



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

OFFICE OF THE SCHOOLS DIVISION SUPERINTENDENT

DIVISION MEMORANDUM

CID-2026- 328

To : Assistant Schools Division Superintendent
Chief Education Supervisors (CID & SGOD)
Public Schools District Supervisors
Education Program Supervisors
All Public and Private Senior High School Principals/School Heads
All Teachers Concerned
All Others Concerned

Subject : **DISSEMINATION OF THE “OUR CURIOUS MIND: THE GEN Z EXPLORATION”
INTERACTIVE SCIENCE MOBILE MUSEUM**

Date : August 11, 2026

This Office disseminates information on the **“Our Curious Mind: The Gen Z Exploration” Interactive Science Mobile Museum** of Avia Prime Eduvent Management by Xplorasi, proposed to be conducted from July 2026 to March 2027.

The activity aims to promote learners’ scientific curiosity, creativity, and appreciation of Science, Technology, Engineering, Arts, and Mathematics (STEAM).

Interested schools may participate **only during the designated End-of-Term Blocks** prescribed under the applicable DepEd school calendar. The activity, including preparation and travel, shall not encroach upon regular instructional days, assessments, or protected instructional time.

Participation shall be **voluntary** and subject to prior approval of the appropriate authorities and compliance with the conditions provided in **Annex A** of this Memorandum.

School Heads shall ensure the submission of the complete activity proposal, exact schedule and venue, participation costs, safety and emergency arrangements, and other required documents before approving participation.

Any approval shall apply only to the specific school, schedule, venue, and participants authorized and shall not be construed as a blanket endorsement of the activity or organizer.

Immediate dissemination of this Memorandum is desired.

DepEd Schools Division of Digos City

RECORDS SECTION

76-052817
17 AUG 2026

DATE:

BY:

MELANIE P. ESTACIO, PhD, CESO V
Schools Division Superintendent

Enclosed: as stated
CID/ifs

ANNEX A

CONDITIONS AND REQUIREMENTS FOR PARTICIPATION

Participation in the “**Our Curious Mind: The Gen Z Exploration**” Interactive Science Mobile Museum shall be subject to the following:

1. **Schedule.** The activity, including preparation and travel, shall be conducted **only during designated End-of-Term Blocks** and shall not disrupt classes, assessments, or other required school activities.
2. **Prior Approval.** The organizer shall submit the exact schedule, venue, program, participants, costs, transportation arrangements, and safety measures to the concerned School Head. Participation shall not proceed without prior written approval.
3. **Voluntary Participation.** Participation of learners and school personnel shall be purely voluntary.
4. **Fees and Funds.** No mandatory fees or contributions shall be collected in violation of existing policies. Government funds shall not be used unless specifically authorized under applicable laws and regulations.
5. **Safety and Supervision.** Off-campus participation shall comply with applicable DepEd policies on parental consent, transportation, insurance, learner supervision, child protection, medical support, and emergency arrangements.
6. **Venue and Exhibit Safety.** The organizer shall ensure a safe and accessible venue, adequate first-aid and emergency measures, and observance of appropriate safety procedures during interactive activities.
7. **Use of DepEd Name and Logo.** DepEd names, seals, logos, or official identities shall not be used in a manner that implies endorsement or partnership without prior written authority.
8. **Required Documents.** The organizer shall submit the complete activity proposal, schedule and venue, program mechanics, participation costs, transportation arrangements, safety and emergency plan, and a written undertaking to comply with these conditions.
9. **No Blanket Authority.** Approval for one school, venue, schedule, or group of participants shall not constitute approval for other activities or schedules.
10. **Compliance.** All applicable DepEd issuances, laws, rules, and regulations shall be strictly observed.

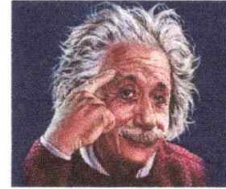
Failure to comply with these conditions may be a basis for the denial or withdrawal of permission to participate.

May 08, 2026

MELANIE P. ESTACIO, PhD, CESO VI
School Division Superintendent
Department of Education
Digos City

Dear Ma'am ESTACIO;

Greetings of Peace!
HAPPY SCIENCE!



