



Republic of the Philippines
Department of Education
Region IV-A CALABARZON

CITY SCHOOLS DIVISION OF ANTIPOLO CITY



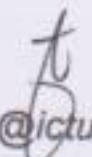
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This Advisory is issued for the information of all
Public Elementary and Secondary Schools
August 9, 2018

ICT ENHANCEMENT – COMPUTER CURRICULUM PACKAGE

Technokids PH, a premiere Computer Curriculum Service Provider aims to be an instrument in honing the next generation of technology adept youth. The ICT Enhancement package could help public schools advance their ICT skills and developed abilities for workforce readiness needed in the 21st century.

Technokids Computer Curriculum is a set of theme-based projects that can be used to integrate technology into actual learning experience. Its package includes a collection of powerful products and comprehensive courseware, training package, e-books, resource materials, technical support and computer and instructional system design.

For interested schools, you may contact Ms. Carmie Jones, Marketing Officer at 9017-5840621 or at carmiejones@technokids.com.ph


@ictu2018

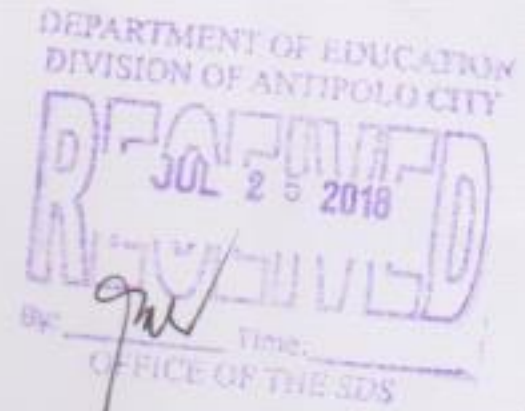
TECHNOkids

COMPUTER CURRICULUM

Teaching the skills of tomorrow... today!

July 24, 2018

Dr. Rommel C. Bautista, CESO V
Schools Division Superintendent
Antipolo City



5189

Dear Sir,

Good day! We at Technokids PH are thrilled to have the opportunity to submit a proposal that could help your public schools advance their ICT skills and have further developed abilities for workforce readiness needed in the 21st century. We are a premiere Computer Curriculum Service provider in the country and we aim to be an instrument in honing the next generation of technology adept youth. One that is equipped with globally competitive technological skills guided by values and love for one's country. We hope to spark creative minds and be an enabler of future developments that could benefit the country and of the world.

You may reach us at +632-302 1000, 302-2000, 404-1689 or email mktg@technokids.com.ph.

Thank you and God Bless!!

Yours Truly,


Carmie Jones
Marketing Officer
0917- 5840621
carmiejones@technokids.com.ph

MANILA OFFICE
3/F LEGASPI TOWERS
2600 ROXAS BLVD MANILA
+63 2 3038888

CEBU OFFICE
12/F UBIT G AVENIR CONDOMINIUM
ARCHBISHOP REYES AVE, LAHUG CEBU
+63 32 402 0088

DAVAO OFFICE
2/F DISENYO ARKITEKTURA BLDG
1029 B E. JACINTO EXT. ST, DAVAO
+63 82 225 2795

PROJECT DESIGN

I. PROJECT DATA

| | |
|---------------|--|
| PROJECT TITLE | : ICT ENHANCEMENT- COMPUTER CURRICULUM PACKAGE |
| END USER | : DEPARTMENT OF EDUCATION |

II. RATIONALE

Success in the 21st century workplace demands one of the most significant skills—applying IT knowledge and skills. As workplaces turn paperless and venture new systems to replace old ones, the 21st century worker must be adaptable to these changes, and show capabilities of using modern technology in real life.

As the Philippines transition fully to K to 12 Curriculum, Filipino students are even more prepared for work through their preferred tracks, and specializations. Globally, educators and policy makers acknowledge that these tracks are key skills for success especially in the 21st century. Information Literacy, Media Literacy, Information Technology Literacy, and Empowerment Technology are given emphasis in all tracks and specializations incorporated in the K to 12 curriculum.

