

	Department of Education Region III DIVISION OF CITY SCHOOLS Angeles City Jesus Street, Pulungbulu, Angeles City		Document Code: SDO-QF-OSDS-SDS-005 Revision: 00 Effectivity date: 10/31/2018
	DIVISION ADVISORY		Name of Office: OSDS-SDS

DIVISION ADVISORY

No. 113, S. 2019

To : Heads of Public Elementary and Secondary Schools

From : Schools Division Superintendent

Subject : Google Expeditions

Date : April 30, 2019

RELEASED

APR 30 2019

By _____
 DepEd Angeles City
 Division of City Schools

Please be informed that Pivot Edutainment would like to introduce its program dubbed as "Google Expeditions" for students in public and private schools in the Division of Angeles City for Academic Year 2019-2020.

Should principals decide to avail of the different activities offered by Pivot Edutainment, they are advised to review the provisions of Republic Act No. 5546, s. 1969 "An Act Prohibiting the Sale of Tickets and/or Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools".

Attached is the letter of Ms. Maniline C. Robelas, Marketing Head, Pivot Edutainment, for reference and information.


LEILANI S. CUNANAN, CESO V
 Schools Division Superintendent

lvi/chiefsgod

"SMILES BRIGHT, SERVES RIGHT"

April 26, 2019

LEILANI S. CUNANAN
Superintendent
DepEd – Angeles City



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

Dear Ma'am:

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 VR, Google Expeditions AR, and Motion Tracking Exercise.

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.

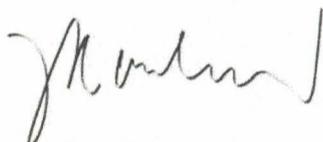
Being aware of the **Ganzon Law** which prohibits the selling of tickets by teachers, the selling and collection for our tickets will be through the Parent-Teacher Association of the school/s. Also, this activity will not be compulsory to the students.

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 Angeles 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,



MANILINE C. ROBELAS

Marketing Head

0936 920 6697

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.

Google Expeditions



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.