



CATALYZING THE FUTURES OF EDUCATION THROUGH INNOVATIVE MODALITIES OF TEACHING AND LEARNING



MARCH 2-3, 2022

LIMITED SLOTS ONLY.
REGISTER NOW!

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PROGRAM FLOW

- I. Keynote**
- II. Plenary Session**
- III. Classroom Observations**
- IV. Breakout Sessions Learning Strands:**
 - A. National Quality Standards for Online Teaching and Learning
 - B. Robotics in Blended and Hybrid Learning
 - C. Maximizing Canvas for Blended and Hybrid Instruction
 - D. Gamification and Game-Based Learning in Blended and Hybrid Learning Environments
 - E. The Impact of Following a Framework for Technology Integration
 - F. Research Top-Down: From Classroom to Paper to Classroom
- V. SparkLit Presentations**

DAY 1 - BREAKOUT SESSIONS

March 2, 2023 / Thursday / 10:50 am - 11:50 am / Online via Google Meet

A1. Instructional Paradox: Evaluating the Academic Effectiveness of Independent Learning and Collaboration in Teaching Filipino by Mr. Arvin Jasper Villanueva

Learning Strand: National Quality Standards for Online Teaching and Learning

Tags: Moderate Interactivity, Workshop, Meet the Researcher/Author/Creator, Use Case, Data Driven, Filipino for High School

B1. Robotics in Remote and Hybrid Learning by Mr. Are Jay John B. Casicas

Learning Strand: Robotics in Blended and Hybrid Learning

Tags: High Interactivity, Student Involvement, Workshop, Robotics for Grade School

C1. Exploring Alternative Assessments for Online Learning by Ms. Saida De Guzman and Ms. Bhex Dela Rosa

Learning Strand: Maximizing Canvas for Blended and Hybrid Instruction

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Assessments for Grade School

D1. The Magic of Compounding: A Gamification Approach in Teaching Investment Strategies to ABM Students by Mr. Jeffrey Orante

Learning Strand: Gamification and Game-Based Learning in Blended and Hybrid Learning Environments

Tags: High Interactivity, Workshop, ABM

E1. 21st Century Skills in Action: Engaging Students in Collaborative and Goal-Directed Learning by Ms. Vel Palisbo and Ms. Amy Moncada

Learning Strand: The Impact of Following a Framework for Technology Integration

Tags: Moderate Interactivity, Use Case, Data Driven, Learner Engagement for Grade School

F1. Employing the Five Facets of Social Presence in Teaching Oral Communication by Ms. Maria Isabel V. Comillo and Ms. Jeenadine Guavis

Learning Strand: Research Top-Down: From Classroom to Paper to Classroom

Tags: Moderate Interactivity, Workshop, Meet the Researcher/Author/Creator, Use Case, Data Driven, Oral Communication for High School

March 2, 2023 / Thursday / 1:00 pm - 2:30 pm / Online via Google Meet

A2. Designing Effective Learning Experiences Using the Blended / Hybrid Setup

by Ms. Hannah Navarro, Ms. Pearl Villaflor

Learning Strand: National Quality Standards for Online Teaching and Learning

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for Grade School

B2. Personal Robot Kits: An Implementation of Practical Robotics Concepts Using Open-Source by Mr. Dennis Cesar R. Patino

Learning Strand: Robotics in Blended and Hybrid Learning

Tags: Low Interactivity, Workshop, Meet the Researcher/Author/Creator, Use Case, Robotics for High School

C2. Personalizing Student Progression through Well-Crafted Learning Playlist

by Ms. Bernice Esteban and Ms. Camille Sharon

Learning Strand: Maximizing Canvas for Blended and Hybrid Instruction

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Learning Playlists for Grade School

D2. Breakout or Break Down: Innovative Use of Google Forms on Stimulating Students' Competitiveness in the Hybrid Classroom by Miss Nica Banayo-Izon and Sir Joemar Magante

Learning Strand: Gamification and Game-Based Learning in Blended and Hybrid Learning Environments

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Learner Engagement in High School

E2. Empowering the Learners: Incorporating the Technology Integration Matrix (TIM) in Designing Meaningful Learning Experiences by Ms. Winnie Diola

Learning Strand: The Impact of Following a Framework for Technology Integration

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for Grade School

DAY 2 - BREAKOUT SESSIONS

March 3, 2023 / Friday / 10:50 am - 11:50 am / Online via Google Meet and In-Person at De La Salle Santiago Zobel Alabang Campus

A3. Designing Effective Learning Experiences Using the Blended / Hybrid Setup by Ms. Hannah Navarro, Ms. Pearl Villaflor

Learning Strand: National Quality Standards for Online Teaching and Learning

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for Grade School

C3. Kaya sa Canva: Kolaboratibong Pagkatuto ng mga Mag-aaral by Mr. Gio Bautista

Learning Strand: Maximizing Canvas for Blended and Hybrid Instruction

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for High School

D3. Building a Better Future: Minecraft Education Takes Learning to a Whole New Dimension FilCraft: Paggamit ng Minecraft bilang Simulasyon ng Pilipinas by Sir JC Ambong and Sir Eubert Torreliza

Learning Strand: Gamification and Game-Based Learning in Blended and Hybrid Learning Environments

