



Republic of the Philippines  
**Department of Education**  
REGION XI  
SCHOOLS DIVISION OF PANABO CITY

**Office of the Schools Division Superintendent**

**DIVISION MEMORANDUM**

CID-2025-0446

To : Assistant Schools Division Superintendent  
Chief, Curriculum Implementation Division (CID)  
Chief, Schools Governance and Operations Division (SGOD)  
Education Program Supervisors  
Public Schools District Supervisors  
Elementary and Secondary School Heads

Subject : **INVITATION TO THE INTERACTIVE SCIENCE MOBILE MUSEUM**

Date : July 31, 2025

Attached is the letter-invitation of Sylfred Serge Gonzales, Marketing Executive for Education of the Avia Prime Eduvent relative to the conduct of the Interactive Science Mobile Museum.

This Office informs that participation in the abovementioned exhibit shall be purely voluntary and will not hamper instructional time in compliance with the provisions of DepEd Order No. 012, s. 2025, titled Multi-year Implementing Guidelines on the School Calendar and Activities and of DO 9, s. 2005 titled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith and the policy on off-campus activities stated in DO 66, s. 2017. Further, this is also subject to the no-collection policy stated in Section 3 of RA No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law), issued in DO 19, s. 2008, and reiterated in DepEd Memorandum No. 041, s. 2024.

Attached is the detailed description of the proposed activities.

For your information and guidance.

  
**JINKY B. FIRMAN PhD., CESO VI**  
Schools Division Superintendent

Attached: As stated.  
CID/je/ybm

**RELEASED**

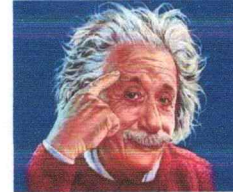
**AUG 01 2025**

RECORDS SECTION - DO PANABO CITY  
BY 



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30 JUL 2025  
2:40  
RECEIVED



July 29, 2025

**JINKY B. FIRMAN, PHD CESO VI**  
School Division Superintendent  
Department of Education  
PANABO CITY

Dear Dra. Firman;

Greetings of peace!- **HAPPY SCIENCE!**

**Avia Prime Eduvent Management by Xplorasi**, is a group of Professional Educational Events Coordinator, Organizer and Exhibitor whose aim is to provide a more effective and enjoyable way of transmitting knowledge to its clientele. The group is well exposed to the various facet of education that will surely and productively guarantee total quality **LEARNING**.

For this season **AVIA PRIME** will be bringing in your Province, the **FIRST INTERACTIVE SCIENCE MOBILE MUSEUM** with a Theme **"OUR CURIOUS MIND: THE GEN Z EXPLORATION"**, a Travelling exhibit designed to reach out to students in every corner of the archipelago, delivering exciting science & arts exhibits to students and teachers alike.

**Avia Prime, "OUR CURIOUS MIND"** have reached thousands elementary, high school and college students and toured to various regions throughout the country, including impoverished areas. With the mission of bringing the fun science to the classroom, the exhibits will be able to create a learning environment where science concepts are discovered in an entertaining way and imagination can capture the hearts of young minds and promotion of K-12 STEM Strand (Science, Technology, Engineering and Mathematics) that can develop the students' ability to evaluate simple to complex societal problems and be responsive and active in formulation of its solution.

**"CURIOUS MIND, Interactive Science Mobile Museum"** will Travel to Different Venues in your region starting July 2025-March 2026.

In line with this, we implore your kind indulgence and request for an endorsement/advisory from your good office, for your students and teachers to visit our Science Mobile Museum where they can **discover and re-discover The World of Science & Arts**.

Rest assured, that we will abide by the **DEPED GUIDELINES FOR THE OFF-CAMPUS ACTIVITY** and following the policies and guidelines stipulated in DepEd Order No.9s.2005 entitled "Instituting Measures to increased Engaged Time-on-Task and Ensuring Compliance therewith. And the programs will be purely voluntary.

Suite 203 GJ Building Quezon Avenue, Quezon City  
Office Tel No.(02) 7000 5156 ; (02) 8697 6361 ; (0999) 3966214 ; (0906) 3505088 ; (0927) 5803673  
Email Add: aviaprime88@gmail.com

**FACEBOOK PAGE: CURIOUS MINDS INTERACTIVE SCIENCE MOBILE MUSEUM**



**Avia Prime Eduvent  
Management**  
*"Your Edutainment Partner"*

"I Have no Special Talents. I am only passionately **CURIOUS**"  
-Albert Eistein

**Make a Difference... Visit**


**"CURIOUS MINDS, INTERACTIVE SCIENCE MOBILE MUSEUM**

**"GET INVOLVED IN CREATING OUR FUTURE SCIENTISTS".**

We look forward to hearing from you with regard to this proposal. Should you wish to discuss details further, feel free to contact us: **(02) 8697 6361 ; (02) 7000 5156 ; 09993966214 ; 09063505088; 09275803673**

Thank you and God Bless!

