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Empowerment Technologies

Quarter 2 – Module 6:
ICT as Platform for Change

This instructional material was collaboratively developed and reviewed by educators from public and private schools, colleges, and or/universities. We encourage teachers and other education stakeholders to email their feedback, comments, and recommendations to the Department of Education at action@deped.gov.ph.

We value your feedback and recommendations.
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What this Module Is All About

Welcome to this module learners.

In this module you will learn on how to use the Information and Communications Technology (ICT) as platform for social change. Knowing the free and unlimited access to the digital world is also exposing yourselves to the virtual threats. Thus, this module has created for your benefits.

The world of technology today, allows everyone to display information online. Now, as a Senior High School learner you will equip yourself and empower others to become a digital citizen and to help each other from the attack of online threats.

In this topic, you will learn what exactly multimedia is and how to create a content-rich online environment and you will learn how to develop a working ICT Project for Social Change. You are going to write textual content and integrate rich multimedia in designing of your ICT project for social change using your preferred social media platforms or blogging platform. Enjoy the modules and learn from it.

What I Need to Know

At the end of this module, you should be able to:

1. Identify the different types of multimedia
2. Appreciate the usage of multimedia
3. Understand the relevance of content-rich in the context of online environment and user experience
4. Identify developments in Web2.0 and Web3.0 in response to users' needs and interactive web-content
5. Understand websites that uses multimedia such as audio and video to improve the website content and utilize user participation
6. Create personal website
7. Understand the important role of ICT in changing the world and how it contribute to the social change
8. Use ICT to advocate change
9. Understand the evolution of Digital citizenship and the Filipino people
10. Investigate how social media influences technology users
11. Create an infographics regarding social change on social media
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The world of technology today, allows everyone to display information online. Now, as a Senior High School learner you will equip yourself and empower others to become a digital citizen and to help each other from the attack of online threats. In this topic, you will learn what exactly multimedia is and how to create a content-rich online environment and you will learn how to develop a working ICT Project for Social Change. You are going to write textual content and integrate rich multimedia in designing of your ICT project for social change using your preferred social media platforms or blogging platform. Enjoy the modules and learn from it.

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7. Understand the important role of ICT in changing the world and how it contribute to the social change
8. Use ICT to advocate change
9. Understand the evolution of Digital citizenship and the Filipino people
10. Investigate how social media influences technology users
11. Create an infographics regarding social change on social media

How to Learn from this Module
To achieve the objectives cited above, you are to do the following:
1. Carefully read all the lessons.
2. Take your time on going thru each lesson.
3. Answer the pretest honestly, the purpose of the pretest is for you to determine your prior knowledge before going thru the lessons and activities.
4. If you have a hard time understanding the lessons and activities, please do take a break. Having breaks between lessons and activities will give you some space where you can absorb the lesson well.
5. You can use the internet if you need more information about the lesson.

Icons of this Module

<table>
<thead>
<tr>
<th>What I Need to Know</th>
<th>This part contains learning objectives that are set for you to learn as you go along the module.</th>
</tr>
</thead>
<tbody>
<tr>
<td>What I know</td>
<td>This is an assessment as to your level of knowledge to the subject matter at hand, meant specifically to gauge prior related to knowledge</td>
</tr>
<tr>
<td>What’s In</td>
<td>This part connects previous lesson with that of the current one.</td>
</tr>
<tr>
<td>What’s New</td>
<td>An introduction of the new lesson through various activities, before it will be presented to you</td>
</tr>
<tr>
<td>What is It</td>
<td>These are discussions of the activities as a way to deepen your discovery and understanding of the concept</td>
</tr>
<tr>
<td>What’s More</td>
<td>These are follow-up activities that are intended for you to practice further in order to master the competencies</td>
</tr>
<tr>
<td>What I Have Learned</td>
<td>Activities designed to process what you have learned from the lesson.</td>
</tr>
<tr>
<td>What I can do</td>
<td>These are tasks that are designed to showcase your skills and knowledge gained, and applied into real-life concerns and situations.</td>
</tr>
</tbody>
</table>
I- Multiple Choice
Instructions: Read and answer the questions below. Write the letter of the correct answer.

