



Republic of the Philippines  
Department of Education

NATIONAL CAPITAL REGION  
SCHOOLS DIVISION OFFICE OF MUNTINLUPA CITY

Office of the Schools Division  
Superintendent

JUL 01 2025

Advisory No. 051 s.2025

June 30, 2025,

In compliance with DepEd Order (DO) No. 8, S. 2013  
This advisory is issued for the information of DepEd Officials,  
Personnel/Staff, as well as the Concerned Public.

**“KNOWLEDGE HIVE( STEM EDUCATION)”**

Attached is a letter from Ms. Gerlie P. Sevilla, Marketing Director, the above-mentioned title, content of which is self-explanatory, for the information and guidance of all concerned.

Participation of public and private schools shall be subject to the no-disruption of classes policy stipulated in DepEd Order No. 9, s, 2005 entitled “Instituting Measures to Increase Time-On-Task and Ensuring Compliance Therewith.

Moreover, schools are reminded of the “No Collection and No Selling of Tickets Policy” stipulated in DepEd Order Nos. 19 and 40, s. 2008 and RA Nos. 4206 and 5546.

051

AD-2025-051



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UNLOCKING KNOWLEDGE  
ONE HIVE AT A TIME

June 23, 2025

**DR. VIOLETA M. GONZALES, CESO VI**  
Schools Division Superintendent  
Schools Division of Muntinlupa City

Received by:   
IRIS M. RAYOS  
SDO-Muntinlupa (Records Unit)  
6/23/25 1:23pm

Dear Dr. Gonzales,

Greetings!

Last academic year, we successfully operated to 6 public schools here in Muntinlupa City. We are truly grateful for the advisory that we have received from your office.

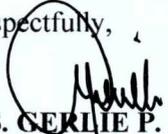
This academic year, as we continue to help bridge the learning gap and contribute to the effort of both private and public academic institutions, we would like to request that Knowledge Hive be given another opportunity to be your partner to help in fostering STEM Education here in our city through a mobile science museum.

We have improved the features in our galleries and added additional exhibits so that the students can visit and learn a lot related to different fields of science such as *Astronomy, Chemistry, Natural Sciences and Physics*. In every gallery, there are still guides and lecturers to discuss more information and to cater the learners' queries. At the end of the exhibit, there are additional activities such as Van de Graaff Generator, falling sticks, infinity mirror, kaleidoscope, and lastly, photo booth.

With this activity, we make sure that our students acquire knowledge and at the same time enjoy their visit to the different galleries and exhibits that we have. They will be engaged in a more collaborative learning and fun activities outside their classroom but still within the vicinity of the school campus.

We look forward to continue working with you hand in hand. For any further information, please feel free to contact our team through this number 0951-071-1392 and email [knowledgehivecorp@gmail.com](mailto:knowledgehivecorp@gmail.com).

Respectfully,

  
**MS. GERLIE P. SEVILLA**  
*Marketing Director*  
Knowledge Hive





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# KNOWLEDGE HIVE: A Mobile Science Museum

## Project Proposal



### EXHIBIT FEATURES



**Astronomy**



**Biology**



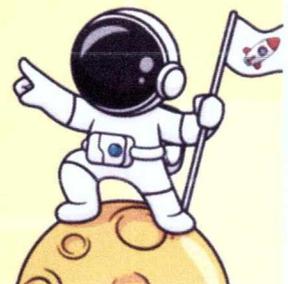
**Chemistry**



**Physics**



**Social Science**





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### ABOUT THE KNOWLEDGE HIVE

**Knowledge Hive** is your destination for learning, growth, and innovation. Its objective is to foster a community of lifelong learners, where knowledge is cultivated and shared. It is designed to levels of learners. Each gallery has assigned guides and lecturers to discuss more information and to cater the learners' queries. It is an interactive mobile science museum committed to bringing the most diverse, up-to-date, and engaging educational content. With team of passionate lecturers, educators, and experts curate, create, and share knowledge across a wide range of subjects, ensuring that the hives remain abuzz with fresh insights and valuable resources.





