



Republic of the Philippines
Department of Education
REGION IV-A CALABARZON
CITY SCHOOLS DIVISION OF BIÑAN CITY

STAKEHOLDERS INVOLVEMENT IN SUSTAINING AND CONTINUITY OF SERVICES AND ITS EFFECT TO GRADE FIVE LEARNERS' ACADEMIC PERFORMANCE IN SCIENCE



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ABSTRACT

This action research is conducted to find some relative information and results that will help learner academic performance in Science through the involvement in sustaining and continuity of stakeholder's services.

Purposive sampling will be used in the study. The target participants who will take part on this study were the Grade Five learners because as the result of their MPS in Science there is a lot and need to be improved. The researcher and stakeholders will prepare different materials that fit in each game and also the materials needed in the Science Exhibit room. Post assessment will be done after the program is done. The researcher will seek permission from the Schools Division Office of Biñan City to conduct this research. Letter of approval will be sent to the office of the school head and likewise to the school district supervisor. And most important, letter of permission to the parents of the participants.

The learner's performance increased from the first quarter (60) to the second quarter (62), indicating improvement. However, in the third quarter, there was a decrease in performance (58), but it rebounded in the fourth quarter (64). Overall, this data suggests that the learner's performance in Science showed some fluctuations but improved by the end of the year. It's also important to consider the grading scale and any specific context related to these scores to gain a more in-depth understanding of the academic performance.

Commitment and engagement got the highest percentage of eighty-five-point seven (85.7%) from twelve (12) out of 14 respondents, second is communication and engagement has eleven (11) with a percentage of seventy-eight point six (78.6%), third is transparency and accountability has nine (9) response with sixty-four point three percent (64.3%), while shared goals and vision and resource allocation got the same number of response with fifty percent (50%). This may imply that

the respondents believed that commitment and engagement is the most priority to attain from both stakeholders and the school that will plays a significant role. A lack of commitment or involvement can lead to the breakdown of the partnership. And also, it shows that, effective communication and collaboration between stakeholders and the school are essential. Regular and open dialogue helps in addressing concerns, sharing progress, and adapting to changing needs over time and lastly, transparency and accountability must be addressed to feel secured on the side of the stakeholders.

Game-based activity is the most effective and like of the participants, it got forty-one (41) response out of seventy-seven (77) with a percentage of sixty-one-point two percent (61.2%), second is science exhibit and manipulative that has twenty-four (24) with a percentage of thirty-five point eight (35.8%) and lastly, advocacy campaign that got two (2) or three percent (3%). This may imply that; the interest of the participants in learning Science is increase through game-based activity, when students are actively engaged in the learning process, they are more likely to retain and apply scientific concepts, students are often driven by a desire to succeed in the game, which can boost their willingness to participate in science lessons and complete assignments and this can enhance memory retention of scientific facts and concepts, making it easier for students to recall and apply them in the future.

Community Outreach got the highest number of response of thirty-two (32) out of seventy-seven (77) with a percentage of forty-seven point eight (47.8%), second is Science Competitions with nineteen with a percentage of twenty-eight point 4 (28.4) and lastly, online learning platforms has sixteen (16) with a percentage of twenty-three point nine (23.9). This may imply that the participants will improve their academic performance in learning Science subject is through Community Outreach, which engaging with the local community through science-related outreach programs, such as environmental initiatives or science-themed events, can generate enthusiasm for science education.

Therefore, the academic performance of the participants is increased and fluctuated on last quarter of the school year. This means that provided activities presented during the research helps to improve their performance through integrating game-based as part of the learning and teaching process. The participants interest may increase through community outreach program where they can experience actual interaction with the environment and have interest and initiatives to create a self-discovery about environmental theme. And lastly, this research shows that commitment and engagement of the stakeholders play a vital role on improving learner's performance in Science and other subject areas.

Keywords: community outreach, game-based activities, commitment and engagement

INTRODUCTION

The pandemic has had a great impact on the Department of Education in the past 2 years. Specifically, in the partnership of school stakeholders. The stakeholders play a big role in Department of Education. They are the ones who support the other needs of the school. Many stakeholders were lost and did not have the opportunity to help the schools because their movement was only limited during the past pandemic period. On the other hand, learners' interest in learning especially in Science subject was also greatly affected. Teachers noticed on their first week of teaching that their learners were not

interested in learning and doing their task. In order to restore the good relationship of the stakeholders in the school and be a partner for the students' interest in learning specifically in Science, the researchers thought of innovative ways to address this problem.

DISCUSSION

The idea of this study is to restore the interest of stakeholders for a long-time relationship with the school through advocacy campaigns using digital and printed materials. Science exhibit and Science fair will be used for the

learners' improvement in their academic performance with the help of stakeholders.