Avia Prime Eduvent Management by Xplorasi is a group of professional educational events coordinators, organizers, and exhibitors 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 facets of education that productively guarantee total quality learning.

For this season, AVIA PRIME will bring to your province the **FIRST INTERACTIVE SCIENCE MOBILE MUSEUM** with the theme:

"OUR CURIOUS MIND: THE GEN Z EXPLORATION"

This traveling exhibit is designed to reach students in every corner of the archipelago, delivering exciting Science and Arts exhibits to students and teachers alike.

Avia Prime's "OUR CURIOUS MIND" has already reached thousands of elementary, high school, and college students and has toured various regions throughout the country, including underserved communities. With the mission of bringing fun and engaging science learning into the classroom, the exhibit creates an environment where scientific concepts are discovered in an entertaining and interactive way, inspiring imagination and curiosity among young minds.

Furthermore, the exhibit promotes **Science, Technology, Engineering, and Mathematics (STEM)** education that can help develop students' ability to evaluate simple to complex societal problems and become responsive and active participants in formulating solutions.

The **"CURIOUS MIND: Interactive Science Mobile Museum"** will travel to different venues in your region from **July 2026 to March 2027**.

Suite 203 GJ Building Quezon Avenue, Quezon City
Office Tel No.(02) 7000 5156 ; (02) 8697 6361 ; (0999) 3966214 ; (0906) 3505088 ; (0966) 7602068
Email Add: aviaprime88@gmail.com

FACEBOOK PAGE: CURIOUS MINDS INTERACTIVE SCIENCE MOBILE MUSEUM



In line with this, we respectfully seek your kind endorsement/advisory from your good office encouraging students and teachers to visit our Science Mobile Museum where they can discover and rediscover the wonderful world of Science and Arts.

Rest assured that we shall strictly abide by the **DepEd Guidelines for Off-Campus Activities** and comply with the policies and guidelines stipulated in **DepEd Order No. 9, s. 2005**, entitled "Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith." Participation in the program shall be purely voluntary.

We are hoping for your favorable response and support for this meaningful educational endeavor.

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

-Albert Einstein

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; 09667602068**

Thank you and God Bless!

Your education partner,


SYLFRED SERGE GONZALES, RN
Marketing Executive for Education
09993966214 / 09667602068

Suite 203 GJ Building Quezon Avenue, Quezon City
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**Avia Prime Eduvent
Management**
"Your Edutainment Partner"



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	Phythagoream Theorem	Optival Illusion Exhibits
Face kaleidoscope	Plasma Sphere	Anatomy & Physiology
Infinity Mirror	UV Lights	Science Interactive Games and
Mirascope	Virtual Reality	MOREEE!!!!

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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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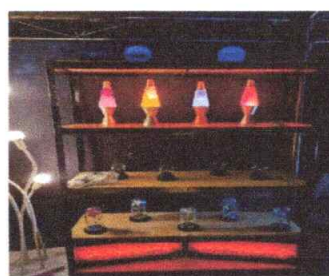
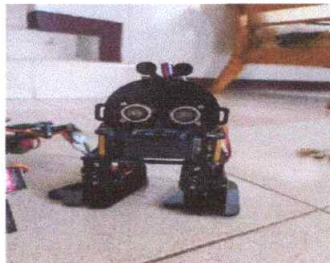
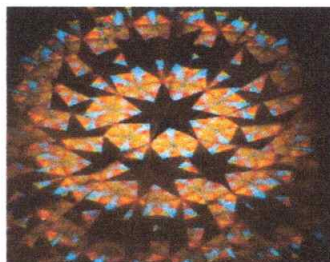
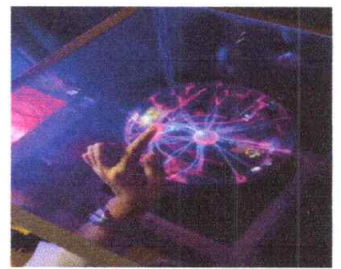
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Avia Prime Eduvent
Management
"Your Edutainment Partner"

OUR CURIOUS MINDS:

Interactive Science & Art
Mobile Museum



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Avia Prime Eduvent Management

"Your Edutainment Partner"

OUR CURIOUS MINDS: Interactive Science & Art Mobile Museum

Curious Minds

Exhibit about: Electricity

A circuit is a simple electrical loop or activity where you build a closed circuit to make something "live" or move-like a small car, light, or buzzer. It demonstrates how electricity flows through a complete path (from power source to wire to load to back to source) to produce motion or energy output.



