

Republic of the Philippines Department of Education

NOV 03 2023

OFFICE OF THE ASSISTANT SECRETARY FOR OPERATIONS

BUREAU OF LEARNER SUPPORT SERVICES

School Health Division | School Sports Division | Youth Formation Division

OM-OASOPS-2023-10-018

MEMORANDUM

TO

REGIONAL DIRECTORS

SCHOOLS DIVISION SUPERINTENDENTS

ALL OTHERS CONCERNED

FROM

DR. DEXTER A. GALBAN

Assistant Secretary for Operations

SUBJECT

DISSEMINATION OF INFORMATION ON THE PHILIPPINE

AMUSEMENT AND ENTERTAINMENT CORPORATION'S

(PAEC) CHANGE MAKER 2040 SCIENCE MUSEUM

DATE

24 OCTOBER 2023

This refers to the correspondence sent by the Philippine Amusement and Entertainment Corporation (PAEC) to this Office dated 25 September 2023 regarding their request for endorsement of **CHANGE MAKER 2040 Science Museum**, the very first Sustainable Development Goals (SDG) museum in our country, located at 88 Square Mall, Parañaque City. Attached herewith is the said correspondence sent by PAEC for further reference.

In this regard, we would like to respectfully endorse to your good office the said request for your information and dissemination.

Further, this Office would like to reiterate the **strict adherence to the minimum** health standards set forth by the Department of Health (DOH) as well as the existing policies and guidelines on the conduct of educational field trips and other similar activities. The Undersigned further reiterates that educational trips to these attractions shall be on a voluntary basis to learners.

For questions and clarifications, kindly contact this Office through email at oasops/adeped.gov.ph or telephone number 8632 - 1368.









September 25, 2023

Dr. Dexter GalbanAssistant Secretary for Operations **Department of Education**

Dear Asec. Galban:

Warmest greetings of peace and good health!

We would like to thank you and your good office for the kind assistance during the research and consultation phase of CHANGE MAKER 2040 Science Museum. We hope to pursue our commitment in spreading awareness among the Filipinos about the importance of each and everyone's participation to achieve the 17 Sustainable Development Goals (SDGs).

A week after the launching of the very first SDG museum in our country, inquiries have poured in already. It is in this regard that we would like to request for your good office to kindly review the curriculum alignment we have attached herewith, which we prepared while conceptualizing CHANGE MAKER 2040. Likewise, we would like to request for your endorsement for CHANGE MAKER 2040 to be included in PAEC's list of educational venues that has passed DepEd's standards for out of school learning venues like Food Wanderer X Lakbay Museo, Tales of Illumina, Dream Lab, Museum of Emotions, Omniverse Museum, Whimsical Wonderland, Art Boom, and Craft Academy.

CHANGE MAKER 2040 FEATURES:

DIORAMAS - miniature dioramas depicts the current status of the earth and its inhabitants aligned to showcase the reality of day to day life in this planet.

ART INSTALLATIONS - carefully thought gigantic installations are some of the focal points inside the museum. These installations will help create awareness and better understanding among the younger guests why the 17 SDGs are important to be a part of our lives.

SCIENCE AND TECHNOLOGY - they are presented in such a way that it links its purpose in solving the global crisis and not just to create innovation for businesses. A room was devoted for science exhibit for general understanding where guests can really think on how best these science principles can be used to address the different challenges of our planet.



Tell.: (02) 8645 1611



525 Padre Faura Street, Ermita, Manila 1000



























Artificial Intelligence (AI) - there are AI activities that show that AI can supplement human efforts to combining SDG problems and issues. But remember, nothing beats human intelligence. Al need a supplied human intelligence before it can generate positive and useful outcome.

Augmented Reality (AR) - some AR activities are in place to make understanding of SDG easier and fun. It presents an immersive experience among the museum guests. CHANGE MAKER 2040 make learning through awareness easy and fun.

Audio and Visual Presentations - are continuously playing in each and every area of the museum for better understanding of the impacts of human carelessness to Earth's life. Trivia are also included in piped in audio presentation in different areas of the museum. Guests may have additional information about biotechnology while watching available videos within the museum's science room.

Psychomotor Activities - are abound in different rooms of the museum that are aligned with the understanding of the SDGs. These activities made guests engage more as they learn the importance of their contribution in fulfilling the SGDs not only for themselves, but for the world.

Event Hall - a mixed use space was allotted for future seminars and activities of different SDG - oriented organizations.

Commitment Area - a special area where all guests can write their pledge of commitment to supporting their country and the world's SDGs. Through these commitments, the museum aims to inspire visitors to act as change makers to combat the urgent environmental, political, and economic challenges.

Attachment: CHANGE MAKER 2040 Curriculum Alignment

https://drive.google.com/file/d/1t43dQiTxtN-RsfKwfAF44th3h1CzUlre/view?usp=sharing

We hope that this request will be given an immediate and favorable response for us to pursue our mission in promoting quality education by supporting DepEd's programs as well as being advocates of Sustainable Development Goals with the hopes to leave our planet Earth in the future far better when we were born.

Thank you and we wish you more power and God's blessings.

Respectfully,

President and CEO



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