1322

Republic of the Philippines
Department of Education
REGION VIII - EASTERN VISAYAS

October 10, 2025

REGIONAL MEMORANDUM
ESSD-2025-1322

APPROVAL OF THE CONDUCT OF THE TINKER TOUR BY TINKER HOUSE, INC. IN SELECTED ELEMENTARY SCHOOLS IN TACLOBAN CITY DIVISION

To: Schools Division Superintendent} Tacloban City
All Others Concerned

1. This Office grants approval to the attached request of the Chief Executive Officer of Tinker House, Inc. for the conduct of the Tinker Tour on October 15, 22, and 29, 2025, in any of the following identified schools within the Tacloban City Division:

- Sagkahan Central School
- Dr. A. P. Bañez Memorial School
- Panalaron Central School
- Manlurip Elementary School
- Marasbaras Elementary School
- City Central School

2. This partnership activity, being duly covered by a notarized Memorandum of Agreement (MOA) between the Department of Education and Tinker House, Inc., is hereby recognized as part of collaborative efforts to strengthen learners' competencies in Science, Technology, Engineering, and Mathematics (STEM). Accordingly, the Schools Division Office (SDO) of Tacloban City is enjoined to extend necessary assistance and coordination in the implementation of the said activity to ensure its orderly and successful conduct.

3. The Tinker Tour is viewed as an innovative educational engagement that seeks to address existing learning gaps by providing learners with hands-on, experiential learning opportunities designed to enhance creativity, critical thinking, and problem-solving skills.

4. Furthermore, permission is granted to Tinker House, Inc. to undertake interviews and data-gathering activities involving teachers, learners, and school administrators during their visits, provided that all such activities strictly adhere to the provisions of Republic Act No. 10173, otherwise known as the Data Privacy Act of 2012, and relevant DepEd issuances on data privacy and research ethics. All information gathered shall be treated with utmost confidentiality and used solely for educational and research purposes.

5. For immediate dissemination and compliance of this Memorandum are desired.

RONELO AL K. FIRMO, CESO IV
Assistant Regional Director
Officer-In-Charge
Office of the Regional Director

Enclosures: as stated
References: None
To be indicated in the Perpetual Index under the following subjects:
PARTNERSHIPS

SPPS-EAD

A project of: in partnership with:

DEPARTMENT OF EDUCATION
RECEIVED
RECORDS SECTION REGIONAL OFFICE NO. VIII
DATE: 10-7-25
TRACKING #: 9899 TIME: 1019
SIGNATURE:

October 6, 2025

Dr. Ronelo Al K. Firmo, CESO IV
OIC-Regional Director
Department of Education (DepEd) Regional Office VIII
Palo, Leyte

Request for Memorandum & Advisory for the Tinker Tour for SY 2025–2026

Dear Dir. Firmo,

Greetings from Tinker House!

We are pleased to share that, following the successful pilot of our joint initiative, **Tinker Tour: A STEAM School Roadshow**, in partnership with the Department of Science and Technology VIII during SY 2024–2025, we officially started the tour's SY 2025–2026 edition in August 2025.

As we work to expand the program and bring the Tinker Tour to more schools across the region, **we respectfully seek your support in the issuance of a Regional Memorandum and Advisory announcing this school year's tour**. These will help ensure smooth coordination with division offices and school heads, while also encouraging the active participation of schools.

In addition, and in line with the project's objectives, we also humbly request permission to conduct **interviews and data-gathering activities with teachers, students, and administrators during our visits**. These efforts are vital to understanding the current state of science education in the region and will help us refine the program to better complement DepEd's initiatives in strengthening STEM/STEAM learning. We shall ensure that all activities are carried out in close coordination with division offices and school heads, with full adherence to DepEd guidelines and school protocols.

Attached to this letter is the invitation letter for schools, as well as more details about the tour's SY 2025-2026 edition. We deeply value your continued support and partnership in building stronger foundations for STEAM education in Eastern Visayas.

Thank you for your kind consideration. We look forward to your favorable response.

Respectfully,

Mitzi Sabando
CEO, Tinker House Inc.