Circuit Race



Discovery

It's commonly used to show basic concepts such as electric current, circuits (open vs. closed), and energy transfer when a wire connects an on/off like racing car battery-powered cars.

Application

- Electric cars (e.g., Tesla Model S)
- Electric power lines
- Electric tools
- Electric lighting and electronics

Curious Minds

Exhibit about: Electricity

A Van de Graaff generator is a machine that produces very high voltage electricity using static charge. It works by moving a rubber belt made the device, which carries electric charges to a large metal dome on top. As the charges build up, the dome stores a huge amount of electrical energy, creating a strong electric field around it.



Van de Graaff



Discovery

This device is commonly used in physics demonstrations to show static electricity. It can create a strong electric field and charge buildup for example when a person touches the dome, their hair may stand up, and they may feel a small shock. The device also demonstrates the flow of charge and how the electric field can be used to move objects.

Application

- Static electricity
- Electric power lines
- Electric tools
- Electric lighting and electronics

Curious Minds

Exhibit about: Electricity & Magnetism

Magnetic levitation (maglev) is the process of making an object float or stay suspended in the air using magnetic forces instead of physical contact. It works when magnets are arranged so that like poles repel each other, or when electromagnets are controlled to balance and stabilize an object above a track or surface.



Magnetic Levitation



Discovery

It is used in technology where frictionless movement is needed, saving very fast and smooth motion because there is no direct contact between surfaces.

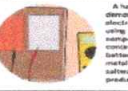
Application

- High-speed trains (e.g., Shinkansen)
- Magnetic levitation
- Magnetic levitation
- Magnetic levitation
- Magnetic levitation

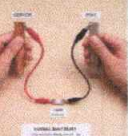
Curious Minds

Exhibit about: Electricity

A hand battery is a simple device to demonstrate how electricity can be generated or stored using hand-made or hand-powered mechanisms. It is made of various materials, often a small battery, made using materials like metal strips (e.g., zinc and copper), saltwater, or fruit/vegetables to produce a weak electric current.



Hand Battery



Discovery

It is mainly used to demonstrate the basics of electrochemistry, including how chemical reactions can create electrical energy and how a simple circuit can be powered without a commercial battery.

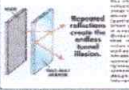
Application

- Hand-powered devices
- Hand-powered devices
- Hand-powered devices
- Hand-powered devices
- Hand-powered devices

Curious Minds

Exhibit about: Light & Optics

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

An infinity mirror is used to create a visual illusion of endless depth through repeated reflections of light and objects.

Application

- Optical illusions
- Art & Architecture

Curious Minds

Exhibit about: Optics

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

A single face image can be repeated over and over again, creating a visual illusion of an infinite space. This is achieved by using a series of mirrors that reflect the image back and forth, creating a series of reflections that appear to go on forever.

Application

- Optical illusion
- Optical illusion

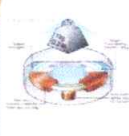
Curious Minds

Exhibit about: Forces

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

are used by opposing Gravity through methods like Magnetic Levitation and Airflow, making objects appear to float.

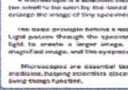
Application

- Magnetic levitation
- Airflow

Curious Minds

Exhibit about: Science

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

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Application

- Magnetic levitation
- Airflow

Curious Minds

Exhibit about: Optics

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

is a visual device that uses curved mirrors to reflect a real object and create the illusion of a floating 3D image above the opening.

