

School

PINGET NATIONAL HIGH SCHOOL

Innovation Name

Math SPARK: Strengthening Proficiency and Revitalizing Knowledge

Explain your innovation briefly

This program involves the provision of extended learning activities after class hours for identified Grade 8 learners. The activities will utilize computer applications that the learners can access using the tablets or their smart phones. During lunch break, board games like daMath will be organized for the learners. The activities will be facilitated by the respective teachers assisted by able learners as peer teachers.

The focus learning competencies can be assessed and addressed during the class period for NMP. Individualized lesson modules and worksheets will be provided.

Problem Statement – What problem does the innovation seek to address

- There are high failure and dropout rates during the SY 2023-2024.
- The learners have poor foundational skills as indicated in the PASS for Grade 7 English, Science and Mathematics.

How does the project demonstrate a clear understanding of the needs of your school community?

- As the common reason for dropping out is lack of interest and many of those that completed the SY but with failing marks fell short of the subject required performance outputs due to absences or simply reluctance to perform, there is a need to revitalize the learners' energy in learning and boost their interest in school.
- The technologically infused activities would help build better study habits among the learners develop self-esteem so that they could participate more actively in class and not fall behind.

What makes the project unique, different, and worthy of emulation?

The uniqueness of this learning intervention project is in the strategy which employs technological applications. The use of tablets or smartphones can help attract the learners' attention and motivate them to eventually develop better study habits.

What are your key challenges and how do you plan to overcome them?

- Teachers need to make time during the break times and after class. The tasks will have to be shared among all them and take turns on schedule.
- Limited internet and technological gadgets of the school. Some of the learners can use their own smartphones. The possibility of acquiring additional equipment partnership will also be explored.

What resources would you need? How would you source them?

- Computers/tablets and internet access. These are already available in the school though limited in quantity and coverage. Additional units could be procured eventually using the school MOOE and/or SPTA funds.
- Educational game boards. Some will be procured using the allocated ADM fund.
- Lesson modules and worksheets. These can be reproduced using the existing school printing equipment and supplies.
- Appropriate learning applications. The free versions will be utilized.

Math SPARK: Strengthening Proficiency and Revitalizing Knowledge

Inspiring a New Wave of Learning with Engaging Digital Solutions

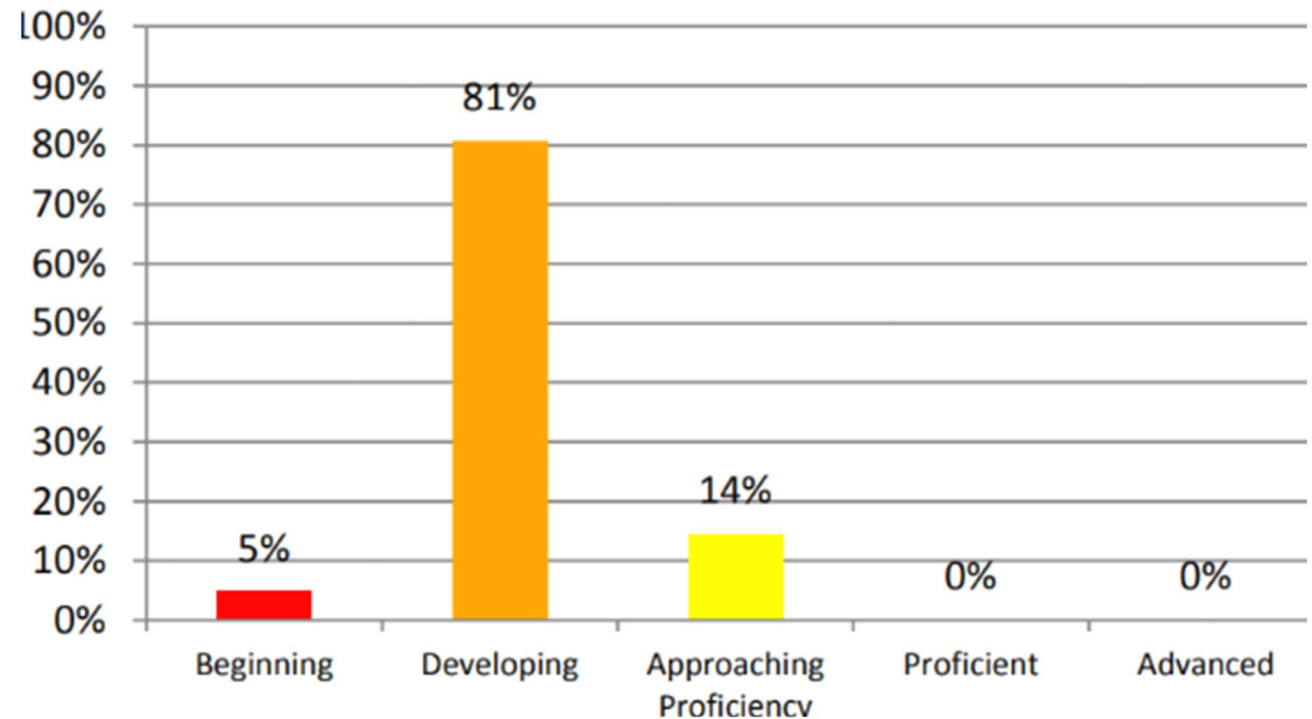
Lucia T. Casim
Pinget NHS



The Problem

- 17 out of 543 (3%) learners failed at the end of the SY 2023-2024
- 15 of the JHS and 6 SHS failed to complete the school year
- The results of the PASS in the SY 2023-2024 show that none of the respondents (0%) scored proficient in Grade 7 Mathematics.*

Grade 7





The Context

Learners enjoy using technological gadgets. The school has tablets that can be used for computer applications.





