



Republic of the Philippines  
**Department of Education**

FEB 23 2012

DepEd MEMORANDUM  
No. **40**, s. 2012

**7<sup>TH</sup> NATIONAL SEARCH FOR INNOVATIVE TEACHERS  
LEADERSHIP AWARDS (ITLA 7)**

To: Bureau Directors  
Regional Directors  
Schools Division/City Superintendents  
Heads, Public Elementary and Secondary Schools

1. The Microsoft Philippines, Inc. Partners in Learning (PiL) announces the **7<sup>th</sup> National Search for Innovative Teachers Leadership Awards (ITLA 7)**.

2. ITLA is a yearly search for the top ten (10) Public Elementary and Secondary School Teachers who have effectively and successfully integrated the Information and Communications Technology (ICT) in teaching and learning and who have impacted on developing knowledge workers and life-long learners.

3. This year's Search is open to all public elementary and secondary school teachers nationwide.

4. From the Top Ten (10) Finalists, three (3) will be chosen as Grand Winners who will represent the Philippines in the Annual Regional Innovative Education Forum to be held in Auckland, New Zealand in March 2012.

5. The board and lodging and travel expenses to Auckland, New Zealand of the Top Three (3) Grand Winners shall be shouldered by Microsoft Philippines, Inc. under the ITLA 7 Project.

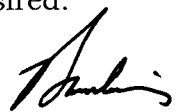
6. For the selection mechanics, application process and judging evaluation, please refer to the enclosure or may visit the Partners in Learning (PiL) website: [www.partnersinlearningnetwork.com](http://www.partnersinlearningnetwork.com).

7. For more information, interested participants may contact:

**Mr. Robby Manubay**

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[www.partnersinlearningnetwork.com](http://www.partnersinlearningnetwork.com)

8. Immediate dissemination of this Memorandum is desired.

  
**BR. ARMIN A. LUISTRO FSC**  
Secretary

Encl.:

As stated

Reference:

DepEd Memorandum: No. 403, s. 2010

To be indicated in the Perpetual Index  
under the following subjects:

INFORMATION TECHNOLOGY  
PRIZES or AWARDS  
SCHOOLS  
SEARCH  
TEACHERS

R-MCR/DM-ITLA7  
934/February 10, 2012

Microsoft  
Partners in Learning

## 7<sup>TH</sup> Philippine Innovative Teachers Leadership Awards

### **Mechanics**

The quest for the most innovative teachers is on, as the Department of Education (DepEd), in collaboration with the Microsoft Philippines Partners in Learning announces the 7<sup>th</sup> Innovative Teachers Leadership Awards Competition (ITLA 7). If you have creatively and effectively integrated ICT into classroom teaching and learning, then we invite you to join in this worthwhile academic search.

#### **1. Contest Rules**

- 1.1 ITLA 7 is open to all innovative public and secondary school teachers from the Department of Education's 176 divisions representing 17 regions in the Philippines.
- 1.2 Participating teachers should have integrated Information and Communication Technology (ICT) in their classroom activities in the last six months.
- 1.3 All participating teachers should possess a valid passport at the time of submission of entry to Microsoft.
  - 1.3.1 For the top ten participating teachers must present the requirements below on the day of the Education Summit (travel authority and travel order, Current and All Previous Passport (Current Passport should be valid for more than 6 months).
- 1.4 The participating teachers should be able to present a medical certificate, certifying that she/he is physically and mentally fit to travel outside the Philippines.
- 1.5 All Finalists and Top 3 winners should be able to secure and present a valid travel order from the Department of Education.
- 1.6 From the top ten (10) finalists, 3 will be chosen as grand winners and will represent the Philippines in the Annual Regional Innovative Education Forum in March 2012 to be held in Auckland, New Zealand in March 2012.