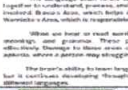
Application

- Optical illusion
- Optical illusion

Curious Minds

Exhibit about: Language Brain

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

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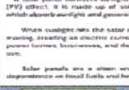
Application

- Magnetic levitation
- Airflow

Curious Minds

Exhibit about: Renewable Energy

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

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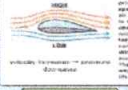
Application

- Magnetic levitation
- Airflow

Curious Minds

Exhibit about: Forces

The optical illusion known as the "Infinite Mirror" is a visual effect where a series of mirrors are arranged in a way that creates the illusion of an infinite space. It is created by reflecting light off multiple surfaces, creating a series of reflections that appear to go on forever.



Infinite Mirror



Discovery

are used by opposing Gravity through methods like Magnetic Levitation and Airflow, making objects appear to float.

Application

- Magnetic levitation
- Airflow

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Curious Minds

Exhibit about: Electricity

The human body is a natural conductor of electricity because it contains water and dissolved salts (electrolytes) that allow electrical current to pass through. When a person touches an electrical source, the current can flow through the body, especially if there is direct contact with conductive materials.

Electricity travels through the path of least resistance, which means it can pass through muscles, nerves, and blood, potentially causing harm. This is why proper insulation and safety measures are important when dealing with electrical devices.

Body Conductor



How it works?

- The human body is a natural conductor of electricity because it contains water and dissolved salts (electrolytes) that allow electrical current to pass through.
- When a person touches an electrical source, the current can flow through the body, especially if there is direct contact with conductive materials.
- The body conducts an electric current, and this current can cause harm if it passes through vital organs.
- That's why safety measures are important when dealing with electrical devices.

Application

- Medical devices like ECGs, X-rays, and MRI machines.
- Electrical safety training for workers.
- Research on bioelectricity and its applications in medicine.

Curious Minds

Exhibit about: Motion

A gyroscope is a device that uses the principle of angular momentum to maintain balance and orientation. When a wheel or disk spins rapidly, it resists changes to its axis of rotation, allowing it to stay stable even when tilted or moved.

In a gyroscope, the faster the spinning motion, the stronger the stability. This is why it can appear to "defy gravity" and remain upright.

Gyroscopes are widely used in modern technology. They help stabilize airplanes, ships, and spacecrafts, they detect motion and orientation for games and motion simulators. They are also essential in navigation systems where precise direction is required.

Gyroscope



How it works?

- A spinning wheel creates angular momentum.
- The axis stays stable despite external forces.
- Fastest spin = stronger resistance to change.
- Helps maintain direction and balance.

Application

- Airplanes.
- Spacecraft navigation.
- Unmanned Aerial Vehicles (UAVs).
- Video games.
- Robotics.

Curious Minds

Exhibit about: Force

A tornado maker is a simple science device or experiment that creates a small, controlled "tornado" vortex using air or water. It works by spinning air or liquid inside a container so that it forms a swirling funnel shape, similar to a real tornado but much safer and smaller.

Tornado Maker



Discovery

It is commonly used in science classrooms to show concepts like air pressure, vortex motion, fluid dynamics, and rotation, helping students understand how real tornadoes form in nature.

Application

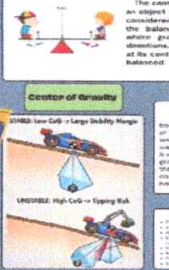
- Teaching about weather and the science of storms.
- Understanding fluid dynamics and the forces that create vortices.
- Safe demonstration of powerful natural phenomena.

Curious Minds

Exhibit about: Motion and Stability

The center of gravity is the point in an object where its entire weight is considered to be concentrated. It is the balance point of the object, where gravity acts equally in all directions, if an object is supported at its center of gravity, it will remain balanced.

Center of Gravity



UNBALANCED: High-Cut - Tipping Risk

When a part of an object is heavier than the rest, the center of gravity is shifted towards that part. If the center of gravity is not directly below the point of support, the object will tip over.

Discovery

Every part of an object has weight. The center of gravity is the point where the weight of the object is balanced. If the center of gravity is not directly below the point of support, the object will tip over.

Application

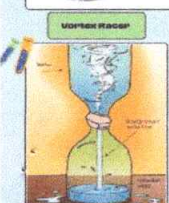
- Designing stable structures like bridges and buildings.
- Understanding the physics of motion and stability.
- Applying the concept of center of gravity in sports and engineering.