The researchers found out that the longevity of tenure of the stakeholders in every school did not last long. Moreover, the interest of learners in learning Science decreases.

The researchers will be using efficient strategies on inviting stakeholders to invest their time and effort to become a partner in the school.

ADVOCACY CAMPAIGN - the researchers will be using printed and digital materials that contain projects and programs of the school. They will also visit and have a dialogue with different companies.

ScieBit - the researchers will be conducting a Science Exhibit twice a week. The learners will manipulate different materials inside the exhibit room. Science exhibit develops the curiosity of the learners to learn more which is not developed by listening only in the class lectures. This will help them to learn new facts and allows them to learn together in groups or learn from each other by sharing their own ideas.

Game-based Activity - the researchers will be conducting different games or activities with the help of stakeholders. Game-based activity is an active learning technique that uses different games to improve the interest and learning of the learners in Science.

In this research, the participants will show their interest in learning Science through Science exhibit and game-based activity. They gain new learnings while doing enjoyable activities.

METHODOLOGY

Purposive sampling will be used in the study. The target participants who will take part on this study were the Grade Five learners because as the result of their MPS in Science there is a lot and need to be improved. The researcher and stakeholders will prepare different materials that fit in each game and also the materials needed in the Science Exhibit room. Post assessment will be done after the program is done. The researcher will seek permission from the Schools Division

Office of Biñan City to conduct this research. Letter of approval will be sent to the office of the school head and likewise to the school district supervisor. And most important, letter of permission to the parents of the participants.

The participants of this research are the learners from Grade Five and Stakeholders. The number of people who will join in this research are 109 pupils from grade five, 5 stakeholders and three teachers.

RESULTS

The following section presents the key findings and results of our study "STAKEHOLDERS INVOLVEMENT IN SUSTAINING AND CONTINUITY OF SERVICES AND ITS EFFECT TO GRADE FIVE LEARNERS' ACADEMIC PERFORMANCE IN SCIENCE", which are the culmination of rigorous investigation and analysis.

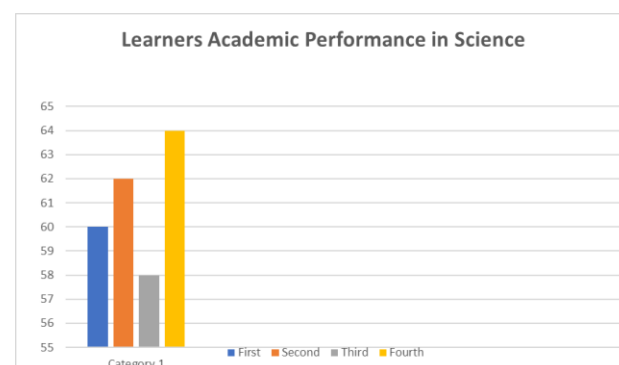


Table 1. Learners Academic performance in Science

The learner's performance increased from the first quarter (60) to the second quarter (62), indicating improvement. However, in the third quarter, there was a decrease in performance (58), but it rebounded in the fourth quarter (64). Overall, this data suggests that the learner's performance in Science showed some fluctuations but improved by the end of the year. It's also important to consider the grading scale and any specific context related to these scores to gain a more in-depth understanding of the academic performance.

What are the factors affecting the tenure of partnerships of stakeholders and school?

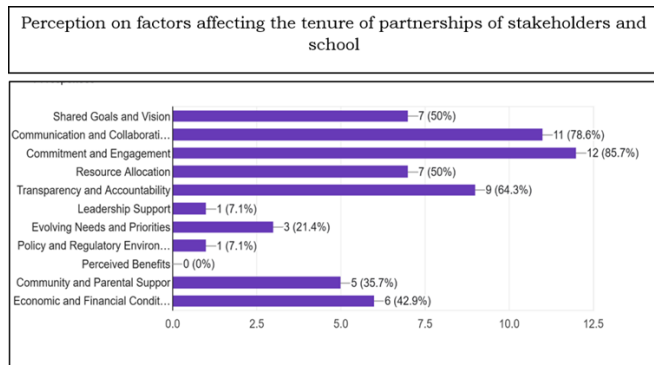


Table 2: Distribution of respondents on factors affecting the tenure of partnerships of stakeholders and school

The table shows that commitment and engagement got the highest percentage of eighty-five-point seven (85.7%) from twelve (12) out of 14 respondents, second is communication and engagement has eleven (11) with a percentage of seventy-eight point six (78.6%), third is transparency and accountability has nine (9) response with sixty-four point three percent (64.3%), while shared goals and vision and resource allocation got the same number of response with fifty percent (50%).