#### **2. Application Process**

- 2.1 Participating teachers need to upload a digital portfolio of their works using the **Virtual Classroom Template (VCT)** and fill out the **ITLA 7th \_Applicant Questionnaire** at the Partners in Learning (PiL) Network named as "**Philippines - ITLA 7th Search**" community

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2.2 Participating teachers' portfolio and project must be composed using Microsoft tools and applications. All submission must be coursed through the website on or before February 23, 2012 **at 3:00 in the afternoon**. No fax or paper-based applications will be accepted. To access the **Philippines ITLA 7 Search** Community, please do the following steps:

- 2.2.1 Sign in to the Partners in Learning Network at [www.partnersinlearning.com](http://www.partnersinlearning.com)
- 2.2.2 On the upper left hand corner of the homepage, Current Country dropdown box, click Asia-Pacific.
- 2.2.3 Sign in, if you have already registered to the PiL Network. Click Join now if you have not registered yet to the PiLN. Please use your [@teacher.deped.gov.ph](mailto:@teacher.deped.gov.ph) email account to join the network.
- 2.2.4 If you still don't have your [@teacher.deped.gov.ph](mailto:@teacher.deped.gov.ph) account, please email [mstpilph@live.com](mailto:mstpilph@live.com) with your complete name and mobile number.
- 2.2.5 Once in the network, click Community tab. Click All Communities and search for the **Philippines ITLA 7 Search** Community. Click on the link and join the community.
- 2.2.6 Upload your VCT and application questionnaire by adding under the **ITLA 7 Search Entry** shared folder.

- 2.3 All participants should agree that the work they have uploaded on the PiL portal will be shared to other teachers.
- 2.4 There is no limit on the number of contest entries a division will submit. However, it is important for the Division Superintendent and ICT Coordinator to pre-qualify all entries before uploading the VCT in the ITLA website.
- 2.5 A contestant is only allowed one version of the VCT to be uploaded in the website. In the final event, only one version of the poster is also allowed.
- 2.6 Submitted entries are deemed final and cannot be anymore enhanced /revised.
- 2.7 A Selection Panel will conduct an online pre-judging of all applications.
- 2.8 A contestant is only allowed one version of the VCT to be uploaded in the website. In the final event, only one version of the poster is allowed.
- 2.9 The Awards Night will be held on March 2, 2012 at a venue to be announced later.
- 2.10 The top three (3) Philippine representatives will compete in the Regional Innovative Educators Forum in Auckland, New Zealand from March 19-25, 2012 and have a chance to compete in the Global Educators Forum in Athens, Greece in November 2012.

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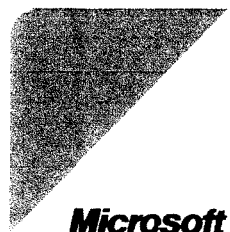
- 2.11 Please be reminded of the following contest schedule:
- >February 24-25 –Judging Period to select the 10 finalists
  - >February 27 – Top 10 finalists will be announced. Winners will be notified via a personal phone call from the Academic Program Manager of Microsoft.
  - >March 2 – Judging of 10 finalists and Awarding ceremony at a venue to be announced later. The top 3 winners to represent the country in the Microsoft Regional Innovative Education Forum will be announced during the Education Summit.
  - >March 2012 – National Winner to represent the Worldwide competition will be announced at the Microsoft Regional Innovative Education Forum in New Zealand.
- 2.12 Recipients of the 7<sup>th</sup> Innovative Teachers Leadership Awards will be appointed as ambassadors of the Partners in Learning (PiL) program. As such they are required to actively participate in and endorse all online activities of the said program for at least one year.
- 2.13 Microsoft, the PiL board of judges reserve the right to disqualify participants and regional finalists for reasons such as plagiarism, falsification of documents and unaccepted behavior during the course of the contest.
- 2.14 All participants submitting entries are deemed to have accepted the rules of competition, and agree to abide thereby.
- 2.15 For more information, please contact Mr. Robby Manubay at [msphilpil@live.com](mailto:msphilpil@live.com) or call 0917-8976229 or Microsoft Office at (02) 860-8989.

### 3. Selection Process

- 3.1 Ten Finalists will be chosen from among the divisions. Selection will be at large and will be based solely on the merits of the presentation using the Virtual Classroom Template. Along this line, it is possible that one or two regions may have more finalists than the other.
- 3.2 The 10 finalist will be judged based on their abstract during the Education Summit in Manila on March 2, 2012. Finalists must arrive one day before the actual event to set-up their exhibits.
- 3.3 The Top three will be chosen from among the 10 finalists, representing Extending Learning beyond the Classroom Award, Best in Collaboration and Innovation in Challenging Contexts Award.

