Asia Pacific Journal of Advanced Education and Technology P- ISSN 2815 - 245X / E - ISSN 2815 - 2468 / www.apjaet.com



Significant Experiences of Grade 7 STE Students in Utilizing DOST Science Courseware

Jeannie Rose Hilotin

https://orcid.org/0000-0003-0948-0509 jeannierose.hilotin@deped.gov.ph Sto. Domingo National High School- DepEd, Albay Division Sto. Domingo, Albay, Philippines

Abstract

To motivate and boost the interest of Grade 7-Science Technology and Engineering (STE) class in Science learning regardless of profile in times of COVID-19 pandemic, Department of Science and Technology (DOST) Science courseware were utilized in this study. Specifically, this study aimed to: (1) know the demographic profile of the students (2) identify most essential learning competencies to be supplemented by the DOST Science courseware; and (3) document the significant experiences of Gade 7 STE students in utilizing DOST Courseware. This utilizes descriptive research method and purposive sampling method was also employed. In terms of statistical treatment, the researcher used qualitative analyses to gather insights from the data collected from the respondents. Content analysis was used to analyze the learning competencies suited for each of the mobile apps of the DOST Grade 7 Courseware. The researcher also used thematic analysis to determine significant experiences of Grade 7-STE students after using the courseware materials. During this difficult time, it is vital to consider the demographic profile of students in selecting effective and efficient supplementary materials. The DOST Courseware selected are based on the Most Essential Learning Competencies and from that only three courseware were utilized. To gather data for the significant experiences digital technologies were used such as web surveys through Facebook messenger. Findings of the study suggests that most of the significant experiences of the students were found on the "visual-aided discussions" theme along motivation; "Presence of inquiry-based teaching features" theme along interest; and "Completing game-based tasks" theme along satisfaction. Based on the results and conclusions posted in the study, the same evaluation may be conducted in all the remaining DOST Courseware and can be conducted in regular classes where technology is scarce and development is low.

Keywords: Education and Teaching, Significant Experiences, Thematic Analysis, Philippines-Asia