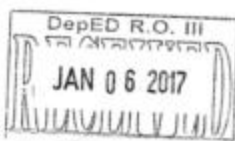




COMPUTER ASSISTED LEARNING  
CORPORATION

EDUCATION  
REVOLUTIONIZED.

January 05, 2017



**Mr. MALCOLM S. GARMA**  
Regional Director  
Department of Education, Region III  
San Fernando, Pampanga

Dear **Dir. GARMA**:

Greetings!

We would like to request for the endorsement of your good office of **The CAL ICT Summit 2016** in your Region. This year let CAL encourage and inspire spirit and achievement by discovering the power of motivation to build school essence, morale and camaraderie.

The objectives are as follows:

1. To inspire teachers and students when it comes to conveying (ICT) Information and Communications Technology;
2. To have people whose lives changed through the use of (ICT) Information and Communications Technology share their stories;
3. To show that incorporating ICT with Education we are building for our students, parents, and teachers a stronger foundation for the future.

CAL hopes to invite Private School Administrators and ICT Teachers or Coordinators. The Summit is sponsored by CAL Philippines, Inc. Registration is **FREE**, while transportation and other incidentals of the participants are chargeable to the private school funds.

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<b>THEME</b>	<b>CAL ICT SUMMIT 2016</b> <b>INSPIRE</b>
<b>RATIONALE</b>	<p>This year, let CAL encourage and inspire spirit and success by discovering the power of motivation in building school essence, morale and camaraderie. CAL chose this year's theme to motivate and show how ICT can be relevant to students' lives and how it can be made more effective. Let us build on their interests and life experiences; so that the students' attitude, skills and knowledge can be developed in meaningful ways. If one is inspired, they become more inquisitive, have more open communications, which in turn would lead the students to enthusiastically participate more in the learning process and give encouragement to the teachers.</p> <p>With this, let this year's CAL ICT Summit inspire everybody on how to be motivated with ICT, on how to look for the best solutions, to demonstrate how CAL's advocacy is the step for the future.</p> <p>CAL would like to invite everyone, to show how we are building a stronger foundation for our students, parents and teachers through ICT.</p>
<b>DATE</b>	January 27, 2017
<b>TIME</b>	9:00 am – 3:00 pm
<b>VENUE</b>	Holy Spirit Academy of Malolos, Malolos, Bulacan
<b>ACTIVITY</b>	===== P R O G R A M M E =====
	0900 – 1000 hrs                      REGISTRATION 1000 – 1030 hrs                      DOXOLOGY & NATIONAL ANTHEM 1030 – 1045 hrs                      OPENING REMARKS 1045 – 1115 hrs                      FIRST SPEAKER 1115 – 1130 hrs                      VIDEO PRESENTATION 1130 – 1200 hrs                      SECOND SPEAKER 1200 – 1300 hrs                      LUNCH 1300 – 1330 hrs                      THIRD SPEAKER 1330 – 1430 hrs                      CAL PRESENTATION 1430 – 1500 hrs                      MICROSOFT 1500 – 1510 hrs                      CLOSING/DISTRIBUTION OF CERTIFICATES
<b>TARGET AUDIENCE</b>	Participants may include school administrators, principals, academic coordinator and IT teachers from private schools located in <b>BULACAN</b>
	Maximum of two (2) participants per school.



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We at CAL hope that **The CAL ICT Summit 2016** materializes in the Region. Let us help our partner schools by giving them this opportunity to be motivated through the learnings and talks that will be shared with this summit, which can be applied in their daily needs not only in schools.

It will be an honor for us to have your confirmation. We will be glad to hear from you at your earliest convenience.

Sincerely,



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# Empowering ICT

## MAC Essentials

Learners will be able to utilize the features of MAC OS and use its productivity tools namely Pages, Numbers and Keynotes in creating documents, spreadsheets and presentations professionally.



## 2D Game Art Development Flash

Learners gain knowledge and trained how to develop and conceptualize a final artwork for graphic application and in-game animation, completing this program the learners can readily work as a 2D game artist, 2D game concept artist, and/or 2D game animator.



## Vector Graphic Design

Learners will acquire the essential skills to using an industry-standard graphic driven application for making of vector graphic design which can be used to design illustrations, logos, cartoons, and product packaging.



## 2D/3D Game Art Development Unity

This book is designed to develop and enhance the knowledge, skills, and attitudes of 2D/3D Game Artist in accordance with industry standards.



## Programming using C++

Learners will be trained with the use of the programming languages, C and C++. Both languages are widely used and have significant applications that extend to the development of apps, games, hardware drivers.



## Applications Programming 1

VLNET

The course covers the fundamental principles of graphic design and desktop publishing to effectively and creatively convey the desired information through print or electronic files.



## Applications Programming 2

SQL Database Organization

SQL Databases are introduced to basic and intermediate Word Processing skills necessary for the digital workplace.



## Computer Systems Servicing 3

PC Troubleshooting with Basic Computer Networking

The course covers the fundamental principles of graphic design and desktop publishing to effectively and creatively convey the desired information through print or electronic files.



## Digital Arts 1

Introduction to Multimedia

Learners are trained to create digitally enhanced presentations for their academic requirements using widely accepted presentation software.



## Digital Arts 2

Advanced Photoshop, Web Animation and Movie Maker

The final level for the CAL ICT literacy preparation phase further incorporates the use of the computer in learning advanced concepts in English, Math.



## Digital Arts 3

Flash Animation

The learners' basic ICT literacy skills progress to the intermediate level as they are introduced to additional features of the industry-standard software programs for word processing, spreadsheets, and presentations. The project focus on Digital Arts.