Tags: Low Interactivity, Use Case, Data Driven, Technology Integration for High School

E3. Minecraft EDU: Strengthening Teachers' PLC and Student Collaboration in Integrated Performance Tasks by Mr. John Garcia and Ms. Eunice Vallesteros

Learning Strand: The Impact of Following a Framework for Technology Integration

Tags: Moderate Interactivity, Student Involvement, Workshop, Meet the Researcher/Author/Creator, Use Case, Technology Integration for Grade School

F3. Multiple Attempts in Online Assessments Address Concerns in Academic Honesty: Perceptions of Students and Teachers by Ms. Carmelita Estidola

Learning Strand: Research Top-Down: From Classroom to Paper to Classroom

Tags: Low Interactivity, Meet the Researcher/Author/Creator, Use Case, Data Driven, Assessments for High School

March 3, 2023 / Friday / 1:00 pm - 2:30 pm / Online via Google Meet and In-Person at De La Salle Santiago Zobel Alabang Campus

A4. Take Down Notes and Pull Up Scores: Digital Note-taking for Innovative Teaching and Learning in Mathematics by Ms. Fatima Guerrero and Mr. John Carlo De Juan

Learning Strand: National Quality Standards for Online Teaching and Learning

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for High School

B4. Implementing an Arduino-Based Robotics Curriculum Using an Online Virtual Platform by Mr. Mark Denver Bernardo and Mr. Norlito Bautista

Learning Strand: Robotics in Blended and Hybrid Learning

Tags: High Interactivity, Workshop, Robotics for High School

C4. Personalizing Student Progression through Well-Crafted Learning Playlist

by Ms. Bernice Esteban and Ms. Camille Siaron

Learning Strand: Maximizing Canvas for Blended and Hybrid Instruction

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Learning Playlists for Grade School

D4.1. Gamification: A Doorway to a More Engaging Hybrid Learning

by Mr. Darius Regis and Ms. Kathleen Benozza

Learning Strand: Gamification and Game-Based Learning in Blended and Hybrid Learning Environments

Tags: High Interactivity, Workshop, Student Involvement, Meet the Researcher/Author/Creator, Use Case, Data Driven, Technology Integration for Grade School

D4.2. Step it Up: Gamifying the Traditional Mode of Learning on Quizizz Premium

by Ms. Cherry Mae Batayola and Mr. Reyzter Nofuente

Learning Strand: Gamification and Game-Based Learning in Blended and Hybrid Learning Environments

Tags: Moderate Interactivity, Student Involvement, Workshop, Data Driven, Technology Integration for High School

E4. Empowering the Learners: Incorporating the Technology Integration Matrix (TIM) in Designing Meaningful Learning Experiences Presenter: Ms. Winnie Diola

Learning Strand: The Impact of Following a Framework for Technology Integration

Tags: Moderate Interactivity, Workshop, Use Case, Data Driven, Technology Integration for Grade School

F4. Improving Social and Emotional Learning using Mindfulness and Play Approach

by Mr. Ricky Sabino

Learning Strand: Research Top-Down: From Classroom to Paper to Classroom

Tags: Low Interactivity, Meet the Researcher/Author/Creator, Use Case, Data Driven

HOW TO CONFIRM YOUR SLOT

1. REGISTER ONLINE

Click bit.ly/sparkedcatalyze2023 and accomplish our registration form.

2. CHOOSE A PAYMENT OPTION

A. Bank Deposit or Check payable to **De La Salle Santiago Zobel School Inc**

- *UnionBank account CA# 01-803-000669-1*
- *Bank of Philippine Islands – Muntinlupa Branch Account CA #3161-0475-88*
- *Land Bank of the Philippines – Almanza, Las Piñas Branch account CA #2462-1014-33*

B. DLSZ's Online Payment System

<https://pay.dlszobel.edu.ph> and search for SparkED Registration

3. EMAIL YOUR PROOF OF PAYMENT

Send a copy of the screenshot/picture of your proof of payment thru sparked@dlszobel.edu.ph (*Email Subject: Payment for Name of Participant*) to confirm your slot. The deadline for payment is until the last day of February 2023.

4. GET YOUR ZOOM AND GOOGLE MEET LINKS

After successful verification of payments, you will receive a program book and additional instructions on accessing your Zoom and GMeet links for the program.

PACKAGES

PACKAGE A

Price: 400 Pesos/Head

Inclusion: Online access to meetings and program resources on March 2-3, 2023, Registration fee, and a digital certificate.

PACKAGE B

Price: 900 Pesos/Head

Inclusion: Online access to meetings and program resources on March 2-3, 2023, registration fee, digital certificate, you have the option to attend on-site at DLSZ Alabang Campus on March 3, 2023, and attend the sessions in-person, three meals, in-person program paraphernalia, van transportation from Alabang Town Center (ATC) McDonald's to De La Salle Zobel and back to ATC Mcdo.

GROUP DISCOUNT [*For PACKAGE A Only*]

*Formalize your intention of availing of this group discount by sending an email to sparked@dlszobel.edu.ph and securing confirmation before payment.

*This is **only** applicable to Package A.

*You should be registering three or more people for the group discount to take effect.

*The new registration fee per head becomes 300 Pesos.