Advisory No. _____, s. 2025
[DATE]
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/staff, as well as the concerned public.
(Visit www.deped.gov.ph)

TINKER TOUR: A SCHOOL ROADSHOW PROMOTING SCIENCE, TECHNOLOGY, ENGINEERING, ARTS & MATH (STEAM)

Tinker House Inc. is conducting the Tinker Tour for the School Year 2025-2026 **in partnership with the Regional VIII Offices of the Department of Education and Department of Science and Technology**, as part of a region-wide campaign to improve and supplement science education across Region VIII. The Tinker Tour is a highly interactive STEAM roadshow that brings pop-up mini labs and makerspace that put real tools and materials directly into students' hands—so they can design, build, test, and experiment. The tour focuses on helping bridge the gap between conceptual learning in the classroom to real-world applications. Through the tour, features four learning areas:

Discovery District	A pop-up science lab where kids will do real hands-on science activities and experiments.
Imagination Realm	An interactive area for pretend play adventures that spark imagination and role-play skills.
Creative Grounds	A pop-up craft studio with creative challenges that blend art and science for self-expression.
Maker Zone	A mobile makerspace that allows students to design, test, and refine various maker projects.
Global Grove **Coming Soon*	Unforgettable experiences that build curiosity, confidence, and global citizenship.

Participation of learners and teachers from public and private schools shall be purely voluntary and will not hamper instructional time in compliance with the provisions of DepEd Order (DO) No. 012, s. 2025, titled Multi-Year Implementing Guidelines on the School Calendar and Activities and DO 9, s. 2005 titled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith and the policy on off-campus activities stated in DO 66, s. 2017.

This is also subject to the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as 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), issued in DO 19, s. 2008, and reiterated in DepEd Memorandum No. 041, s. 2024.

For any inquiries or to arrange a schedule, you may reach Tinker House Partnerships Coordinator Ms. Abbie Amos at 0906-656-5951 or through team@tinkerhouseph.com to coordinate.

A project of: Tinker House

in partnership with: DepED, DOST VIII

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Invitation to Join the Tinker Tour: A STEAM School Roadshow (SY 2025–2026)

Dear _____,

Greetings from Tinker House!

We are a Leyte-based education company dedicated to making STEAM (Science, Technology, Engineering, Arts, and Mathematics) learning fun, accessible, and hands-on for children. Since our founding, we have reached more than 130,000 students nationwide through activity centers, after-school programs, school workshops, and mobile learning events—always with the goal of sparking curiosity, encouraging creativity, and developing problem-solving skills through playful exploration.

As part of our continuing partnership with the Department of Education Regional Office VIII and the Department of Science and Technology VIII, we are pleased to announce that the **Tinker Tour: A STEAM School Roadshow** has started its SY 2025-2026 run. This mobile STEAM program seeks to transform school spaces into interactive tinker spaces where students engage in hands-on experiments, dynamic exhibits, and fun activities that make science and technology come alive.

Program Highlights:

- Hands-on activities designed to complement classroom learning
- Interactive exhibits that make STEAM concepts engaging and accessible
- Opportunities for students to explore, ask questions, and experiment

For this school year, our goal is to reach 30,000 more students across Eastern Visayas, and we are excited to invite your school as one of our partner sites. There are two ways to participate:

1. Coordinate with your local PTA to host a tour.
2. Sign up as a beneficiary school, and we will work to match you with sponsors.

Through either pathway, your school will provide students the opportunity to engage with real-world science concepts, nurture curiosity, and build 21st-century skills in a fun and interactive environment.

More details about the tour are attached to this letter. Our team can coordinate closely with your office to finalize scheduling and logistics. All materials, equipment, and facilitators will be provided by Tinker House to ensure a seamless and enriching experience for your students.

We sincerely hope for your favorable consideration and support in allowing us to bring the Tinker Tour to your school. For any inquiries you may reach our **Partnership Coordinator Ms. Abbie Amos** at **09066565951** or through **team@tinkerhouseph.com.**

Thank you very much.

Respectfully,

Mitzi Sabando
CEO, Tinker House Inc.