Stakeholders Pain Points

LEARNER

- Lack of energy or motivation
- *Low self-esteem*

TEACHER

- *Learners not so focused*
- *Learner absences*

PARENTS

- *Busy at work, not able to supervise child at home daily*

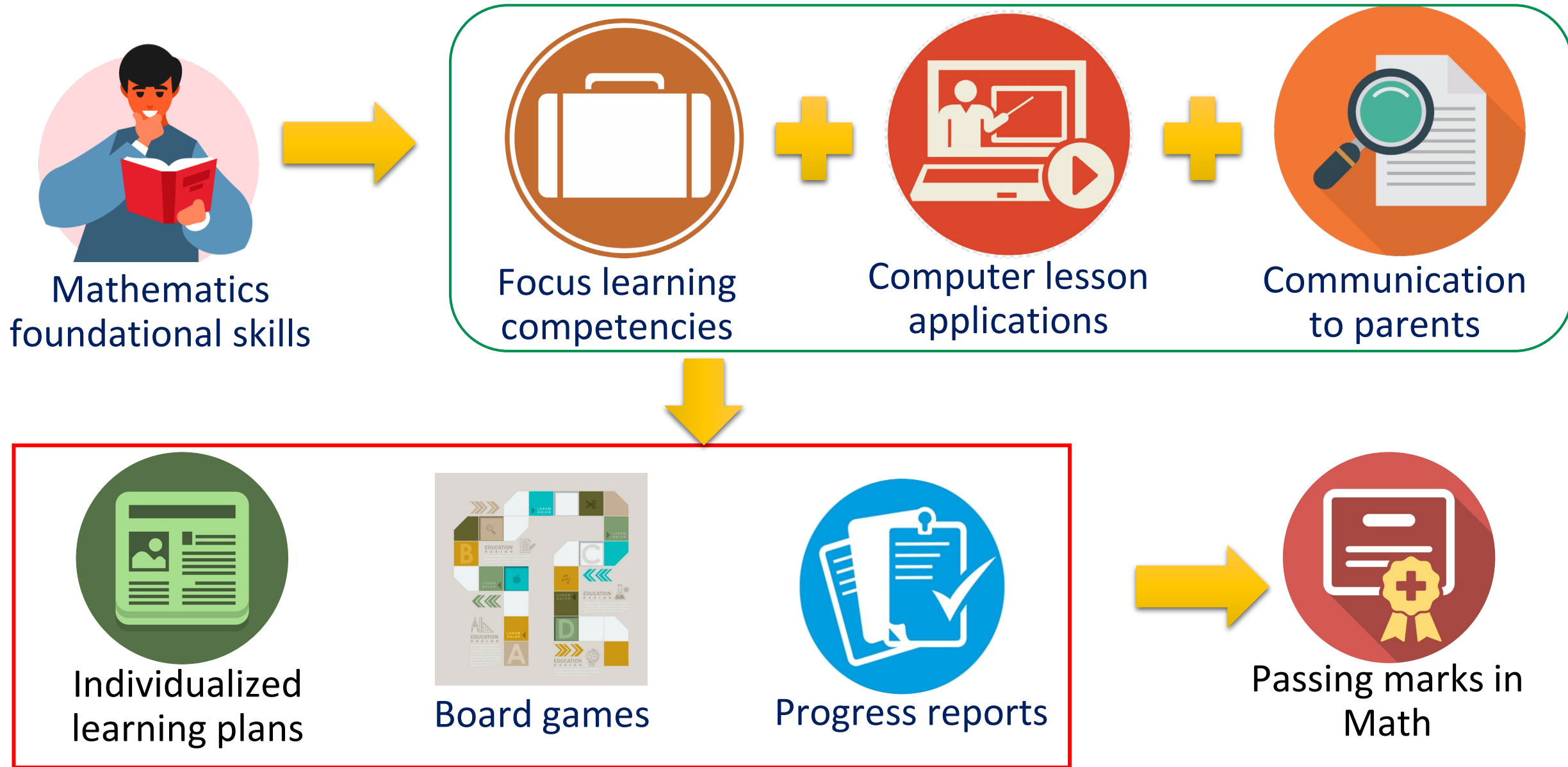
**as shared during the reviews, and other meetings including daily conversations*

The Solution

This program involves the provision of extended learning activities after class hours for the identified learners. The activities will utilize computer applications that the learners can access using tablets or smartphones. Some educational recreation activities like board games will be organized during lunch break.