## Experiencing ICT Series

Experiencing ICT for Secondary Education is a selection of specialized ICT skills training programs using a spiral approach. Designed for the young learners in junior High School (Grades 7, 8, 9, and 10).

### Web Development

The series aims to develop skills in the design and development of industry-standard web sites. Learners gain knowledge in HTML, DHTML, CSS, and JavaScript to confidently engage themselves as apprentices or independent web designers or developers.



### Applications Programming

The series aims to develop programming skills through the mastery of the Visual Basic development environment. Consequently, learners would be able to confidently engage themselves as apprentices or independent applications programmers.



### Digital Arts

The series aims to develop the learners' skills in the production of industry standard multimedia through the introduction of Digital Imaging, Desktop Publications, Flash Animation, and Video Editorial. Upon completion learners can confidently engage as apprentices or independent multimedia artists.



### Computer Hardware Servicing

The series aims to effectively train learners on the proper diagnosis of problems related to the use of computers. Learners gain the confidence necessary to manage computer systems as competent computer hardware technicians.



## Word Processing

MS Access

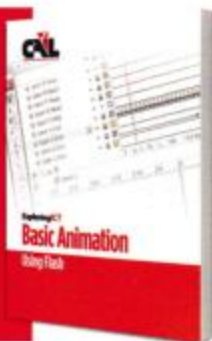
Learners are introduced to basic and intermediate Word Processing skills necessary for the digital workplace.



## Basic Animation

Using Flash

The final level for the CAL ICT literacy preparation phase further incorporates the use of the computer in learning advanced concepts in English, Math, and Science. The activities provided are designed to develop skills in advanced Reading and Math.



## Spreadsheets

MS Excel

Learners acquire the fundamental skills and knowledge to handle spreadsheets from simple to complex mathematical computations in an academic and workplace setting.



## Web Page Design 1

HTML and CSS Basics

The learners' basic ICT literacy skills progress to the intermediate level as they are introduced to additional features of the industry-standard software programs for word processing, spreadsheets, and presentations, the project focus on Digital Arts.



## Presentations

MS Powerpoint

Learners are trained to create digitally enhanced presentations for their academic requirements using widely accepted presentation software.



## Web Page Design 2

Advanced CSS with JQuery and SEO

At this level, Learners explore the Internet further as an effective Communication tool. New computer concepts in Web Page Design and Animation are introduced to boost learners' technological creativity and efficiency.



## Web Page Design

Advanced CSS with jQuery and SEO

Learners gain intermediate knowledge of CSS to further enhance their websites. In addition, they are introduced to the concept of JavaScript using jQuery. Learners also become oriented on how to integrate social media and SEO techniques to increase visitor traffic.



## Databases 2

RDBMS and Microsoft SQL Server 2008

Learners acquire the fundamental skills and knowledge to handle spreadsheets from simple to complex mathematical computations in an academic and workplace setting.



## Digital Photography

The course covers the fundamental principles of graphic design and desktop publishing to effectively and creatively convey the desired information through print or electronic files.



## Databases 1

MS Access

Learners are introduced to basic and intermediate Word Processing skills necessary for the digital workplace.





# Ed ICT

Education in ICT

## Awakening ICT Series

### Recommended for Nursery to Grade 2

The Awakening ICT Series for Early Childhood Education offers young learners a play and learn environment. Computer exercises integrated with Math, Science, and English are used to develop mousing and keyboarding skills of learners to reinforce traditional learning.

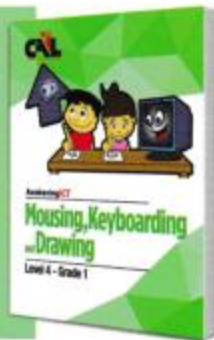
#### Mousing and Keyboarding Level 1 - Nursery

As the entry level for the CAL ICT literacy preparation phase, this value-rich training manual introduces the proper mousing and keyboarding techniques to young children. These skills are further utilized through the computer activities that integrate the fundamental concepts in English, Math, and Science.



#### Mousing and Keyboarding Level 4 - Grade 1

The manual introduces young minds to the basic concepts and operations of the computer, while cultivating a positive attitude towards technology as a tool for productivity. Culminating projects such as creating a Thank You card for their parents will showcase their mastery and creativity of their newly-acquired ICT skills.



#### Mousing and Keyboarding Level 2 - Kinder

The computer skills of young children are further enhanced using this mid-level training manual in support of the next level of lessons provided for English, Math, and Science. The computer activities provided are designed to develop learners' skills in basic reading and math.



#### Mousing, Keyboarding and Drawing Level 5 - Grade 2

This series introduces primary learners to the world of computer technology. The computer activities reinforce the learners' basic ICT knowledge. At the same time, it introduces new technological concepts like the internet. A culminating project such as creating a poster will showcase their mastery and creativity of their newly acquired skills.



#### Mousing and Keyboarding Level 3 - Prep

The final level for the CAL ICT literacy preparation phase further incorporates the use of the computer in learning advanced concepts in English, Math, and Science. The Computer activities provided are designed to develop learners' skills in advanced Reading and Math.





## About Us

Computer Assisted Learning ( CAL ) is an organization that provides a structured, industry-based Information Technology ( IT ) curriculum. CAL specializes in a spiral approach in teaching ICT.

CAL is a partner of over 300 private and public schools all over the Philippines.

Over the years, CAL continues to develop teaching and learning materials for ICT ( Information Communications Technology ) Education. With the emerging trend on the use of technology for teaching and learning, CAL now ventures on the integration of technology in the classroom. CAL envisions schools to have IT-Integrated classrooms using interactive learning materials for maximum retention of concepts among students.

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