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## VISION

Knowledge Hive envisions to be the leading Mobile Science Museum in the country promoting education, brings sparks, curiosity, and interest in science, technology, engineering, and math (STEM) among individuals, especially young people while delivering interactive and fun science learning experiences.

## MISSION

Knowledge Hive mission is to bring the museum and other programs directly to schools, community centers, and reaching students who might not otherwise have access to these opportunities. Encouraging STEM learning and development, through interactive exhibits and activities.

## CORE VALUES

Commitment to Education  
Accessibility and Inclusivity  
Excellence and Innovation



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## INTRODUCTION

Bridging the learning gap and to contribute to the effort of academic institutions in overcoming the challenges during this fragile period of post pandemic are just some of the major objectives of this project. This is to help in fostering STEM Education in the country so that in the future, Philippines can already empower workforce with necessary skills and knowledge needed specifically in the field of Science and Technology.

Even though Department of Education (DepEd) and other related academic agencies and institutions are really doing their best to improve educational outcomes, Philippines is still experiencing some challenges that lead to the ignominious distinction of getting low rankings in different global evaluations that scored students' performance in science, technology, engineering, and mathematics (STEM).

The Knowledge Hive has interactive galleries (hives) to all levels of students. They can visit and learn a lot related to different fields of science such as Astronomy, Chemistry, Natural Sciences and Physics. In every gallery, there are assigned guides and lecturers to discuss more information about the features inside and to cater the learners' queries as well. There are a lot of hands-on experiments to be conducted that the learners will surely enjoy while learning. At the end of the exhibit, there are other activities waiting for the students to be engaged such as Van de Graaff Generator, kaleidoscope, infinity mirror and falling sticks. Photobooth is also available as it serves as the last stop in the museum to provide token and souvenir to the learners.

## KEY FEATURES

The Knowledge Hive Mobile Museum offers 4 hives (galleries) that students can visit and learn a lot related to different fields of science such as Astronomy, Chemistry, Natural Sciences and Physics.