Hence, it behooves the Department of Education to have an ICT Enhancement-Computer Curriculum package to strengthen classroom instruction to address the relevant learning competencies and to better prepare the learners in adjusting to the demands of a fast-paced and highly technological society.

III. PROJECT BACKGROUND

Technokids Computer Curriculum is a set of theme-based projects that can be used to integrate technology into actual learning experience. Its package includes a collection of powerful products and comprehensive courseware, training package, e-books, resource materials, technical support, and computer and instructional system design. A technology project includes materials such as teachers' guides, student workbooks, and resource files.

Teacher resources include digital files that aid instruction. They include assessment tools (review questions, skill reviews, marking sheets), flashcards, templates, and extension activities. These also include teacher's materials to help deliver the sessions relevant to the theme of the project and workbooks containing step-by-step instructions about how to use the computer to complete the assignment. They contain worksheets that include varied types of assessment exercises. These are designed so that students can work independently to complete lesson activities.

Project-based themes include, but not limited to, making reports, presentations, websites, stories, posters, magazines, poems, videos, and news articles. These technology projects promote computer literacy and develop the ICT skills of our learners.

III. OBJECTIVES

1. Address the need for quality instructional materials that prepare students for the digital age
2. Provide the basic education learners with engaging ICT-based instruction
3. Enhance computer education program thru adapting an advanced computer curriculum.

IV. MISSION

To combine education and technology to provide children with core computing skills that will best prepare them for the future.

V. VISION

To be the leading pivotal force in transforming Filipinos in becoming technologically adept citizens who will Philippines an economically progressive and technologically advanced country.

IV. PROJECT MATERIALS

| TARGET PUPILS | PROJECT | Project Outcome |
|---------------|--------------------|--|
| K- GR 2 | Techno Basic | Identify Computer Parts, open and Navigate Applications, Create Digital Artworks |
| K- GR 2 | TechnoPC | Identify Computer Parts, open and Navigate Applications, Create Digital Artworks |
| GR2-GR4 | Techno Illustrator | Draw objects, Organize Files, Edit images, Add Picture Effects, Create Digital Artworks |
| GR2-GR4 | Techno Poet | Format Documents, Insert graphics, text box and symbols, Spellcheck and proofread, Create and Format Tables, Change page set-up |
| GR3-GR5 | Techno Writer | Create and save online documents, format documents, insert graphics an objects, share, create and edit documents with peers, print & publish |
| GR3-GR5 | Techno Travel | Create and save presentations, format slides, insert media, insert tables, charts and Smart Art, create hyperlinks and triggers, add transitions and animations, print presentation handouts |

| | | |
|----------|---------------------|---|
| GR3-GR5 | Techno Commercial | Create commercials, import sounds, images and videos, edit videos, add video effects and transitions, insert titles and credits, apply sounds and narrations, save and export projects |
| GR3-GR5 | Techno Adventurer | Create and save online presentations, format slides, insert graphics, hyperlinks, add transitions, share, create and edit with peers, print and publish |
| GR4- GR6 | Techno Express | Create Design Layouts, Edit enhance photos, draw illustrations and vectors, format and manipulate texts, draw 3D shapes, apply filters |
| GR4- GR6 | Techno Savings | Create and save Spreadsheets, format spreadsheets, organize data in rows/ columns, enter formulas and functions, create online forms, share create and edit with peers, print & publish |
| GR4- GR6 | Techno Entrepreneur | Create and save Spreadsheets, format spreadsheets, organize data in rows/ columns, enter formulas and functions, print worksheets |
| GR6- GR8 | Techno HTML | Develop webpages, use and modify HTML Tags, insert media into a web page, format webpage content, link web pages, create web forms, upload and publish webpages |
| GR6- GR8 | Techno Story | Create interactive stories, draw characters and story scenes, animate and add actions to objects, import and add sounds, control objects using mouse and keyboard, upload and publish interactive stories |