**The criteria for the selection of exceptional primary and secondary teachers as Innovative Teacher Leaders include all the following:**

1. Exemplary and innovative use of education technology in teaching and learning;
2. Exceptional educational talents as evidenced by outstanding instructional practices in the classroom, school and profession;
3. Demonstration of an engaging and inspiring presence that motivates and impacts students, colleagues, and the community.



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## 4. Definition of Judging Categories

Most projects will and can be characterized by several of the categories. That is only natural. The projects should be categorized where they have the strongest belonging.

The categories must be used as guidelines to identify good teaching practices, which then competences to be excellent practices of innovation in the classroom.

We are looking for projects that show outstanding, different and innovative teaching. For a project to be scored highly it needs to prove innovative and new approaches to teaching using ICT.

### 4.1 Extending Learning beyond the Classroom

- The project must extend beyond the traditional boundaries of the classroom, include individuals beyond the classroom community, provide opportunities for 24/7 learning, foster cross-disciplinary connections, and promote global awareness and cultural understanding. It must also include activities where students have opportunities to collaborate or communicate with people from outside the classroom (e.g., community members, family members, or experts); create work products that are used by people outside the classroom; or receive feedback from people outside the classroom.
- The project needs to prove not only having focus on communication and collaboration outside the classroom but also having an impact beyond the classroom - e.g. in terms of doing something for a community, the environment etc.
- The project ought to involve real problem-solving (which is much harder than just involving people or ideas from outside the classroom).
- The project must use real world issues and problems, people and learning from outside the classroom AND involve students collaborating with people outside their own school to address those issues, problems, learn about other people etc.
- The project needs to prove teaching practices empowering student work outside the classroom by the use of ICT.
- **Focus** in this category is the impact the project has beyond the classroom.

### 4.2 Collaboration

- The most common type of collaboration is students working together in pairs or teams. Collaboration can also include students working with people outside the classroom: either students in other classes or schools, or adults such as community members or experts. For this work to be considered collaboration, the students and adults must be working together toward a common goal or product.
- Collaboration needs to be a defined objective of the project
- Collaboration in the project can also be between teachers, co-teaching in new and innovative ways
- Each person in the collaboration ought to have a differentiated role that contributes to the overall project.
- In this category the project needs to focus on innovative collaboration – by the use of ICT - preferable accomplished with collaborative learning models.
- The project must focus on the role of collaboration to solve the problem or create the project. **Focus** in this category is showcasing innovative collaboration.

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## 4.3 Innovation in Challenging Contexts

- Some teaching and learning environments are particularly challenging in order to work innovatively for teachers. This can be:
  - environments with very limited resources – where innovative teaching and by use of the smallest amount of ICT resources prove to change the way of learning
  - environments where technology is not considered and/or expected and believed to be part of the learning process – and where innovative teaching introduces new ways of learning by introducing ICT
  - environments where stand-and-deliver is the traditional way to teach and the stakes are so high that any innovation is seen as risking kids' futures – where teachers are able to introduce innovation in ways that are accepted and that change the learning process and student outcome.
- E.g. the project must prove that the teachers use limited ICT resources innovatively
- Or the project shows innovative pedagogy in an environment that has conditions such as “high stakes” exam oriented that gives very little wriggle room
- The project must show an innovative approach to learning with ICT under challenging conditions that would normally not allow or make room for innovation.
- The **focus** of the project must be on teaching outside the box of what can be expected within an environment that would normally not make room for innovative teaching practices.

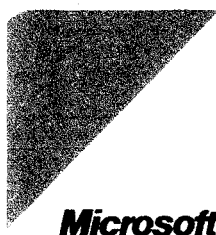
### **During the finals event in, each finalist is required to present the following:**

1. A VCT (Virtual Classroom Tour) PowerPoint presentation
2. A poster demonstration of your innovative project or lesson

As you plan and prepare your VCT and your poster demonstration, bear in mind that the judges will have limited contact time with you, if any. Each judge will be given a copy of the VCT and will make preliminary evaluation based on the VCT alone. On the day of the finals the judges will look at the poster. Your most important message should be on that poster. It must be clear what is innovative about the entry.

Refer to the judging criteria on the next page and ensure that you can provide evidence for all the items in your display or your VCT.