Your education partner,

  
**SYLFRED SERGE GONZALES, RN**  
Marketing Executive for Education  
09993966214 / 09275803673

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## The SCIE-xhibit Stations

The Curious Men & Women of Science | The Future Scientist | Tree of Knowledge | The 3D Virtual | The Light after Dark | Science of Vision | The Human Life | Power of Electricity & Magnetism | Gen Z Puzzles | The Law of Reflection | Virtual Reality | Science of Life | Science Games | Experiment Room | Magic or Science | Evolution of Technology | The Power of Arduino

Van De Graaf

Bernoulli Blower

The Power of Arduino

Circuit Racer

Cloud Ring

Head on a Plate

Magnetic Levitation

Bazooka

Stereo Vision

Tornado Maker

Perpetual Motion

Expectations / Relative Size

Hand Battery

Craddle

Earthquake Simulator

Gyroscope

Vortex Bank

Earthquake Sensor

Body Conductor

Vortex Racer

Automatic Water Plant System

Solar Panel

Center of Gravity

Sound Wave

Language Brain

Soma Cube

Rain Sensor

Microscope

Tangram

Two Way Traffic Light

Anti Gravity

Pythagorean Theorem

Optical Illusion Exhibits

Face kaleidoscope

Plasma Sphere

Anatomy & Physiology

Infinity Mirror

UV Lights

Science Interactive Games and  
MOREEE!!!!

Mirascope

Virtual Reality

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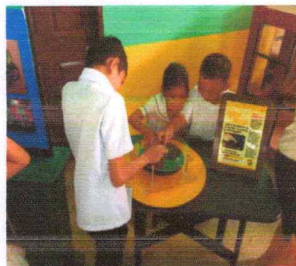
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**Avia Prime Eduvent  
Management**  
"Your Edutainment Partner"

# OUR CURIOUS MINDS:

Interactive Science & Art  
Mobile Museum



# Experience Explore Excel

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**OUR CURIOUS MINDS:**  
Interactive Science & Art  
Mobile Museum 

Creates Experiences and Opportunities for students to enjoy Science with more than  
30 Educational Science Exhibits to Discover.

We created highly visual, colorful and well-crafted exhibits that employ graphics, computer  
software and the latest technology to present scientific phenomena in the best way possible.

Partnering with Science Communities and worked with Different Science Organizations

**Avia Prime** is a company composed of Professional Educational Events  
Coordinator/Organizer/Exhibitor whose aim is to provide a more effective and enjoyable way  
of transmitting knowledge to its clientele. The group is well exposed to the various facet of  
education that will surely and productively guarantee total quality learning.

**Avia Prime** envision itself as a group of professionals devoted and willing to take risk on the  
relevant innovations for the common good in the field of educational evolution, experience  
and expertise as means for socio-economic recovery.

**Avia Prime** missions is to inculcate contextualize Educational Entertainment Tourism in the  
system of global competence applicable in all walks of life and to enhance a simplified learning  
process in response to the signs of the time.

**Main Office:**

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Philippines

**Office Contact Numbers:**

(02) 7000 5156 ; (02) 8697 6361

Mobile Nos.: 0999 3966214 ; 0927 5803673 ; 0906 3505088

Email Add: [aviaprime88@gmail.com](mailto:aviaprime88@gmail.com)

**FB Pages:**

Curious Minds-Interactive ScienceMobile Museum

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**Management**  
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## **CURRICULUM GUIDE**

**Primary**  
**(Kinder to Grade 3)**

### **Social and Emotional Development**

Curious Minds offers interactive experiment sessions for the students to discover and re discover themselves while interacting with others. They will learn to recognize and respect individual differences through the collaboration of each team during the activities.

Curious Minds Scianators facilitate carefully designed activities, they aid kids in expressing themselves, relating with their peers and appreciating other differences.

### **Physical Health & Motor Development**

Curious Minds develop the child's physical and motor skills both fine and gross by allowing them to explore purposeful movements. We let them freely play in our different kiddie science gadget.