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|------------|-------------------|--|
| GR6- GR8 | Techno Photoshop | Edit images, adjust image setting and color, retouch images, apply filter and layer effects and styles, masks layers, draw illustrations |
| GR7-GR 10 | Techno Essentials | Create and Save Online Files, insert format contents of documents, add animations and transition to slides, use formulas and functions in spreadsheets, create online forms, share, create with peers, email print and publish files |
| GR7- GR 9 | Techno Flash | Create Animations, Import Media, Animate using tweens, convert objects to symbols, use input and dynamic text, save and publish |
| GR 8-GR 10 | Techno Robot | Design and assemble robots, identify parts and functions of robots, handle NXT controller, program using visual programming, analyze algorithm, use programming blocks |
| GR 8-GR 10 | Techno Art | Edit and retouch photos, use non-destructive editing methods, create composites, create custom brushes, draw characters, create designs for print and web |
| GR 8-GR 10 | Techno Gadget | Design and create projects using microcontroller, use of different sensors as inputs, learn basic techniques for reading analog and digital designs, drive visual display generate sounds and control motor |
| GR 8-GR 10 | Techno Robot2 | Build advanced robots by coordinating multiple kits, create robotics by applying Electronics and mechanics, control robots using Android phones' sensors |

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|--------------|----------------|---|
| GR9- GR 11 | Techno Games | Create Flash Games, draw game elements, create variables and functions, use conditional statements, modify and debug game codes, save and publish games |
| GR9- GR 11 | Techno Boost | Create or develop ICT content that are useful in specific professional tracks, use online collaborative tools to develop and share ICT content intended for specific audience or viewer |
| GR9- GR 11 | Techno Society | Apply different types of Media and know how the advantages and disadvantages of each, understand effect of and information, promote ethical use of media and information |
| GR9-GR 12 | Techno Home | Design Furniture, houses, buildings, entire neighborhood, be familiar with the guidelines in creating and designing architectural objects |
| GR 10- GR 12 | Techno Health | Develop webpages, create and format Forms, store data in database, access and present data from database, Use SQL queries to access control data, embed PHP code and SQL queries in HTML |
| GR 10- GR 12 | Techno Apps | Develop Android Applications, design interfaces for mobile apps, apply different animations with the app, use touch events as triggers, manage apps with multiple screens, publish android apps |
| GR 10- GR 12 | Techno Toon | Draw characters and illustrations, use 12 principles of animation, create outstanding and industry ready animation |

| | | |
|--------------|---------------|--|
| GR 10- GR 12 | Techno Mobile | Develop mobile web applications, differentiate mobile web from native apps, create and format webpages, add buttons and functions, store data using HTML 5, distribute and Package mobile apps |
| GR 10- GR 12 | Techno Biz | Develop websites, create websites using HTML5, enhance appearance of web page using CSS3, make interactive lively websites using JavaScript and Query |

V. PROJECT INCLUSIONS

- e-Workbooks - TechnoKids Project-Based Curriculum;
- e-Syllabus & Teacher's Guide;
- e-Learning Tools and online resource files;
- TK Plus - Curriculum Support Programs or Seminars for Students and Teachers;
- WISDOM Training (Annual Teachers Professional Development and IT Training);
- TK Rate – Annual Students and Teachers Executive Report;
- Outstanding Student Certificates and Medals

VI. MONITORING AND EVALUATION SCHEME

| PERIOD OF MONITORING | ACTIVITIES |
|----------------------|--|
| DAY 1- 14 | Monitor installation of computer eBooks |
| DAY 15- 30 | Monitor conduct of orientation and training on the use of the Computer Curriculum, online resources and program soft wares |
| QUARTERLY | Monitor ICT-development/computer curriculum implementation in recipient schools |

VII. PROJECT MANAGEMENT STRUCTURE

