



Republic of the Philippines  
**Department of Education**  
REGION III – CENTRAL LUZON  
SCHOOLS DIVISION OFFICE - SCIENCE CITY OF MUÑOZ

January 12, 2022

**DIVISION MEMORANDUM**

No. 33, s. 2021

**DISSEMINATION OF OUA MEMO 00-0122-0026 RE: THE USE OF ANDROID-BASED ELECTRONIC SELF-LEARNING MODULES AND DIGITIZATION OF GAMIFIED RESOURCES (WEBINAR SESSION # 1)**

To: Assistant Schools Division Superintendent  
CID and SGOD Chiefs  
Education Program Supervisors  
Public Elementary and Secondary School Heads  
All Others Concerned

1. For the information, guidance, and compliance of all concerned, enclosed is OUA Memo 00-0122-0026 Re: The Use of Android-Based Electronic Self-Learning Modules and Digitization of Gamified Resources (Webinar Session #1).
2. Wide dissemination of this Memorandum is hereby enjoined.

**DANTE G. PARUNGAO, CESO VI**  
Officer-In-Charge  
Office of the Schools Division Superintendent

CID/DDV/2022



*Loyal, Excellent, Accountable and Dedicated to Service*

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Republika ng Pilipinas  
**Kagawaran ng Edukasyon**  
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)**

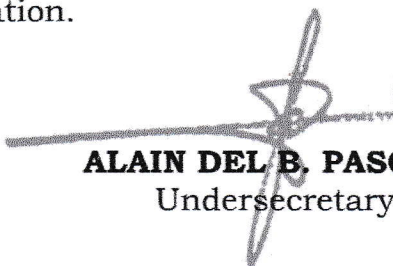
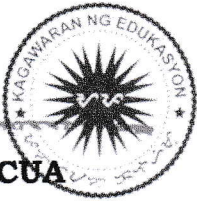
*[Administrative Service (AS), Information and Communications Technology Service (ICTS), Disaster Risk Reduction and Management Service (DRRMS), Bureau of Learner Support Services (BLSS), Baguio Teachers Camp (BTC), Central Security & Safety Office (CSSO)]*



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](mailto: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	

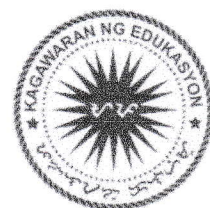


Grade Level	Subject	First Quarter	Second Quarter	Number of APPS
Grade 10	AP	/	/	2
	ARTS	/	/	1
	ENG	/	/	2
	ESP	/	/	2
	FIL	/	/	2
	HEALTH	/	/	1
	MATH	/	/	2
	MUSIC	/	/	1
	PE	/	/	1
	SCI	/	/	2
	TLE	X	X	0
	MAPEH	/		1

\* 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
<b>Total</b>	<b>247</b>

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