Republika ng Pilipinas

Kagawaran ng Edukasyon

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OUA MEMO 00-0421-0013
MEMORANDUM
06 April 2021

For: **Regional Directors**
(NCR, III, VIII, and XI)

Schools Division Superintendents
Division Information Technology Officers
Public Elementary and Secondary School Teachers
(Schools Divisions of Leyte, Pasig City, Tagum City, and Zambales)

Subject: **PLAY, BUILD, LEARN WITH MINECRAFT EDUCATION EDITION: CAPACITY BUILDING PROGRAM ON GAME-BASED LEARNING FOR DEPED**

As the Department of Education (DepEd) explores sustainable approaches to innovative teaching and learning, the Office of the Undersecretary for Administration (OUA) in partnership with Microsoft Philippines, Inc., will conduct a capacity building program on Minecraft Education Edition. This is a game-based learning platform that promotes creativity, collaboration, and problem-solving in an immersive digital environment.

The said program will be piloted in the Divisions of Leyte, Pasig City, Tagum City and Zambales and will be delivered via Microsoft Teams. All the important details of the program, including the link to sessions shall be coordinated directly with the Information Technology Officers of the said divisions.

The following are the objectives and phases of the program:

1. create more immersive learning dynamics in the classroom;
2. familiarize educators with classroom-friendly features to support classroom management and formative assessment; and
3. build a community of educators and student leaders who will continue to promote and support game-based learning for exploration, storytelling, and digital learning.

Attached is the program matrix for ready reference (Annex A).

Office of the Undersecretary for Administration (OUA)
[Administrative Service (AS), Information and Communications Technology Service (ICTS), Disaster Risk Reduction and Management Service (DRRMS), Bureau of Learner Support Services (BLSS), Baguio Teachers Camp (BTC), Central Security & Safety Office (CSSO)]
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ORD gmail 4-7-21

For any questions or clarifications, kindly contact Ms. Clarissa Segismundo, Education Programs Lead of Microsoft Philippines, through email at msfteduph@microsoft.com. Alternately, Mr. Mark Anthony Sy, Head of the Information and Communications Technology Service - Educational Technology (ICTS-EdTech) Unit, may be reached for the same purpose via email at edtech@deped.gov.ph .

For immediate and appropriate action.

ALAIN DEL B. PASCUA
Undersecretary

Annex A

PROGRAM MATRIX

Program Phase	Intended Participants	Training Inclusion	Tentative Date of Execution
Phase 1 Division-wide Program Kick-off	Educators from the following DepEd divisions: Leyte, Pasig City, Tagum City and Zambales This session can accommodate up to 20,000 participants via Microsoft Teams Live Event.	Program kick-off and basic training on Minecraft in Education Edition to allow stakeholders and participants understand the value of game-based learning and its alignment to Minecraft gameplay	April 2021
Phase 2 Minecraft Champions Workshop	100 Educators (25 per division) who will be Minecraft Teacher Champions. Selection of participants c/o Division ITO.	In-depth workshop on Minecraft in Education Edition that includes Getting Started, Formative Assessment and Classroom Mode. Basic technical support hosted in Microsoft Teams to address community questions (proper protocol for ticketing, SLA and other processes to be followed)	April 2021
Phase 3 Minecraft Teach Back	100 Minecraft Teacher Champions (25 per division) who completed Phase 2. Each Minecraft Teacher Champion is expected to teach back Minecraft to at least 20 Teacher Minecrafters. Each Teacher Minecrafter is expected to teach Minecraft to at least 40 Student Minecrafters.	Teacher-led adoption of Minecraft: Education Edition. Basic technical support hosted in Microsoft Teams to address community questions (proper protocol for ticketing, SLA, and other processes to be followed)	May 2021

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