If you have any questions about the presentation for the finals event please contact: Mr. Robby Manubay at [msphilpil@live.com](mailto:msphilpil@live.com) or call 0917-8976229 or Microsoft Office at (02) 860-8989.



5. Awards

\*\*\*To be announced during the event proper.

6. Guidelines: A VCT (Virtual Classroom Tour) PowerPoint presentation

1. This must be based on the PowerPoint template file and produced in digital format – you can also download this template from the Partners in Learning (PiL) Network named as “Philippines -ITLA 7th Search” community site ([http://apac.partnersinlearningnetwork.com/Communities/philippines\\_itla\\_7\\_search](http://apac.partnersinlearningnetwork.com/Communities/philippines_itla_7_search)).
2. You will only be permitted to submit one PowerPoint presentation (VCT) for judging prior to the event and all other files that you refer to must be embedded in that VCT.
3. You must save the VCT in a PowerPoint 2003 format (compatibility mode). Do not incorporate features unique to PowerPoint 2007/2010. This will enable us to easily share your entry with teachers and judges who may not have PowerPoint 2007/2010.
4. You must limit the VCT file size to 5Mb each.
  - a. The file size restriction will be strictly applied- so be selective of what you add.
5. To compress images (reduce the resolution of pictures so they don't take up much Mb)
  - a. Right click on any picture in the presentation
  - b. Click **Format Picture**
  - c. Click **Compress**
  - d. Click on the radio buttons for **Web/Screen** and **All Pictures in document**
  - e. Click OK twice
  - f. Save the file
6. To embed files in the VCT:
  - a. Click in the file where you want to place the embedded object
  - b. Click on the **Insert** menu
  - c. Click **Object**
  - d. Click **Create From File**
  - e. Click **Browse** and identify the file, then click OK
  - f. Check **Display As Icon**
  - g. Click **OK**
7. **Go To** [http://www.school.za/innovation/VCT/index\\_en.htm](http://www.school.za/innovation/VCT/index_en.htm) to view examples of competed VCTs in previous years International ITLA.



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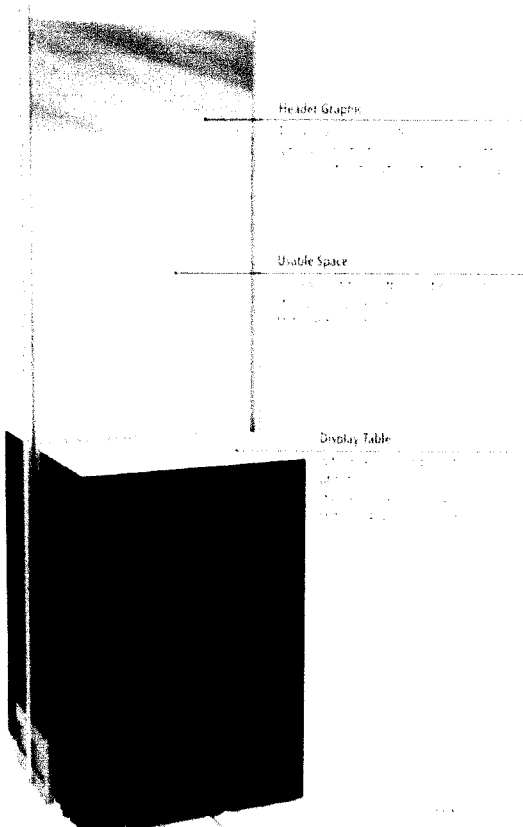
## Guidelines for the Top 10 Finalists Only

Prepare a poster demonstration of your innovative project:

DATE	March 1 Thursday	March 2 Friday			
TIME	TBA	7:00 AM- 8:00 AM	9:00 AM – 12:00 NN	1:00 PM- 4:00 PM	6:00 PM
ACTIVITY	Set-Up Exhibits	Set-Up Exhibits	Initial Judging & Viewing	Additional Viewing & Judging; Final Viewing	Awarding

- a. This should be a visual display of your project including anything that you think will enhance your chances of winning the Search. The display area will be strong enough to post some weighing 1.5 pounds or up to two items each weighing 1.5 pounds each or a total of 1.4

We will have multiple options of adhering materials (double-stick tape, Velcro, foam tape) everyone to use to post to the display board.