Curious Minds

Exhibit about: Force

A vortex is a region in a fluid (liquid or gas) where the flow spins around a central axis. Common examples include whirlpools, hurricanes, and water going down a drain. The motion is caused by a combination of forces, including the Coriolis effect, which causes moving objects to curve to the right in the Northern Hemisphere and to the left in the Southern Hemisphere.

Vortex Maker



Discovery

The scientific study of vortices is a branch of fluid dynamics. It involves understanding the forces that create and maintain vortices, such as the Coriolis effect, which causes moving objects to curve to the right in the Northern Hemisphere and to the left in the Southern Hemisphere.

Application

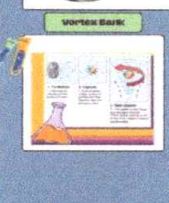
- Weather forecasting.
- Understanding the science of storms.
- Designing structures that can withstand vortices.

Curious Minds

Exhibit about: Vortices & Forces

A vortex is a region in a fluid (liquid or gas) where the flow spins around a central axis. Common examples include whirlpools, hurricanes, and water going down a drain. The motion is caused by a combination of forces, including the Coriolis effect, which causes moving objects to curve to the right in the Northern Hemisphere and to the left in the Southern Hemisphere.

Vortex Maker



Discovery

They create small, swirling vortices that are high-energy and can be used to study the forces that create and maintain them.

Application

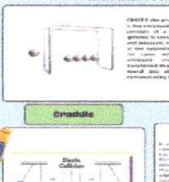
- Weather forecasting.
- Understanding the science of storms.
- Designing structures that can withstand vortices.

Curious Minds

Exhibit about: Forces & Energy

Energy is the ability to do work or cause change. It is a scalar quantity, meaning it has magnitude but no direction. Energy can be stored in an object or system, and it can be transferred from one object or system to another. The total energy of a closed system is constant, a principle known as the conservation of energy.

Energy



Discovery

Energy is the ability to do work or cause change. It is a scalar quantity, meaning it has magnitude but no direction. Energy can be stored in an object or system, and it can be transferred from one object or system to another.

Application

- Understanding the science of energy and its applications in technology.
- Designing energy-efficient systems.
- Applying the principles of energy conservation in engineering.

Curious Minds

Exhibit about: Energy

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Energy



Discovery

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Application

- Understanding the science of energy and its applications in technology.
- Designing energy-efficient systems.
- Applying the principles of energy conservation in engineering.

Curious Minds

Exhibit about: Perception

The principle behind "Stereo Vision" is based on how our eyes perceive depth. Humans have two eyes, placed slightly apart, and each eye sees a slightly different image. The brain combines these two images to create a 3D understanding of the world, a process called stereoscopic vision.

Stereo Vision



Discovery

The stereo vision effect is used in many applications, from entertainment to scientific research. It allows us to see the world in 3D, which is essential for many tasks, such as driving and sports.

Application

- 3D movies and games.
- Medical imaging and surgery.
- Robotics and autonomous systems.

Curious Minds

Exhibit about: Satellite Devices

Satellite devices are used to communicate with spacecrafts and other satellites. They are used to transmit and receive signals, allowing for long-distance communication and data transfer. Satellite devices are also used for navigation, weather forecasting, and scientific research.

Satellite



Discovery

The "satellite" is the key component of a satellite system. It is used to transmit and receive signals, allowing for long-distance communication and data transfer.

Application

- Communication and data transfer.
- Navigation and positioning.
- Weather forecasting and scientific research.

Curious Minds

Exhibit about: Atmospheric Phenomena

Clouds are formed when water vapor in the air condenses into tiny droplets or ice crystals. This process is influenced by factors such as temperature, pressure, and humidity. Clouds play a crucial role in the Earth's climate system, reflecting solar radiation and trapping heat.

Clouds



Discovery

Clouds are formed when water vapor in the air condenses into tiny droplets or ice crystals. This process is influenced by factors such as temperature, pressure, and humidity.

Application

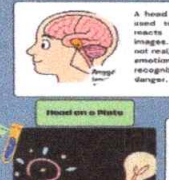
- Weather forecasting and climate modeling.
- Understanding the Earth's atmosphere and its role in the climate system.