### Natural Science Features

1. Industrial Revolution
2. Evolution of Man
3. Dinosaurs Era
4. Climate Change
5. Rain Simulator
6. Melting of the Ice

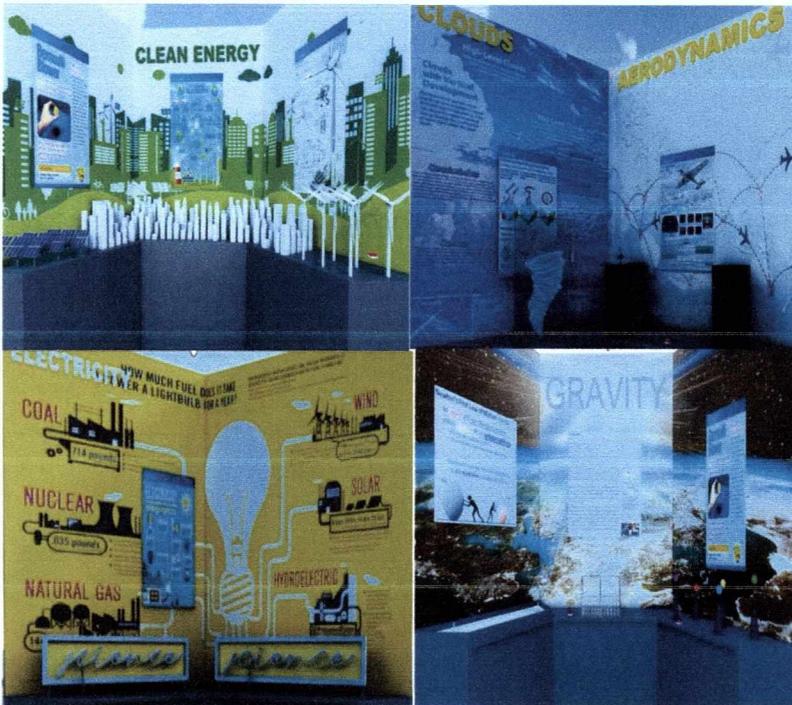
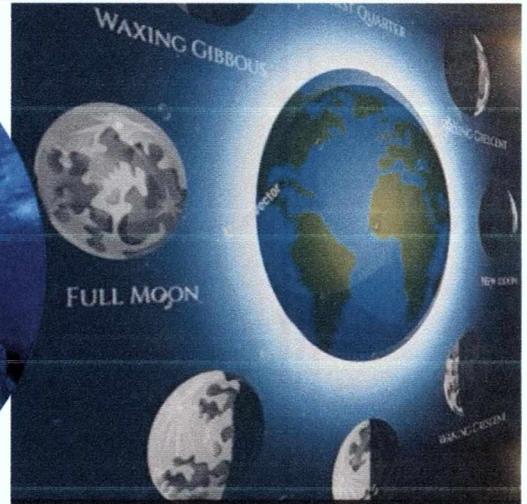
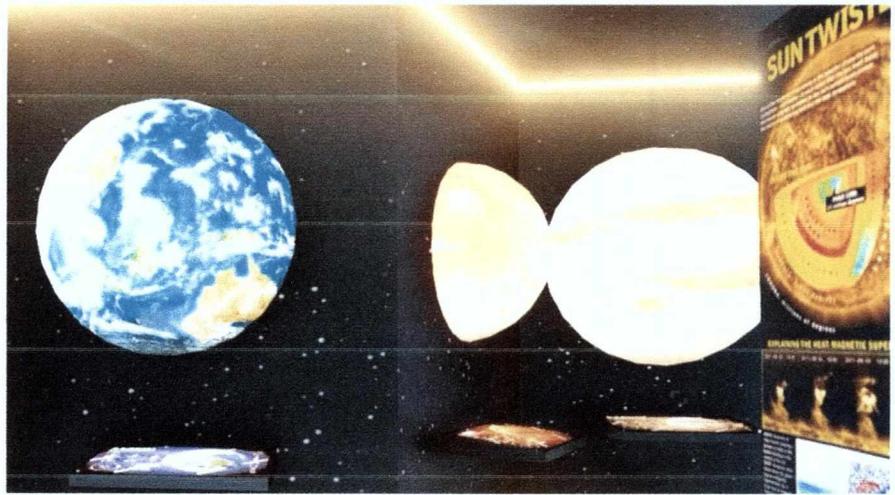


### Chemistry Features

1. Chemistry through Times
2. Periodic Table of Elements
3. Virtual Reality Mask
4. Science Experiment
  - Mixture of Substances
  - Microscope

**Astronomy Features**

1. Planets
2. Sun
3. Phases of the Moon



**Physics Features**

1. Clean Energy
2. Gravity
3. Law of Motion
4. Aerodynamics



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Knowledge Hive is a mobile science museum that offers the following to the learners:

- ✓ **Diverse topics**
  - Encompasses an array of disciplines, including astronomy, chemistry, natural sciences, physics, and other related fields.
- ✓ **Hands- on Displays**
  - Incorporate displays that allow learners to actively engage with the concepts.
  - Can involve experiments, models, demonstrations that encourage learners to explore and acquire knowledge.
- ✓ **Educational Content**
  - Provides forms of content including informative panels, videos, live demonstrations, and guided experiments.
  - Offers opportunities for learners to delve into research findings, historical discoveries, and technological advancements.
- ✓ **Innovation and Technology**
  - Showcases cutting-edge technologies and groundbreaking innovations.
  - Demonstrates the impact of science on our lives and the world we inhabit.
  - Involves exhibits featuring holograms, virtual reality, simulations, and other modern scientific tools.
- ✓ **Outreach and Engagement**
  - Acts as a platform for engaging with the public, making science accessible and captivating for people of all ages and backgrounds.

