobile Learners Economythic
<https://tinyurl.com/economythic>
Certificates of Beneficiaries
<https://tinyurl.com/Q1-economythic-certificate>
<https://tinyurl.com/Q2-economythic-certificate>

13. (Optional) List of supporting documents such as a copy of the school operational plan or school management plan, action plan, learning/teaching materials, lesson plans, samples of student worksheet, manuals, etc.

If the supporting documents are written in local language, please provide a brief description in English language.

Maximum of two (2) supporting documents can be submitted with this submission form. Each supporting document should be less than or equal to **twenty (20) pages**.

Document 1) Mobile Learners (Project Proposal and Accomplishment Report)
Document 2) Librarymedial (Project Proposal and Accomplishment Report)

14. Photos related to the activity/programme (Maximum of five (5) photos with captions in English)

Photo1



Learners doing their Performance Tasks on paper before they transfer them to the computer.

Photo 2



Parents agreeing and signing the parent's waver to let their children participate to the program.

Photo 3



Learners watching Video Lessons made by their teacher for them to easily understand their lesson.

Photo 4



Learners under Limited Face-to-Face Classes doing their Performance Tasks in the eLibrary

Photo 5



Learners doing their Performance Tasks in the eLibrary using Canva App