A School Roadshow to promote Science, Technology, Engineering, Arts, and Mathematics (STEAM) for young learners!

The Tinker Tour is an interactive STEAM roadshow like no other! Unlike typical traveling science exhibits with lectures, shows, or static displays, our Tinker Stations put real tools and materials directly into students' hands—so they can design, build, test, and even take home their creations.

We bring themed tinkering spaces right to your school, bridging the gap between classroom concepts and real-world applications. The tour is organized around five thematic learning areas—Discovery District, Maker Zone, Imagination Realm, Creative Grounds, and Global Grove—each offering unique activities that spark curiosity and build 21st-century skills.

Each stop on the tour delivers:

- Hands-on science that students can see, touch, and explore.
- Pretend play adventures that spark imagination and role-play skills.
- Maker projects where kids design, test, and refine ideas.
- Creative challenges blending art and science for self-expression.
- Unforgettable experiences that nurture curiosity, confidence, and global citizenship.

We would be delighted to bring the Tinker Tour to your school. To participate, please review the attached program details and confirm your interest by signing up through bit.ly/tinker-tour-school-signup.

Together, let's inspire the next generation of innovators and future-ready learners in Eastern Visayas!

TINKER TOUR DETAILS

Tour Period	August 2025 to March 2026
Target Locations	Schools within Region VIII
Available Programs	Preschool / Kinder Grades 1 - 3 (Lower Primary Program) Grades 4 - 6 (Upper Primary Program)
General Objectives	• Promote hands-on STEAM learning through interactive exhibits and activities. • Spark curiosity and creativity by encouraging exploration and experimentation. • Build critical thinking and problem-solving skills through challenges. • Show real-world applications of science, technology, engineering, arts, and math. • Inspire teamwork, collaboration, and a mindset of innovation.
Duration	3 Hours Total • 45 minutes to 1 hour per learning area • Each learning area starts with a 5 minute orientation and 40-minute free exploration
Target Participants	Minimum 480 / Maximum 720 students per day
Participant Management	Students will be grouped per class per area and will rotate throughout the four different learning areas
Space Requirements	• 1 Covered court/gym OR four (4) large, well-ventilated classrooms • Electrical outlets with ample power supply
Fees	**Regular Rates for Private Schools:** 12 Stations - Php 300/student 24 Stations - Php 600/student ***FREE FOR PUBLIC SCHOOLS SUBJECT TO SPONSOR AVAILABILITY. PLEASE CONTACT US FOR MORE INFORMATION.***

DISCOVERY DISTRICT

Step into the Discovery District—where science comes alive! Kids will peek into the invisible world at the Micro Library, play with the strange behavior of solids, liquids, and gases at the Phase Maze, Slime Lab, and Gloop Pool, explore how molecules are built at the Molecular Combinator, and create exciting reactions at the Chemical Reactor and Fizz Factory.

What will students learn?

Students will leave with a deeper understanding that matter is made of particles that can change states, form structures, and react—turning abstract science into fun, hands-on learning.

Tinker Stations	***Lesson***	***Exhibits/Activities***
Micro Library	Learn that everything is made up of smaller and smaller parts, too tiny to see with the naked eye. Microscopes are tools we use to explore this hidden universe.	• Specimen Matching - Match real-life objects with their microscopic views. • Microscopic Images Gallery - Explore fascinating photos of the unseen world. • Infographic: Types of Microscopes Learn the differences between common microscopes.
Molecular Combinator	Learn about elements and how they combine in different ways to form molecules—because everything in the world is made of molecules.	• Mini Periodic Table of Elements Display - See 83 element "samples". • Molecular Modeling - Build molecules using hands-on kits. • Real-World Object Matching -Connect everyday items to their chemical makeup.
Phase Maze	Learn about curious types of matter and investigate how some materials behave in surprising ways.	• Plasma Ball - Watch electricity dance at your fingertips. • Hand Boilers - See heat transform liquid into motion.
Slime Lab		• Slime Making - Mix ingredients to create your own slime. • Slime Exploration Table - Test textures, stretch, and compare slimes.
Gloop Pool		• Gloopy Explorations - Experiment with sticky, gooey fun. • Dancing Oobleck- Watch cornstarch and sound create moving patterns.
Fizz Factory	Experiment with safe chemical reactions, observe the signs of chemical change, and connect them to real-world uses.	• Fizzy Eruptions • Self-inflating Balloon Experiment • "Fire Extinguisher" Experiment • "Lava Lamp" Experiment
Chemical Reactor		• Color Changing Chemical Reactions

Disclaimer: Exhibit lineup may vary per event and some items may be substituted with alternatives.

