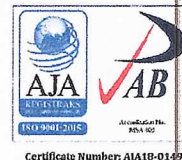




Republic of the Philippines
Department of Education
REGIONAL OFFICE NO. VIII (EASTERN VISAYAS)
 Government Center, Candahug, Palo, Leyte
ISO 9001:2015 CERTIFIED



Advisory No. 021, s. 2020
 January 16, 2020

In compliance with DepEd Order No. 8, s. 2013
 This advisory is issued for the information of DepEd officials,
 personnel/staff, as well as the concerned public.

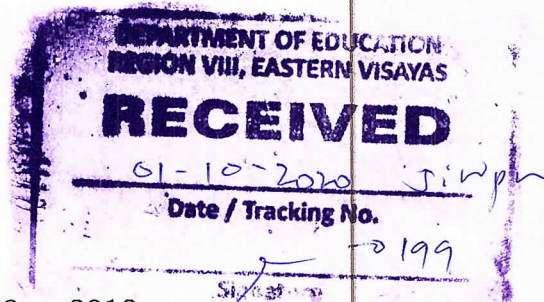
**EDUCATIONAL TOURISM FOR SCIENCE TECHNOLOGY, ENGINEERING, AND
 MATHEMATICS USING VIRTUAL REALITY**

To: Schools Division Superintendents
 All Others Concerned,

1. Attached is an Advisory from the Industrial Technology Revolution Educational Program Services and Training Institute, announcing the conduct of the Educational Tourism for Science Technology, Engineering, and Mathematics using Virtual Reality.
2. Participation of both public and private schools shall be subject to the *no-disruption-of-classes policy* stipulated in DepEd Order No. 9, s. 2005 entitled *Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith*.
3. Considering that this is an Advisory, Schools Division Superintendents are given the discretion to act on this matter.
4. Immediate dissemination of this Advisory is desired.


RAMIR B. UYTICO, Ed.D., CESO IV
 Director IV *aw*





Advisory No. 004, s. 2020
January 8, 2020

In compliance with DepEd Order (DO) No. 8, s. 2013
this advisory is issued not for endorsement per DO 28, s. 2001,
but only for the information of DepEd officials,
personnel and the concerned public.
(Visit www.deped.gov.ph)

EDUCATIONAL TOURISM FOR SCIENCE TECHNOLOGY, ENGINEERING AND MATHEMATICS USING VIRTUAL REALITY

The Industrial Technology Revolution Educational Program Services and Training Institute will conduct the Educational Tourism for Science Technology, Engineering and Mathematics using Virtual Reality (VR) in public and private schools. VR is a computer technology that creates simulated environments. It places the users inside an experience. VR can be used in the classroom to enhance student learning and engagement. It can also transform the way educational content is delivered. It works on the premise of creating a virtual world—real or imagined—and allows the users to interact with it.

The program aims to promote awareness, appreciation, and understanding of the curriculum contents of Science Technology, Engineering, and Mathematics (STEM) through 3D simulated environment using VR within the school facilities. Likewise, the actual experiences of using virtual reality is a hands-on application of STEM knowledge.

The target participants in this activity are students from Grades 7 to 12 in public and private schools.

Participation of public and private schools shall be subject to the no-disruption-of-classes policy stipulated in DepEd Order (DO) No. 9, s. 2005 titled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith. This is also subject to the no-collection policy as stated in Section 3 of Republic Act No. 5546, An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law).

More information may be inquired from:

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Industrial Technology Revolution Educational Program Services
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Mobile Phone No.: 0919-088-4131
Email Address: itreps1.edu@gmail.com

APA/D-DA Educ'l Tourism for Science Tech., Eng'g and Mathematics Using Virtual Reality
0798/January 2, 2019

*Minis (Mang)
L. S. P.*

*ORD mib
1-10-20*