Knowledge Hive also provides activity worksheets that students will answer to assess the learnings that they acquired during their visit in the mobile science museum. The following are also the target outcomes:

- ✓ **Hands – on Learning**
  - Emphasis on hands-on learning rather than reading about scientific concepts in textbooks.
  - Engage directly with scientific concepts and experiments, deepening their understanding. It's like learning by doing, and it makes science more exciting and easier to grasp.
- ✓ **Fosters Creativity**
  - Learners are given the freedom to participate during experiments and other activities and present their findings in innovative ways. Nurturing creativity is crucial as it extends beyond science into aspects of life.



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- ✓ **Enhances Communications Skills**
  - Through participation in this event, students learn how to communicate with others while efficiently and effectively gaining knowledge and experiences.
  
- ✓ **Builds Confidence**
  - When students witness the results of their efforts and receive feedback, it greatly enhances their sense of self-worth.
  - Gives impact on aspects of their academic and personal endeavors.
  
- ✓ **Inspiring Interest**
  - Captivates and ignites curiosity in students.
  - When students witness the applications of science and technology, it often inspires them to explore fields in STEM (Science, Technology, Engineering, and Mathematics) and contemplate careers in science-related industries.
  
- ✓ **Simplify and Elaborate Complex Concepts**
  - Aims to simplify concepts by utilizing hands-on displays, visuals, and interactive activities.
  - Makes learning engaging and practical for students.
  - Provides a chance for students to explore ideas in a tangible manner, which helps them develop a deeper understanding about science.
  
- ✓ **Collaborative Learning**
  - Can be fostered through teamwork during science activities as learners often work together with their peers.
  - Helps students develop skills that go beyond academics.
  - Acquires the skills of conflict resolution and collaboration by leveraging their knowledge and abilities.
  
- ✓ **Social and Ethical Abilities**
  - Students develop empathy, cooperation, and an understanding of the significance of respecting perspectives. These qualities not only benefit them during their time in school but also contribute to cultivating harmonious relationships within society.
  
- ✓ **Critical Thinking**
  - Plays an important role in encouraging students to be inquisitive and think analytically.
  - Ignites curiosity and offer chances for students to engage in inquiry-based learning. It allows them to explore hypotheses and find answers on their own.



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## PROJECT AND IMPLEMENTATION

Knowledge Hive is aiming for a long - term collaboration with Department of Education and other academic institutions in the country in terms of providing mobile science museum. To ensure that students are receiving quality information from the lecturers, worksheets will be given to the learners after their visit to all galleries/ hives in the museum to make sure that learning outcomes will be achieved.

To cover the expenses for logistics, crew, lecturers, and other miscellaneous during the operation, each learner is encouraged to avail the wristband ticket.

<p><b>Benefits of the students</b></p>	<ul style="list-style-type: none"> <li>• Each student will be visiting the four major hives guided by lecturers and facilitators (each hive has interactive and engaging discussion with numerous activities).</li> <li>• Each student will be engaged to other exhibits such as Van de Graaff generator, kaleidoscope, infinity mirror, falling sticks and photobooth.</li> <li>• Worksheets will be provided to make sure that students have gained knowledge from the museum.</li> </ul> <p><i>Note: Active students who will participate in the activities per gallery / hive will be receiving prizes such as Knowledge Hive merchandise.</i></p>
<p><b>Benefits of the school</b></p>	<ul style="list-style-type: none"> <li>• In coordination with school administration, Knowledge Hive will donate/ sponsor a certain project depends on the needs of the academic institution.</li> </ul>

For more details and information, please contact:

**Ms. Gerlie P. Sevilla**  
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Knowledge Hive

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