1. Which is an example of image file format extensions?
   A. Moving Picture Experts Group Audio Layer-3 (MP3)
   B. Moving Picture Experts Group (MPEG)
   C. Portable Network Graphics (PNG)
   D. Power Point File (PPT)

2. Which is an example of an audio file format extensions?
   A. Moving Picture Experts Group Audio Layer-3 (MP3)
   B. Moving Picture Experts Group (MPEG)
   C. Portable Network Graphics (PNG)
   D. Tagged Image File Format (TIFF)

3. Which is NOT a type of multimedia?
   A. Moving Picture Experts Group Audio Layer-3 (MP3)
   B. Moving Picture Experts Group (MPEG)
   C. Audio Video Interleave (AVI)
   D. Flash Video (FLV)

4. What do you call the content that uses a combination of different content forms such as text, audio, images, animations, video and interactive content?
   A. Media
   B. Multimedia
   C. World Wide Web
   D. Animation

5. The importance of multimedia today are the following except:
   A. It has the ability to interact different user with applications
   B. It gives static interactions between the user and the applications
   C. It represents various types of media which can be integrated in one project

6. Who invented World Wide Web?
   A. Tim Jackson
   B. Tim Bernees Lee
   C. Tim Berners Lee
7. When was the World Wide Web invented?
   A. 1988
   B. 1989
   C. 1990

8. What is the standard language for documents designed for the web browser?
   A. Hypertext Transfer Protocol (HTTP)
   B. Uniform Resource Locator (URL)
   C. Hypertext Transfer Protocol (HTML)

9. Which of the following document which is being used to convince a panel of potential investors to fund a product, program, or service?
   A. Support Document
   B. Planning
   C. Concept paper
   D. Project Paper

10. This includes your group's brief introduction of your project.
    A. Contact information
    B. Purpose
    C. Description
    D. Introduction

11. Which of the following elements contains the budget needed for the project?
    A. Contact information
    B. Support
    C. Description
    D. Purpose

12. This contains the statistics which includes your audience age, location, gender, language, and country.
    A. Technographic
    B. Insights
    C. Psychographics
    D. Demographics

13. Which is the best descriptions of demographics?
    A. The overall people that saw a certain post.
    B. The reach obtained throughout advertisement.
    C. Contains the information about the number of people who was reached by your post.
    D. The statistics which includes age, location, gender, language, and country.

14. What is the importance of a concept paper in a corporate setting?
    A. The concept paper explains the importance of a particular research project.
    B. The concept paper will convince the support team that this could work.
    C. The concept paper will give them enough statistical information.
    D. The concept paper can provide enough money for the accomplishment of the project.
15. Which plays a valuable role in the early stages of creating or conceptualizing ideas for your project?

A. Digital Citizenship  
B. Social Media Advocacy  
C. Concept Paper  
D. ICT Project

II. True or False - In your paper, write the word TRUE if the statement is correct, and write FALSE if the statement is wrong.

1. It is necessary to think of an appropriate tagline of your website.
2. It is a waste of time when you are thinking about what to include in your website.
3. The one way to encourage and motivate the user to participate in your website is to include videos and photos in your website.
4. The only thing necessary for your website your self-interest.
5. In creating your website, it is good to put appropriate content about your campaign.
6. In your campaign, the website’s mission statement should not be related.
7. It is better not to include registration forms, calendar of activities and list of artwork in your website because that will confuse the audience.
8. It is a plus if you decide what platforms of your website will cater ahead of time.
9. In your website, it is important to add multimedia in your content.
10. Digital Citizen is the person responsible in using the internet and technology safely, respectfully and responsibly.
Lesson 1

Using Multimedia to Create a Content-Rich Online Environment

What I Need to Know

In today’s era, people around the globe are so much exposed with different digital technologies and applications. Most of those are the 21st Century Leaners or you, a Senior High Student.

As a senior high student, you are inclined to expose yourself in the online world such as playing games, listening to music, watching YouTube videos, posting videos, images, updating status in social media and browsing the internet websites.

In this topic, you will learn what exactly multimedia is and how to create a content-rich online environment.

What’s New

Activity 1 – Example of Multimedia

In posting images, sharing videos and even publishing your own videos in your channel, there are specific file formats being used. Identify and list down ten (10) different file extension formats you used or encountered.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>.mp3</td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td></td>
</tr>
<tr>
<td>7.</td>
<td></td>
</tr>
<tr>
<td>8.</td>
<td></td>
</tr>
<tr>
<td>9.</td>
<td></td>
</tr>
<tr>
<td>10.</td>
<td></td>
</tr>
</tbody>
</table>

Table 1. Identification of Multimedia File Formats
**What Is It**

**Multimedia**

There are many definitions of multimedia in the internet now a days but in general, it is a combination of one or more media such as text, graphics, drawings, and images, audio, video and animations.

When all these resources are combine, interactive applications will be produced. Interactivity is the fundamental feature of multimedia. It is the user ability to interact with a certain application. Multimedia allows the content to be presented in a nonlinear way, which allows the reader to be active rather than passive. It is the user who will determine what content should be delivered, when should be delivered, and how would it be delivered. Now, please see the image below.