IMAGINATION REALM

Come exercise your imagination as we journey to different worlds and eras! Kids will travel back in time to the age of dinosaurs and ancient life, sharpen their thinking skills at the Clue Complex and Puzzle Park, discover mind-bending phenomena at the Wizard Academy, and even imagine the future at the Time Portal.

What will students learn?

Students will learn that imagination is a powerful tool for exploring ideas, solving problems, and understanding the past. By thinking critically about different phenomena and engaging in creative play, they will gain a deeper appreciation of how different worlds existed before ours and how imagination helps us make sense of the world today.

Tinker Stations	***Lesson***	***Exhibits/Activities***
Dinosaur Museum	Students will explore fossils and models to understand what life was like in prehistoric times.	• VR Exploration of Prehistoric Worlds - Step into ancient landscapes and see dinosaurs in action.
Fossil Site	Students will investigate how fossils form and what they reveal about animals and plants that lived long ago.	• Fossil Dig Site - Uncover fossils in a hands-on excavation activity. • Types of Fossils - Learn how different fossils form and what they reveal.
Time Portal	Students will learn to imagine the world they want to help build.	• Design the Future Challenge - A visioning activity for kids to imagine the future they want.
Clue Complex	Students will practice solving mysteries by observing, gathering evidence, and thinking logically.	• Secret Messages Challenge - Discover ways to write hidden messages! • Decode Challenges - Test classic ciphers like Caesar Shift and Pigpen.
Puzzle Park	Students will strengthen problem-solving skills by completing puzzles and challenges that test their reasoning.	• Puzzle Stations - Solve hands-on logic puzzles and brain teasers. • Brain Benders - Tackle problem-solving games that test critical thinking.
Wizard Academy	Students will explore mind-bending phenomena and learn how science can feel like "magic" when we don't yet understand it.	• Refraction Experiments - Discover how light bends with water and lenses. • Levitating Tricks & Illusions - Experience mind-bending optical and sensory illusions.

Disclaimer: Exhibit lineup may vary per event and some items may be substituted with alternatives.

MAKER ZONE

Get ready to invent and build at the Maker Zone! Kids will tinker with circuits and magnets at the Circuit Hub and Magnet Depot, test out designs that move and float at the Contraption Station and Float Facility, build awesome creations at the ConstructionCorner, and explore robotics and coding at the Funbot Factory.

What will students learn?
Students will have a deeper understanding that inventing is about solving problems through making, testing, and iterating—kids will learn that every invention starts with a challenge and improves through creativity and persistence.

Tinker Stations	***Lesson***	***Exhibits/Activities***
Contraption Station	Learn how to build simple machines and contraptions that accomplish simple tasks.	• Build-a-Contraption Challenge - Use wooden planks to design and test different creations.
Construction Corner	Learn how to design and build strong and stable structures.	• Building with Giant Blocks - Construct large-scale models with oversized blocks.
Magnet Depot	Learn how to design inventions powered by magnetic forces of attraction and repulsion.	• Building with Magnetic Tiles- Snap magnets together to build geometric designs.
Circuit Hub	Learn how to design and build circuits that light up, spin, and power devices.	• Snap Circuits Kits - Build working circuits that power lights, fans, and alarms. • Clay Circuit - Use conductive and insulating clay to light up LEDs.
Funbot Factory	Learn how to program robots that follow instructions to complete tasks.	• Programmable Robots - Code robots to race, complete tasks, and compete.
Code Terminal	Explore the basics of coding through fun, interactive challenges.	• ScratchJr Stations – Create your own animations and mini-games using block-based coding.

Disclaimer: Exhibit lineup may vary per event and some items may be substituted with alternatives.