Curious Minds

Exhibit about: Motion

A head-on collision is a type of collision where two objects move towards each other and collide. In a head-on collision, the objects' velocities are in opposite directions, and the collision is often the most violent type of impact. Head-on collisions can cause significant damage and injury.

Head-on Collision



Discovery

The head-on collision is a type of collision where two objects move towards each other and collide. In a head-on collision, the objects' velocities are in opposite directions, and the collision is often the most violent type of impact.

Application

- Understanding the physics of collisions and the forces involved.
- Designing safer vehicles and structures.

Experience Explore Excel

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Office Tel No. (02) 7000 5156 ; (02) 8697 6361 ; (0999) 3966214 ; (0906) 3505088 ; (0966) 7602068
Email Add: aviaprime88@gmail.com
FACEBOOK PAGE: CURIOUS MINDS INTERACTIVE SCIENCE MOBILE MUSEUM



Avia Prime Eduvent
Management
"Your Edutainment Partner"



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

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OUR CURIOUS MINDS:
Interactive Science & Art
Mobile Museum
CURRICULUM GUIDE

Primary
(Kinder to Grade 3)

Social and Emotional Development

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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.

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

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

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Social Science

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English

Throughout their stay in Curious Minds Science Mobile Museum, student 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, canon 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.

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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 experiemnts 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

Student 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.

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Republic of the Philippines
Department of Education
DAVAO REGION



1st Indorsement
May 21, 2026

Respectfully referred to all Schools Division Superintendents, inviting attention to the attached letter of Sylfred Serge Gonzales, Marketing Executive for Education, re: "First Interactive Science Mobile Museum" in July 2026 to March 2027. Participation in this activity is at the discretion of the Schools Division Superintendents. Further, the No Disruption of Classes Policy as stipulated in DepEd Order No. 9 s. 2025, entitled Instituting Measures to Increase Engaged Time on Task and Ensuring Compliance Therewith, must be strictly observed.

ALLAN G. FARNAZO
Director IV

DEPARTMENT OF EDUCATION ROC
RECORDS SECTION
RELEASED

Re: Sylfred Serge Gonzales, RN
Marketing Executive Foundation
09993966214/ 09667602068

By: *[Signature]* Date: *May 28, 2026*
Time: *2:08 PM*

Enclosed: As stated
ROC2/mlib



Address: F. Torres St., Davao City (8000)
Telephone Nos.: (082) 291-0051
Email Address: region11@deped.gov.ph
Website: www.depedroxi.ph





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

May 08, 2026

ALLAN G. FARNAZO, CESO VI
Regional Director
Department of Education
Davao Region

DEPARTMENT OF EDUCATION

RECEIVED

20-MAY-2026



Dear Sir FARNAZO;

Greetings of Peace!
HAPPY SCIENCE!

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For this season, AVIA PRIME will bring to your province the **FIRST INTERACTIVE SCIENCE MOBILE MUSEUM** with the theme:

"OUR CURIOUS MIND: THE GEN Z EXPLORATION"

This traveling exhibit is designed to reach students in every corner of the archipelago, delivering exciting Science and Arts exhibits to students and teachers alike.

Avia Prime's "OUR CURIOUS MIND" has already reached thousands of elementary, high school, and college students and has toured various regions throughout the country, including underserved communities. With the mission of bringing fun and engaging science learning into the classroom, the exhibit creates an environment where scientific concepts are discovered in an entertaining and interactive way, inspiring imagination and curiosity among young minds.

Furthermore, the exhibit promotes **Science, Technology, Engineering, and Mathematics (STEM)** education that can help develop students' ability to evaluate simple to complex societal problems and become responsive and active participants in formulating solutions.

The **"CURIOUS MIND: Interactive Science Mobile Museum"** will travel to different venues in your region from **July 2026 to March 2027**.