What Is It
Multimedia
There are many definitions of multimedia in the internet now a days but in general, it is a combination of one or more media such as text, graphics, drawings, and images, audio, video and animations. When all these resources are combine, interactive applications will be produced. Interactivity is the fundamental feature of multimedia. It is the user ability to interact with a certain application. Multimedia allows the content to be presented in a nonlinear way, which allows the reader to be active rather than passive. It is the user who will determine what content should be delivered, when should be delivered, and how would it be delivered.

The image above shows the different types of multimedia and its functions. It also indicates that multimedia can be used in the business, schools, home, public places and even virtual reality. You have seen some of these things around you. Even your cellphones either high end or not, that is still part of the multimedia.

Types of Multimedia
A. Text and Graphics - Slideshow, Presentation, Diagrams, Infographics
B. Audio - Music Stations, Radio Stations
C. Video - Film, Movies, Video Clips, TV Shows
D. Animations – hand drawn, 2D, 3D, Motion Graphics, Stop Motion
E. Games – Online games, Offline games,
F. Websites - Webinars and Online meetings, Moodle activities, Blogs, Interactive contents
G. Others - Virtual Reality, Augmented Reality, Holograms

What’s More

Activity 2 – Types of Multimedia

Identify the type of multimedia of the given applications, file formats or that uses multimedia. Write TG if it belongs to Text and Graphics, A for Audio, V for Video, A for Animation, G for Games, W for Websites.

| 1. MS PowerPoint | Ans. TG |
| 2. MOR | Ans. _____ |
| 3. Adobe Photoshop | Ans. _____ |
| 4. It’s Showtime | Ans. _____ |
| 5. Call of Duty | Ans. _____ |
| 6. .mp3 | Ans. _____ |
| 7. .flv | Ans. _____ |
| 8. .jpg | Ans. _____ |
| 9. Tom and Jerry | Ans. _____ |
| 10. .doc | Ans. _____ |

Table 2. Identification of types of Multimedia File Formats
**Activity 3: Match the usage of multimedia.**

In this activity, each picture has an appropriate name of the usage of multimedia. You will choose the correct answers inside the box. Write your answers on the blank provided.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>![Picture 1]</td>
<td>1. <strong>Answer:</strong> Teaching Aid</td>
</tr>
<tr>
<td>![Picture 2]</td>
<td>2. <strong>Answer:</strong> _________</td>
</tr>
<tr>
<td>![Picture 3]</td>
<td>3. <strong>Answer:</strong> _________</td>
</tr>
<tr>
<td>![Picture 4]</td>
<td>4. <strong>Answer:</strong> _________</td>
</tr>
<tr>
<td>![Picture 5]</td>
<td>5. <strong>Answer:</strong> _________</td>
</tr>
<tr>
<td>![Picture 6]</td>
<td>6. <strong>Answer:</strong> _________</td>
</tr>
</tbody>
</table>

**Photo Credit:**
Activity 4: Create a blog site using a www.blogger.com Website. You can watch the video on the blogger tutorial using the link:

1. In your task today, go to the website www.blogger.com.

2. On the website, you are required to sign in your Gmail account. If you have not created any account yet, you will first create an account by clicking the “create new account”.

3. After creating the account, you are now ready to create a blog address. In creating a blog address, use emtechYoursurname (e.g. emtechOruiqep). Do not include spaces in between and special characters. You may capitalize the first letter of your surname. In case your blog address is not available, you may add a number or any letters to make it unique.

4. Your blog Title is Empowerment Technology, because this is intended for empowerment technology subject only. You can create another blog address if you want to for other purposes.

5. Then click if available button. If it is available, then you can proceed.

6. Choose now your template.

7. This time, create a new post.

8. Explore the other features of the blog to familiarize each of the icon functionalities.
What I Can Do

Activity 5- Create and Publish Multimedia Using Blog

In this activity, you are going to create your first post that will be published online. Please answer the guide questions below. Make your blog attractive.

Blog Reflection Questions:

a. My understanding about Multimedia. Please include sample images, videos or websites you created using the link or insert button.

b. How do I use Multimedia? This is the procedures you have done with the sample multimedia you posted in question number 1.

c. What do I think the significance of using Multimedia?