CREATIVE GROUNDS

Unleash your creativity at the Creative Grounds! Kids will discover a world of color at the Color Lab and Paint Factory, explore geometry at the Shape Shed, learn paper engineering at the Paper Pavilion, get creative with 3D doodles at the Doodle Den, and have fun with mind tricks at the Illusion Inn.

What will students learn?
Students will learn that creativity is about experimenting with ideas, patterns, and materials—using art, math, and imagination to design, build, and express in new ways.

Tinker Stations	***Lesson***	***Exhibits/Activities***
Doodle Den	Students will learn how to turn simple doodles into 3D creations.	• 3D Pen Drawing - Sketch in the air and build 3D models with pens.
Illusion Inn	Students will learn how perspective, patterns, and light can trick the eye.	• Optical Illusion Puzzles - Challenge your brain with stereograms and trick images. • Kaleidoscopes - Look through mirrors to see endless colorful patterns.
Shape Shed	Students will learn how shapes and geometry are used in design and art.	• Tangram Puzzles - Arrange shapes to solve classic tangram challenges. • Tessellations - Create repeating patterns that fit together perfectly.
Paper Pavilion	Students will learn how to design and build creative paper structures.	• Origami Models - Fold paper into animals, objects, and geometric designs.
Silver Screen	Students will learn how images come to life through motion and light.	• Optics Grid Animation – Slide striped grids across drawings to make them move. • Zoetrope – Spin classic animation devices to watch still frames turn into motion. • Hologram Projector – View 3D holographic images that appear to float in the air.
Color Lab	Students will learn how light and color can be explored, mixed, and revealed in creative ways.	• Prisms & Spectrometers – Break white light into its rainbow spectrum and observe each wavelength. • Light Table & Color Filters – Mix and explore how colors change when layered.

Disclaimer: Exhibit lineup may vary per event and some items may be substituted with alternatives.

GALLERY

Last school year, the Tinker Tour made **15 stops in schools and malls across Region VIII**, reaching thousands of learners with hands-on STEAM experiences. From classrooms to community spaces, each stop brought interactive exhibits, maker activities, and playful learning that left students inspired and excited about science, technology, engineering, arts, and mathematics.

This year, we invite your school to be part of this growing movement. Join us in bringing the Tinker Tour to your campus and give your students the chance to explore, create, and imagine like never before!

bit.ly/tinker-tour-school-signup

Tinker Tour Impact & Insights Study

Research Framework 2025–2028

Abstract

The **Tinker Tour** aims to become the largest mobile STEAM education program in the Philippines. But before it can be replicated nationwide, its impact must first be assessed at a smaller scale. Region VIII, where science education faces persistent challenges and urgent need for interventions, provides the ideal starting point.

We propose to conduct the **largest real-time study of the state of science education in Region VIII** alongside the rollout of the Tinker Tour. Doing both simultaneously is efficient and ensures that each Roadshow visit contributes not only to learning, but also to knowledge-building.

This dual role allows the Tour to:

- **Deliver hands-on, engaging STEAM experiences** to students and teachers.
- **Collect data** on the state of science education and the impact of interventions in improving learning outcomes.

Through this approach, we will:

- Assess the **current state of science education** across schools in the region.
- Measure the **impact of Tinker Tour activities** on students, teachers, and schools. Gather **feedback from students and teachers** on their expressed needs, priorities, and aspirations.

Schools and sponsors that participate are not only contributing to **direct impact on children's education**, but are also helping set the stage for **larger-scale reform nationwide**.

The **Tinker Tour Impact & Insights Study** will position the Tinker Tour as both a **learning innovation** and a **research initiative** that informs **policy, funding, and program design** at regional and national levels.

Problem Statement

Science education in the Philippines faces a persistent crisis characterized by limited laboratory access, insufficient equipment, and lack of opportunities for hands-on learning. Students often learn theoretical concepts in classrooms but rarely apply them in practical or real-world contexts. Region VIII reflects these national challenges acutely, with many schools under-resourced and teachers under-trained in inquiry-based instruction.

