

2622-45691



Republic of the Philippines  
**Department of Education**  
REGION X- NORTHERN MINDANAO  
DIVISION OF MALAYBALAY CITY

DAI - 2022-01 - 033  
DEPED MALAYBALAY CITY DIVISION  
RELEASED  
DATE:                      TIME: 8:44 AM  
BY: JAN 17 2022

**DIVISION MEMORANDUM**  
No. 093, s. 2022

**To: Assistant Schools Division Superintendent  
Chief, CID and SGOD  
School Heads  
All Others Concerned  
This Division**

**From: VICTORIA V. GAZO, PhD, CESO V**  
Schools Division Superintendent

**Subject: DISSEMINATION OF REGIONAL MEMORANDUM NO. 24 S.  
2022 RE THE USE OF ANDROID-BASED ELECTRONIC SELF-  
LEARNING MODULES AND DIGITIZATION OF GAMIFIED  
RESOURCES WEBINAR SESSION 1**

**Date:** January 14, 2022

1. For the information and guidance of all concerned, enclosed is a copy of Regional Memorandum No. 24, s. 2022 dated January 12, 2022, entitled The Use of Android-based Electronic Self-Learning Modules and Digitization of Gamified Resources Webinar Session 1.

2. The teachers are directed to join on January 15, 2022 via the following links:

a. <https://www.facebook.com/depededtech>

b. <https://www.youtube.com/EducationalTechnologyUnit>

3. Should there be queries, contact Purisima J. Yap - EPS-LRMDS at 09364882591.





Republic of the Philippines  
**Department of Education**  
REGION X - NORTHERN MINDANAO

2022-45666

*Apes*

1/12  
DTS: 22/69882

Office of the Assistant Regional Director

January 12, 2022

REGIONAL MEMORANDUM

No. 24, s. 2022

**THE USE OF ANDROID-BASED ELECTRONIC SELF-LEARNING  
MODULES AND DIGITIZATION OF GAMIFIED RESOURCES  
WEBINAR SESSION 1**

To: Schools Division Superintendents  
All Others Concerned

1. About OUA Memorandum No. 00-0122-0026 from Undersecretary Alain del B. Pascua, DepEd Central Office, through the Information and Communications Technology Service-Educational Technology Unit (ICTS-EdTech), will be conducting a webinar session titled **The Use of Android-based Electronic Self-Learning Modules and Digitization of Gamified Resource** on January 15.
2. The training will provide strategies on how to gamify existing resources using engaging and compelling application-based resources that learners and teachers will benefit from in any learning environment.
3. This activity offers an open registration. The sessions will be aired on the following social media accounts:
  - a. [Facebook](#)
  - b. [YouTube](#)
4. Attached is the unnumbered Memorandum for reference.



DepEd Regional Office X, Zone 1, Upper Balulang, Cagayan de Oro City  
(088) 856-3932 | (088) 881-3137 | (088) 881-3031  
Department of Education Region 10  
region10@deped.gov.ph  
<http://deped10.com>



5. For questions, concerns, and clarifications, please contact Mr. Mark Anthony C. Sy, head of the ICTS-Educational Technology Unit (Edtech), at [mark.sy002@deped.gov.ph](mailto:mark.sy002@deped.gov.ph).

6. For information and compliance.

**DR. VICTOR G. DE GRACIA JR., CESO V**  
Assistant Regional Director  
Officer-in-Charge  
Office of the Regional Director

ATCH.: As stated

\* The Use of Android-based Electronic Self-Learning Modules  
and Digitization of Gamified Resource

ICT/ralph



Republika ng Pilipinas

## Kagawaran ng Edukasyon

Tanggapan ng Pangalawang Kalihim



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**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)



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### Office of the Undersecretary for Administration (OUA)


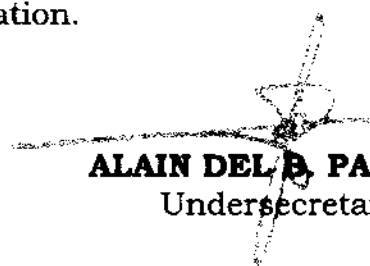
*[Administrative Service (AS), Information and Communications Technology Service (ICTS), Disaster Risk Reduction and Management Service (DRRMS), Bureau of Learner Support Services (BLSS), Baguio Teachers Camp (BTC), Central Security & Safety Office (CSSO)]*

Department of Education, Central Office, Meralco Avenue, Pasig City  
Rm 519, Mabini Bldg; Mobile: +639260320762; Tel: (+632) 86337203, (+632) 86376207  
Email: [usec.admin@deped.gov.ph](mailto:usec.admin@deped.gov.ph); Facebook/Twitter @depedtayo

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

<b>Time</b>	<b>Topic</b>	<b>Speaker</b>
9:00 – 9:15 am	<b>Preliminaries</b> <ol style="list-style-type: none"> <li>1. National Anthem</li> <li>2. Opening Prayer</li> <li>3. Welcome Remarks</li> <li>4. Objectives of the Activity</li> </ol>	Dir. Abram Y.C. Abanil Maria May Sevilla
9:15 – 10:00 am	<b>Training Proper</b> <ol style="list-style-type: none"> <li>1. Demonstration of access and login using DepEd Commons</li> <li>2. Demonstration of proper download and installation</li> <li>3. Tip and Tricks using the App</li> </ol>	Sara Jane C. Sarino  Sherwin G. Lomeda
10:00 – 11:30 am	<b>Demonstration and Hands-on Activity Gamification Application</b>	Mark Anthony C. Sy
11:30 – 11:40 am	<b>Raffle</b>	Ariel Delos Santos
11:40 am – 12:00 noon	<b>Closing Program</b> <ol style="list-style-type: none"> <li>1. Reminders</li> <li>2. Closing Remarks</li> </ol>	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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