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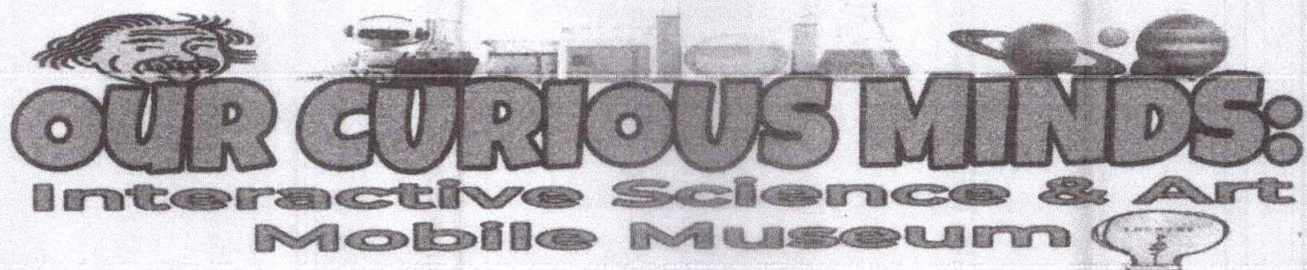
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OUR CURIOUS MINDS:

Interactive Science & Art Mobile Museum

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

Circuit Racer

Magnetic Levitation

Tornado Maker

Hand Battery

Gyroscope

Body Conductor

Solar Panel

Language Brain

Microscope

Anti Gravity

Face kaleidoscope

Infinity Mirror

Virascope

Bernoulli Blower

Cloud Ring

Bazooka

Perpetual Motion

Craddle

Vortex Bank

Vortex Racer

Center of Gravity

Soma Cube

Tangram

Pythagorean Theorem

Plasma Sphere

UV Lights

Virtual Reality

The Power of Arduino

Head on a Plate

Stereo Vision

Expectations / Relative Size

Earthquake Simulator

Earthquake Sensor

Automatic Water Plant System

Sound Wave

Rain Sensor

Two Way Traffic Light

Optical Illusion Exhibits

Anatomy & Physiology

Science Interactive Games and

MOREEE!!!!