### **Cognitive Development**

Curious Minds 2 hour exploration and enjoyment, students are given a walk-through of the featured science gadgets. They will able to gain knowledge on the different science inventions' informative talks and wall info-graphics.

### **Multilingual Development**

As they Interact with others the students will develop their communication skills; they will expand their vocabulary by discovering new words for familiar objects. They will learn new terms and even practice basic reading and writing.

### **Creative Development**

Curious Minds Science Entertainment is part of the program inside our science museum offers a diverse mix of opportunities where kids can express themselves in various aesthetic ways. Whether through visual art, music or movement, curious minds is a place where interests are explored, talents are honed and abilities are unleashed.

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## Mathematics

Curious Minds Exhibits students can able to describe and compare 2- and 3- dimensional objects, manipulate and classify them based on their properties and measure them in creative ways.

## Health

Curious Minds Scianators teach students to sanitize or wash their hands and learn the importance of keeping the body clean, understanding the responsibility of one's health and safety. They develop character qualities like grit and leadership as they cheer each other on and persevere throughout a challenging task.

## Science

Curious Minds Science Museum concepts such as matter and force are explored everywhere as students take on activities that make them aware of the movement and positions of persons and objects. They are further immersed in other concepts like basic ecology, human life, animalandia and the magic of science thru optical illusions etc. students are able to tap into their curiosity and scientific literacy in a hands-on and engaging manner.

Intermediate  
(Grade 4 to Grade 6)

## Language

Curious Minds Science Museum, students can actively participate and employ appropriate verbal and non verbal communication, take careful note of instructions and information given to them and relate their experiences in different gadgets to their personal experiences. Student also communicate important information about a certain gadgets, share their opinions about it, and give quick demos.

Curious Minds Scianators always begins with a discussion. Throughout this discussion, students are encouraged to ask and respond to questions and share their thoughts or experiences.

## Art

During their exploration inside the science museum students will learn new shades of color such as pastel and neon. Students will enjoy experiments on colors and its combination.

## Health

In Curious Minds one of the exhibits is all about human life-safety is a priority. the students will learn basic first aid for common injuries and when needed and respond to simulated emergencies. Students become a leader and be responsible.

## Math

In unique ways, learning Mathis brought out of the classroom and into practical situations. In one of the exhibit-The Human Life, students practice how to measure body temperature using thermometers and realize how medical tools such as these provide important information to those who use them. The students will not only engages their numeracy, but also their persistence and critical thinking skills.



## Science

Students often wonder how things are made, there are several places to spark and fuel that curiosity. There are several ways in which students encounter scientific concepts and principles, one such way is when they are consistently expected to follow health and safety rules like proper handling of exhibits. Throughout the endeavor, they must use their adaptability and critical thinking skills to succeed.

### Junior and Senior High School (Grade 7 to Grade 12)

## Social and Emotional Development

Curious Minds offers interactive science mobile museum for the students to discover themselves while interacting with different gadgets and with others. They will learn to recognize and respect individual differences through the collaboration of each team during the activities.

## Social Science

Curious Minds offers interactive experiment sessions for the students to express themselves while learning with others. They will learn to recognize and respect individual differences through the collaboration of each team during the activities. Students learn the interdependent roles of individual, taking active part in this community allows them to make comparisons with their own communities and pushes them to realize the value of each exhibit.

## English

Throughout their stay in Curious Minds Science Mobile Museum, students engage in various ways of sharing, locating, experimenting and understanding information, following oral and written directions in order to follow processes, expressing their ideas, opinions and experiences and asking and responding to questions, whether individually or with others, one's literacy skills and creativity are cultivated here.

## Mathematics

Curious Minds Mobile Museum teaches how physics is important in our daily life. Some of the gadgets are Bernoulli blower, cannon ball, Pythagorean theorem, cubes and others that can apply and use in daily living of everyone. Students can manipulate and classify them based on their properties and measure them in creative ways.

## Science

Curious Minds Interactive Science Mobile Museum with the help of our Scientists or Science facilitators, students encounter scientific concepts and principles, another is when topics often discussed in the classroom come alive through hands-on activities. Students must use their adaptability and critical thinking skills to succeed.

Science Mobile Museum is designed to tickle the minds and curiosity of students. Displays and exhibits will leave them asking and solving how gravity affects motion, or how positive and negative molecules repel or attract each other. They will further learn the laws of motion.