



Mantalaan



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STEC CELEBRATES

ENTREPRENEURSHIP AND STUDENTS' DAY 2022

ENTREPRENEURSHIP AND STUDENTS' DAY 2022



Science and Technology Education Cluster 1 Senior High School (STEC 1) hosts Entrepreneurship and Students' Day 2022 from May 25, 2022 to May 27, 2022, with the theme "Entrepreneurship: A Day to Start a New Business". The event was held at the STEC 1 Auditorium.

One of the main activities of the day was the

role of students in the industry. The day was held at the STEC 1 Auditorium from 7:00 AM to 5:00 PM. The day was held at the STEC 1 Auditorium from 7:00 AM to 5:00 PM. The day was held at the STEC 1 Auditorium from 7:00 AM to 5:00 PM.

students to follow. Grade 7 - green, Grade 8 - yellow, Grade 9 - red, Grade 10 - blue, Grade 11 - orange, and Grade 12 - pink.

Two STEC 1BHS students were chosen to lead the event. Ms. Yogi T. Bagas, STEC 1BHS Vice President, and a student leader.

at the gymnasium's entrance. The performance followed the, which included the prayer, singing at the school anthem, and the Logo-Logo March facilitated by STEC 1BHS President, Elan, and the school anthem. The day was held at the STEC 1BHS Auditorium from 7:00 AM to 5:00 PM.

Then, the hosts introduced each of the stalls for 30 minutes, and each took place from 12:00 to 1:00 PM. A table show and the talent show occurred from 1:00 to 2:00 PM. This was followed by the closing and the day was held at the STEC 1BHS Auditorium from 7:00 AM to 5:00 PM.

- LEARN
- PRACTICE
- APPLY

ONLINE PROGRAM

Learning August 28, 2021

Dean Vendramin

TechTalk 2021
#TechTalks #Saturday



TechTalk

Game-Based Learning



CARL VINCENT L. KHO
Digital Product Designer at Symph
Chief Design Officer at Theolearn

DepEd Learners

STEC-SHS student Carl Kho giving insights, with hosts Minly Bagulo and Samantha Bagulo during the National TechTalk last August 28, 2021. Photo by Rubilyn Pestrano

#TechTalks: Where Fun Meets Learning

#TechTalks: Where Fun Meets Learning

CHLOE NICOLE L. BORJA

"How can we make the world a better place through gaming?" – The #TechTalks: Game-Based Learning virtual symposium that was held last August 28, 2021, asked this daring question to their Facebook Live audience.

Game-based learning is the educational technique of integrating game/game principles to the classroom. In the case of this episode of #TechTalks, they specifically delved into Minecraft Education Edition and Robotics Journey.

The four-hour live program was co-hosted by STECIans Minly Kaye Bagulo and Samantha Grace Bagulo. Local and international speakers were invited to share their experiences with game-based learning. The first speaker Symbol C. Favellon, an Education Technology (EdTech) Coordinator and Junior High Science teacher in De La Salle Santiago Zobel School (DLSZ), detailed how they used Minecraft: Education Edition to cultivate game-based learning in the classroom. From recreating Paay Church to terraforming Mars to make it habitable for humans, students can seemingly go beyond the four walls of the classroom and all the way to outer space.

The second speaker John Christopher Ambong, also an EdTech Coordinator and Science teacher in DLSZ, did just that by showcasing the Minecraft Virtual Planetarium which was a

collaboration by the DLSZ – Young Astronomers' Society and DLSAU – Green Astronomical Society. The students recreated the International Space Station, Diwata-1, and Diwata-2.

The next speaker, a recipient of the Top 10 Outstanding Filipinos and a DLSZ teacher, was Winnie Diola. She addressed her fellow teachers and presented the innovative ways they can incorporate the Microsoft technology tool in the classroom to address the needs of digital learners. Diola showed further examples of their game-based learning activities in DLSZ such as typhoon safety, ecosystems, prototype habitat, and alternative energy resources.

Panny Mojeres, a CTE/IT Teacher and robotics coach currently working in North Dakota, USA, was the next speaker. His topic, "Robotics for Education" showed the innovative application of robotics in the classroom. Mojeres showed how the robotics curriculum is beneficial to kids' overall development where students can learn coding skills, develop collaborative skills, and hone their problem-solving skills.

The international speaker, Dean Vendramin, is a Social, Math, and Robotics Teacher at Archbishop MC O'Neill Catholic High School in Canada. He showed how he and his students used the Minecraft: Education Edition to recreate ancient civilizations like Ancient Greece in

their Social Studies subject.

Last but not the least, they invited one of our own students, Carl Vincent Kho, to talk about his experiences in game-based learning as a student. Kho showcased his works in Platus: The Money Game, Cell World: 3D Model of Cell, The Butterfly Effect, and more. He demonstrated the kind of skill the 21st-century learner can attain with game-based learning.

According to Gutierrez and Lopez in their study (2016), game-based learning has been shown to increase student motivation. The games' immersive environments allow for better levels of activity and engagement among students despite the fact that video games are considered non-essential tools in an educational setting. And this is evident in the various student works displayed during the live symposium: from the DLSZ Minecraft Campus all the way to the Minecraft Virtual Planetarium.

Once again, "How can we make the world a better place through gaming?" Well, the #TechTalks certainly answered this question. When fun meets learning, students are more open to studying and collaboration. And seeing these aspiring youths and their Minecraft creations can really make you think that in the 21st century, maybe, just maybe, the future of education no longer just lies on the blackboard, it extends even to the computer screen.