A Differentiated Approach





Challenges

- Teachers need to make time during the break times and after class. Student leaders or peer assistants will help.
- Limited internet coverage and technological gadgets. Wifi access points can be expanded. The participants can also use their own smartphones.

Needed Resources

- Internet routers in the classrooms
- Computer applications
- Educational game boards
- Computer/tablets

Sources:

ADM fund, MOOE and SPTA funds

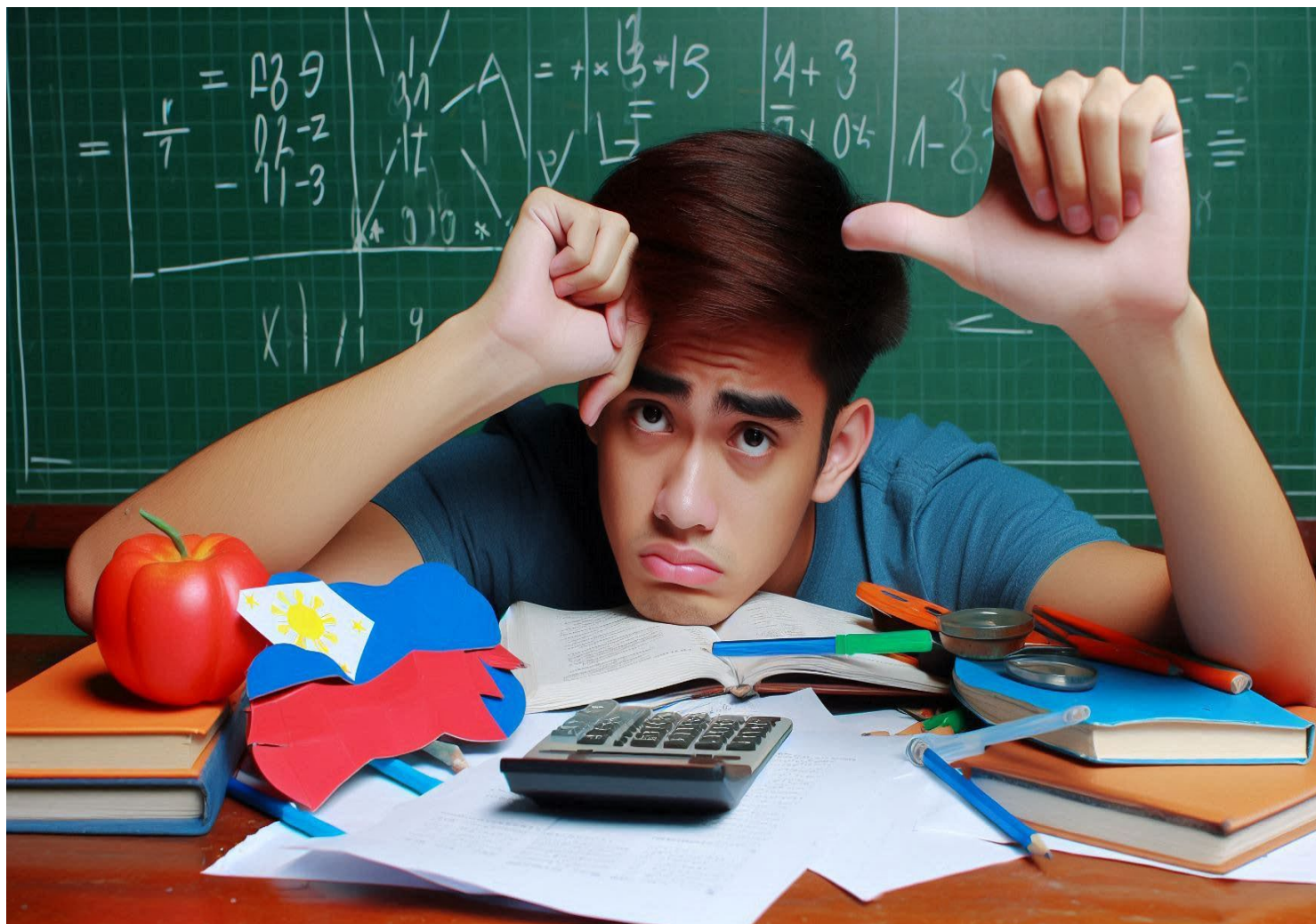


Monitoring & Evaluation



Samsung Gala
Apr 29, 20

Teachers will provide feedback on the effectiveness of the educational applications and identify issues that need action. Data on student performance and engagement will be collected and analyzed periodically. The School Forms at the end of the school year will be utilized as major data source. Surveys and feedback sessions will be conducted with teachers, students, and parents to assess the impact of technology integration. Adjustments will be made based on the findings to improve the program's effectiveness.



Zero (0%) of the Grade 7 scored proficient in Mathematics at the end of SY 2023-2024.

These learners are now in Grade 8. They will likely be failing, especially in Mathematics.

**You are part
of the solution**

Critical Visual Narrative



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EDUCATION