No large-scale, real-time research effort currently exists to measure the state of science education alongside the impact of interventions like mobile STEAM programs. This gap hinders effective policy-making and prevents stakeholders from understanding what works in improving science learning outcomes.

Hypotheses

1. Schools in Region VIII lack adequate facilities, resources, and exposure to hands-on STEAM learning opportunities.
2. Participation in the Tinker Tour will increase student curiosity, confidence, and understanding of science concepts.
3. Teachers exposed to the Tinker Tour will report higher confidence in delivering hands-on activities and greater willingness to adopt them in their classrooms.
4. The dual implementation of the Tinker Tour and the Impact & Insights Study will generate actionable evidence to inform education policy, funding, and curriculum development.

Significance

- **For Students:** Provides engaging, hands-on STEAM learning that strengthens 21st century skills. Children are able to explore models in physics, chemistry, and biology, discovering that science is not about memorizing but about questioning and experimenting.

- **For Teachers:** Models practical teaching approaches and builds confidence in implementing hands-on activities.

- **For Schools:** Supplies feedback on science education gaps and resources.

- **For LGUs/DepEd:** Generates actionable dashboards to guide education planning and policy.
- **For Sponsors:** Offers measurable, data-driven impact for CSR investments.
- **For the Nation:** Establishes a replicable framework for scaling STEAM interventions nationwide.

Research Objectives

1. **Assess the current state of science education in Region VIII** — including facilities, resources, teacher capacity, and student exposure to hands-on learning.
2. **Measure the impact of the Tinker Tour** on students, teachers, and schools.
3. **Generate actionable insights** for LGUs, DepEd, and private sector partners to strengthen STEAM education.
4. **Provide sponsors and stakeholders** with data-driven evidence of impact.
5. **Build a long-term database** to track progress and trends in science education across regions.

Data Domains

School Profiling	• Facilities (labs, equipment, internet, electricity, class size). • Science budget and resource allocation. • Previous exposure to traveling science exhibits or programs.
Teacher Outcomes	• Children explore models in physics, chemistry, and biology, discovering that science is not about memorizing but about questioning and experimenting.
Student Outcomes	• Interest and curiosity in science/STEAM. • Confidence in doing experiments. • Understanding of classroom-linked concepts. • Perception of relevance to daily life.
System Outcomes	• LGU and DepEd priorities reflected in resource allocations. • Corporate sponsorship impact linked to data-driven evidence.

Sample Survey for Teachers

Please rate your level of agreement with the following statements:

1. The tour stimulated my students' curiosity in STEAM.
2. The tour challenged my students' thinking.
3. The tour provided new experiences for my students.
4. The tour was supportive of student learning.
5. The tour supported classroom curricula.
6. The tour met my students' expectations.
7. The tour related classroom concepts to everyday life.
8. The tour provided unique opportunities for learning that would otherwise not be available.
9. The exhibits were meaningful and hands-on.
10. The information presented was accurate and delivered well.
11. The tour encouraged students to ask questions.
12. The tour met my expectations as a teacher.
13. The tour contributed to my own understanding of science and STEAM.
14. Overall, the tour was fun and enjoyable for my students.
15. The tour offered good value for money.
16. The tour tackled important subjects not usually included in traditional curricula.
17. I believe the tour helps increase students' chances of pursuing STEM fields in the future.
18. I observed 21st century skills (e.g., collaboration, communication, problem-solving, creativity) being practiced during the tour.

Open-Ended Questions:

- What was the most valuable part of the tour for your students?
- How could the tour be improved to better support your teaching?

Sample Survey for Students

Please rate your level of agreement with the following statements:

1. I learned something new from the tour.
2. The activities helped me better understand a subject I took up in class.
3. The activities increased my curiosity and interest in science.
4. The tour was fun and enjoyable.
5. The exhibits related to things I see or experience in everyday life.
6. The tour encouraged me to ask more questions about science.
7. The tour made me more interested in science, technology, engineering, arts, or math (STEAM).
8. I would like to join another tour or similar activity in the future.

Open-Ended Questions:

- What was your favorite activity in the tour?
- What new things did you learn that you will remember most?
- What other activities would you like to see in future tours?