### Follow these guidelines:

- Other than headings, no one is going to read text. So instead of lots of writing, rather aim to include photographs that illustrate your project or exciting lesson, your learners and your context.
- Include examples of work produced by your learners as a result of the lesson or project.
- Include other visual support documents such as printouts of the PowerPoint slides you used, screen-shots of the websites etc.
- Think about what you want to “tell” the judges to enable you to provide a good overview of your project and draw attention to its most interesting aspects.

## 7<sup>TH</sup> Philippine Innovative Teachers Leadership Awards Judging Criteria

Evaluation Criteria	Outstanding + 80 %				Very good 79 – 60 %				Good 59 – 40 %				Fair 39 – 20 %			
<b>Structure of the Project</b> <i>Question: What are the stated objectives and learning outcomes? Is the learning activity long-term, and does it call on students to plan their work and assess their work over time?</i> <i>Overview: Learning activities afford students the opportunity to acquire self-regulation skills (i.e. Students are expected to be able to work with minimal supervision, which requires them to plan their own work and monitor its quality).</i>	4				3				2				1			
<b>Design of Learning Environment</b> <i>Question: How is the learning planned? To what extent does the planning for learning facilitate the development of different dimensions of 21st century skills e.g. knowledge building, use of ICT for learning, problem-solving and innovation, self-regulation, collaboration and skilled communication.</i> <i>Overview: Examples of planning are outlined (e.g. pedagogic approach, links to resources used) and demonstrate creativity and innovative teaching practices.</i>	8	7	6	5	4	3	2	1	8	7	6	5	4	3	2	1
<b>Evidence of Learning</b> <i>Question: How does the student work exemplify the planning for learning? [To what extent does the student work demonstrate different dimensions of 21st century skills e.g. knowledge building, use of ICT for learning, problem-solving and innovation, self-regulation, collaboration and skilled communication?]</i> <i>Overview: Various examples of products and outcomes created by learners throughout this project illustrate clear evidence of the learning process engaged in by learners including ground breaking use of ICT.</i>	8	7	6	5	4	3	2	1	8	7	6	5	4	3	2	1
<b>Collaboration</b> <i>Question: To what extent does the learning activity require students to collaborate and negotiate with other people to make substantive decisions that shape the content, process or product of their work?</i> <i>Overview: The learning activities require students to work with other people, sharing responsibility while making substantive decisions for developing a joint product, a design, or an answer to a complex question. Students may be collaborating with their peers in the classroom, or with students or adults outside the classroom.</i>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
<b>Knowledge Building &amp; Critical Thinking</b> <i>Question: To what extent does the learning activity stimulate students to build knowledge, and is that knowledge cross-disciplinary?</i> <i>Overview: The learning activities require students to move beyond reproducing what they have learned to building knowledge through interpretation, analysis, synthesis, or evaluation. These learning activities ask students to create or explore information or ideas that are new to them and to connect information and ideas from two or more academic disciplines.</i>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
<b>Extended Learning Beyond the Classroom</b> <i>Question: To what extent does the learning activity require problem-solving based on (engagement with) authentic situations and data from outside the classroom, and are students' solutions implemented in the real world?</i> <i>Overview: The learning experience is not bound by classroom walls, time-frame of conventional lessons, subject parameters. The project addresses real world issues (i.e. authentic situation and data from outside the classroom). The students' ideas / solution are innovative in that they are implemented in the real world and have meaningful impact on communities locally and / or globally.</i>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
<b>Use of ICT for Learning</b> <i>Question: To what extent do students use ICT in ways that support knowledge building, collaboration, or learning beyond the classroom? Does ICT use enable new knowledge-building/collaboration/learning beyond the classroom opportunities that would not have been possible without it? Have digital tools been used in imaginative and ground-breaking ways to support learning processes?</i> <i>Overview: The learning activity involves students' use of ICT – whether or not the use of ICT helps students build knowledge/collaborate or learn beyond the classroom, and whether or not students could build the same knowledge/collaborate or learn beyond the classroom in similar ways without using ICT.</i>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
<b>Teacher as Innovator and Change Agent</b> <i>Question: Has the teacher significantly changed the learning process through the use of ICT for learning?</i> <i>Overview: In environments where innovative teaching is challenging, have innovative teaching practices and ICT have been used in instrumental ways to change how students learn.</i>	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