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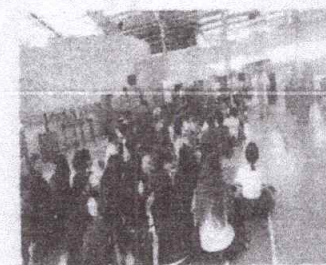
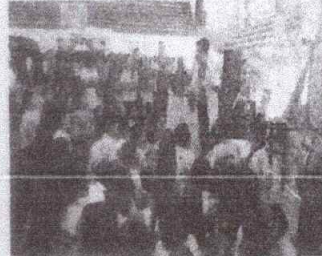
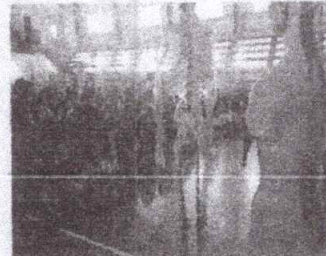
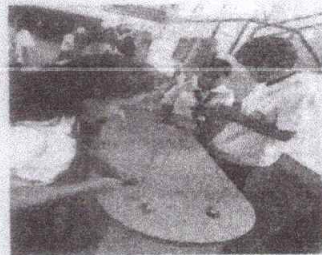
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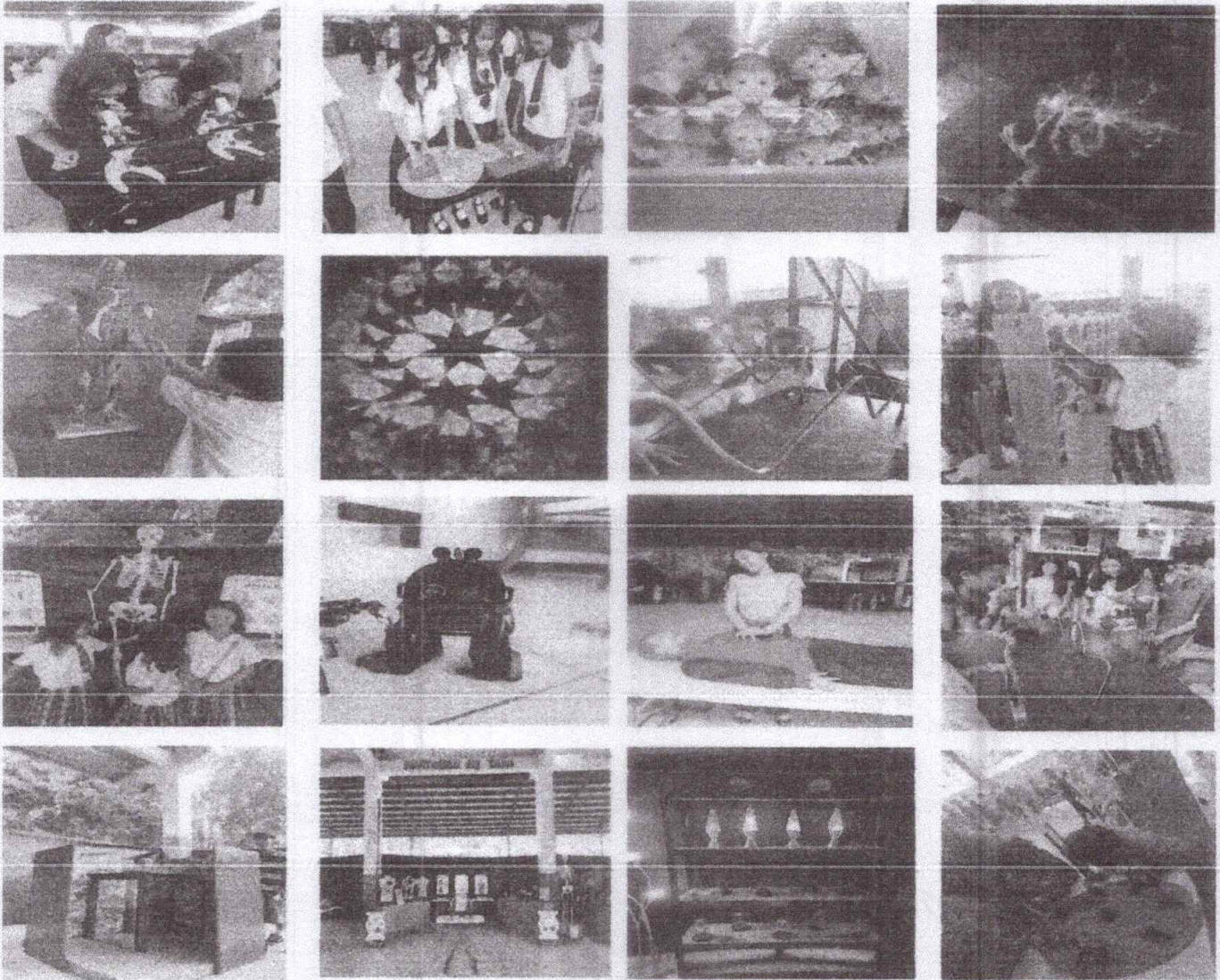
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Curious Minds

Static Electricity

A static electric charge is a surplus of electric charge on a surface. It is caused by an imbalance of positive and negative charges. Static electricity can be created by rubbing two different materials together.

Experiment

1. Rub a balloon on your hair.

2. Bring the balloon close to your face.

3. Watch the hair stand up.

Observation

The hair is attracted to the balloon.

Application

Static electricity is used in many industries, such as in the production of paper and in the printing of books.

Curious Minds

Light and Sound

Light and sound are both forms of energy. They travel in waves and can be reflected, refracted, and diffracted.

Experiment

1. Shine a flashlight on a mirror.

2. Move the mirror back and forth.

3. Watch the light beam move.

Observation

The light beam is reflected by the mirror.

Application

Light and sound are used in many technologies, such as in the production of movies and in the design of buildings.

Curious Minds

Magnets and Electromagnets

Magnets are objects that attract certain materials. Electromagnets are magnets that are created by passing an electric current through a wire.

Experiment

1. Connect a battery to a wire.

2. Place the wire near a compass.

3. Watch the needle move.

Observation

The needle is deflected by the wire.

Application

Magnets and electromagnets are used in many technologies, such as in the production of electricity and in the design of motors.

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