PIVOT EDUTAINMENT

Pivot Edutainment is an innovative company that offers mobile educational events nationwide. They transform school gyms and common classrooms into a powerful science learning center. They have programs that are designed to give students a fun, engaging, and a one-of-kind learning experience.

PIVOT EDUTAINMENT would like to offer their newest program “Google Expeditions” to various Public and Private School Science Educator/s in Antipolo City.

For more information about PIVOT EDUTAINMENT, you may contact Cherrymae V. Sta. Ana, Marketing Manager at 0917-145-9617.
April 23, 2019

ROMMEL C. BAUTISTA
Superintendent
DepEd – Antipolo City

SUBJECT: Request for an Advisory of the program Google Expeditions in all public and private schools in Antipolo City for the Academic Year 2019-2020.

Dear Sir:

Greetings of peace and prosperity!

Experience has always been an effective way in instilling learning to even the youngest minds. Given the highly advanced technology that we are currently enjoying, we now have the opportunity to develop and integrate new ways of teaching that are equally fun and educational for the students. This year, we would like to introduce our newest program offering – Google Expeditions.

Google Expeditions, is an immersive educational program that will allow students to explore the world through different virtual-reality and augmented-reality (AR) tours. With this, students will be able to physically get closer and see different angles of science concepts, historical places, and many others. This program consists of three activities – Google Expeditions, Augmented Reality Exhibit, and Kinect.

Given the nature of our business, we recognize and respect the fact that we are bound by all of the memorandums and laws that are issued and implemented by the Department of Education (DepEd). In this regard, we would like to discuss some of the memorandums and laws that are currently in place, and how we plan to work within the given boundaries and restrictions.

In line with DepEd Memorandum No. 47, s. 2017 which is entitled Moratorium on DepEd educational field trips and activities outside of the school premises, we at Pivot Edutainment commits to offering fun and educational activities right in the comforts of the school grounds to ensure the security and safety of all the students.
With regard to the “Time on Task” Policy and the “180 days teaching and learning guidelines”, we will be working closely with the Science Department of the school/s to make sure that our activities, which are all science-related, will only take up the time for their science period. Thus, ensuring that there will be no disruption of classes.

Being aware of the Ganzon Law which prohibits the selling of tickets by teachers, the selling and collection for our tickets will be through the Parent-Teacher Association of the school/s. Also, this activity will not be compulsory to the students.

In lieu with this, we would like to request for an advisory from your good office to conduct this voluntary and non-compulsory activities in all public and private schools in Antipolo City for the Academic Year 2019-2020. Rest assured that we will work closely with your office, in accordance to its vision and mission.

We will be looking forward to your positive response regarding the matter.

Thank you and more power.

Respectfully yours,

[Signature]

CHERRYMAE V. STA. ANA
Marketing Manager
0917-145-9617
WHO WE ARE

Pivot Edutainment is an innovative company that offers mobile educational events nationwide. We transform school gyms and common classrooms into a powerful science learning center. Our programs are designed to give students a fun, engaging, and a one-of-a-kind learning experience.

WHY GOOGLE EXPEDITIONS?

- Google Expeditions is a good opportunity to break the monotonous routine environment in the regular classroom. Google Expedition VR and AR can really captivate the interest of the students. Thus, increasing student engagement.

- The use of Google VR and AR has been proven to encourage discussion. The students are prompted to ask questions which make the learning process more collaborative.

- Google Expeditions makes complicated topics more relatable for the students.

- Google VR and AR promote active learning which aims to create curiosity and involve the student in the learning process. Students can explore, discover for themselves and push their own learning forward through their curiosity which creates a collaborative environment in your classroom, as students ask questions and contribute to discussions.

DURATION OF THE EVENT

The whole event runs for approximately 1 hour and 30 minutes simultaneously, so as not to disrupt the ongoing classes of the students and the teachers.
**ACTIVITY 1  GOOGLE EXPEDITIONS VR**

Google Expeditions is a virtual reality teaching tool that lets you lead or join immersive virtual trips all over the world — get up close with historical landmarks, dive underwater with sharks, even visit outer space!

Google Expeditions allows a teacher acting as a "guide" to lead classroom-sized groups of "explorers" through collections of 360° and 3D images while pointing out interesting sights along the way.

**ACTIVITY 2  GOOGLE EXPEDITIONS AR**

Google Expeditions AR encourages a more immersive and collaborative learning experience with the use of mobile devices to bring virtual objects into the classroom so students, can see and virtually walk around 3D objects as if the objects were physically in the classroom.

**ACTIVITY 3  MOTION TRACKING EXERCISE**

Kinect allows people to use their bodies to play games (no controllers necessary). It uses full body motion which allows the player/s to be the controller, and feel as if they are actually in the game. Through this, students can enjoy while also promoting physical activity and social interactions.
April 23, 2019

ROMMEL C. BAUTISTA
Superintendent
DepEd – Antipolo City

SUBJECT: Request for an Advisory of the program Climate Change: Understanding, Reducing, and Adapting in all public and private schools in Antipolo City for Academic Year 2019-2020

Dear Sir:

Being one of the most pressing issues of the 21st century, different initiatives around the globe are being launched with regard to educating the people of the occurring climate change phenomenon and its possible threats to the whole ecosystem. However, despite all these initiatives, people tend to take the issue for granted, thinking that it would require them serious and tremendous efforts to be part of saving the environment.

In this connection, Pivot Edutainment would like to introduce its program, Climate Change: Understanding, Reducing, and Adapting to you and to your humble office. This program aims to engage all the people in our battle against climate change, regardless of their roles in the society they belong to. This program basically explains the complexities and interconnection of the various challenges posed by the said phenomenon.

Also, this program is designed to reach and involve as much as to entertain. We present new and relevant knowledge in a powerful and captivating medium which inspire thoughtful and lively learning experience.

Given the nature of our business, we recognize and respect the fact that we are bound by all of the memorandums and laws that are issued and implemented by Department of Education (DepEd). In this regard, we would like to discuss some of the memorandums and laws that are currently in place, and how we plan to work within the given boundaries and restrictions.
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[Signature]

CHERRYMAE V. STA. ANA
Marketing Manager
0917-145-9617
Climate Change

**ACTIVITY 1  DIGITAL DOME THEATER**

Inside our digital dome theater (7m x 5m), we will be featuring a 30-minute film entitled *Climate Change: What Future Are We Facing* in 360-degree format while one of our lecturers give an overview on what climate change really is. This discussion attempts to give a basic understanding on the causes and effects of this pressing phenomenon so the viewers could also act and respond accordingly.

**ACTIVITY 2  3D FILM SHOWING**

This activity aims to feature the negative effects of climate change to our ecosystem. We are offering two different films, depending on the age and interests of our viewers. For the younger audience, we have *Forest Hero: Coni*, a 25-minute animation about a bee saving the environment and their community as well.

For an older audience, *Under the Sea* is a film about the effects of climate change to the underwater ecosystem, particularly the effect of ocean acidification.

**ACTIVITY 3  INTERACTIVE EXHIBIT ON RENEWABLE RESOURCES**

In this activity, Pivot Edutainment introduces different renewable sources of energy such as bicycle generator, hand crank generator, solar panel, wind turbine, and many others which are just some of the many things that could be used to lessen the aggravating effects of climate change. We also have other attractions such as our augmented reality boards, plasma ball, snow machine, and many others.