This may imply that the respondents believed that commitment and engagement is the most priority to attain from both stakeholders and the school that will play a significant role. A lack of commitment or involvement can lead to the breakdown of the partnership. And also, it shows that, effective communication and collaboration between stakeholders and the school are essential. Regular and open dialogue helps in addressing concerns, sharing progress, and adapting to changing needs over time and lastly, transparency and accountability must be addressed to feel secured on the side of the stakeholders.

What are the factors that can affect the interest of the learners in Science?

Perception on factors that can affect the interest of the learners in Science

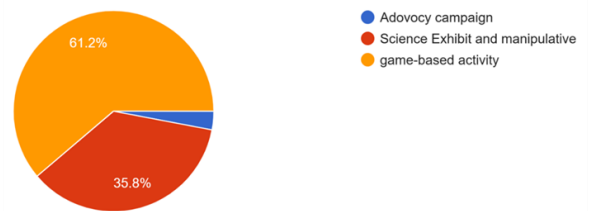


Figure 1. Distribution of respondents on factors that can affect the interest of the learners in Science

The figure shows that, game-based activity is the most effective and like of the participants, it got forty-one (41) response with a percentage of sixty-one-point two percent (61.2%), second is science exhibit and manipulative that has twenty-four (24) with a percentage of thirty-five point eight (35.8%) and lastly, advocacy campaign that got two (2) or three percent (3%).

This may imply that; the interest of the participants in learning Science is increase through game-based activity, when students are actively engaged in the learning process, they are more likely to retain and apply scientific concepts. Students are often driven by a desire to succeed in the game, which can boost their willingness to participate in science lessons and complete assignments and this can enhance memory retention of scientific facts and concepts, making it easier for students to recall and apply them in the future.

What innovations can catch the interest of the stakeholders with the schools to improve the academic performance of the learners in Science Subjects?

Perception of the Stakeholders on the Innovation of Teaching Science to Improve School Academic Performance



Figure 2. Perception of the Stakeholders on the Innovation of

Teaching Science to Improve School Academic Performance

The figure shows that Community Outreach got the highest number of response of thirty-two (32) with a percentage of forty-seven point eight (47.8%), second is Science Competitions with nineteen with a percentage of twenty-eight point four (28.4) and lastly, online learning platforms has sixteen (16) with a percentage of twenty-three point nine (23.9).

This may implies that the participants will improve their academic performance in learning Science subject is through Community Outreach, which engaging with the local community through science-related outreach programs, such as environmental initiatives or science-themed events, can generate enthusiasm for science education.

SUMMARY

This section presents a concise summary of the key findings and results derived from the survey about STAKEHOLDERS INVOLVEMENT IN SUSTAINING AND CONTINUITY OF SERVICES AND ITS EFFECT TO GRADE FIVE LEARNERS' ACADEMIC PERFORMANCE IN SCIENCE

The learner's performance increased from the first quarter (60) to the second quarter (62), indicating improvement. However, in the third quarter, there was a decrease in performance (58), but it rebounded in the fourth quarter (64). Overall, this data suggests that the learner's performance in Science showed some fluctuations but improved by the end of the year. It's also important to consider the grading scale and any specific context related to these scores to gain a more in-depth understanding of the academic performance.

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events, can generate enthusiasm for science education.

CONCLUSIONS

The following conclusion stated the main takeaways, highlights the significance of our research, and offers a comprehensive perspective on the research.

The academic performance of the participants is increased and fluctuated on last quarter of the school year. This means that provided activities presented during the research helps to improve their performance through integrating game-based as part of the learning and teaching process. The participants interest may increase through community outreach program where they can experience actual interaction with the environment and have interest and initiatives to create a self-discovery about environmental theme. And lastly, this research shows that commitment and engagement of the stakeholders play a vital role on improving learner's performance in Science and other subject areas.

RECOMMENDATIONS

Schools, parents, community members, and external organizations should continue to strengthen their partnerships. Clear channels of communication and collaboration need to be established and maintained.

Teacher must have an offer of professional development opportunities for teachers to equip them with the skills and knowledge to effectively engage with stakeholders. Teachers should understand the value of these partnerships in enhancing science education.

School administration must establish after-school science clubs that allow students to explore science concepts in a fun and hands-on way. Encourage participation from parents and community members as club leaders or facilitators.

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To our passionate and dedicated teachers, for your tireless efforts, dedication, and commitment to shaping the minds and futures of our students. Your unwavering enthusiasm and expertise have had a profound impact on our learners' academic journey.

Your collective support and contributions have been instrumental in our quest for academic excellence, and we are deeply grateful for your unwavering dedication. Together, we can continue to inspire and empower the next generation of learners."

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