Rating Criteria

Relevance and Content – 70%
Creativity - 30%
Total 100%
Activity 1: Multimedia Applications

From the previous lessons, identify five (5) multimedia examples using file format extensions.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Text and Graphics</td>
<td>Answer: JPEG</td>
</tr>
<tr>
<td>2. Audio</td>
<td>Answer: _____</td>
</tr>
<tr>
<td>3. Video</td>
<td>Answer: _____</td>
</tr>
<tr>
<td>4. Animations</td>
<td>Answer: _____</td>
</tr>
<tr>
<td>5. Websites</td>
<td>Answer: _____</td>
</tr>
</tbody>
</table>

Table 3. Identification of Multimedia File Formats Applications

What I Need to Know

The World Wide Web is commonly called as “the Web”. This is a place where we can retrieve services of the Internet. Some services is online shopping, online jobs, social media sites and even video sites.

As a Senior High Student, you are using the World Wide Web in your research and assignments or even creating your own blog sites. The Web has diverse information from different authors, writers and contributors, that’s why many researchers are more in favor of using legitimate journals website for research purposes. Now consider the data statistics below.
Table 4. Internet Use Statistics as of June 30, 2019

The above image implies that the Philippines was ranked number six (6) among Asian Countries. Our country has 79,000,000 users of internet as of June 30, 2019 from the total population of 109,581,078 according to UN data.

The image shows that many Filipinos are exposed to the World Wide Web and most likely a lot of Filipinos from preschoolers to working citizens are using the internet regardless of the reason and purpose.

What's New

Activity 2: Website Evaluation

List down the top five (5) websites you visited last month.

Rank the websites according to the number of hours you are using them and define the purpose or reasons of your browsing.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Name of Website</th>
<th>Purpose of browsing</th>
</tr>
</thead>
<tbody>
<tr>
<td>Example</td>
<td><a href="http://www.msn.com">www.msn.com</a></td>
<td>To be updated on the current news around the world.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Table 5. Website Evaluation</td>
<td></td>
</tr>
</tbody>
</table>
History of the WWW

In March 1989, an English engineer, computer scientist and a professor at the Massachusetts Institute of Technology, envisioned the Web document called “Information Management: A Proposal”. That person refers to Tim Berners Lee. He invented the World Wide Web.

The Three (3) fundamental technologies of today’s Web are:

1. **HTML: HyperText Markup Language.** A language for the Web that comes in mark up tags. Mark up tags is written in pair. Example of mark up tags is `<body> </body>`. You can see this in all websites coding.

2. **URI: Uniform Resource Identifier.** A unique identifier of website address on Web resources. It is also commonly called a URL (Uniform Resource Locator).

3. **HTTP: Hypertext Transfer Protocol.** This allows to retrieve the linked resources on all Web pages.

The image shows the evolution of the World Wide Web. From Web 1.0, Web 2.0, Web 3.0 and even Web 4.0.
### Activity 3: Difference between Web 1.0, Web 2.0 and Web 3.0

**Fill in the blanks.** In this activity, you are going to browse the website to identify the difference of the World Wide Web Version and fill in the blanks below. Type the URL: [https://bit.ly/36tP4Ry](https://bit.ly/36tP4Ry) on your browser. You may use or borrow a smart phones, Tablets, and computers to see the website.

<table>
<thead>
<tr>
<th>WEB 1.0</th>
<th>WEB 2.0</th>
<th>WEB 3.0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mostly Read-Only</td>
<td>1. <em>Wildly Read-Write</em></td>
<td>Portable and Personal</td>
</tr>
<tr>
<td>Company Focus</td>
<td>Community Focus</td>
<td>2. ___________________</td>
</tr>
<tr>
<td></td>
<td>3. _______________</td>
<td>Blogs / Wikis</td>
</tr>
<tr>
<td></td>
<td>Owning Content</td>
<td>4. ___________________</td>
</tr>
<tr>
<td></td>
<td>Web Forms</td>
<td>Web Applications</td>
</tr>
<tr>
<td></td>
<td>6. _______________</td>
<td>Tagging</td>
</tr>
<tr>
<td></td>
<td>Page Views</td>
<td>Cost Per Click</td>
</tr>
<tr>
<td></td>
<td>Banner Advertising</td>
<td>8. ___________________</td>
</tr>
<tr>
<td></td>
<td>9. _______________</td>
<td>Wikipedia</td>
</tr>
<tr>
<td></td>
<td>HTML/Portals</td>
<td>10. ___________________</td>
</tr>
<tr>
<td></td>
<td></td>
<td>XML / RSS</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7. ___________________</td>
</tr>
<tr>
<td></td>
<td></td>
<td>9. ___________________</td>
</tr>
</tbody>
</table>

Data Source: [https://www.geeksforgeeks.org/web-1-0-web-2-0-and-web-3-0-with-their-difference/](https://www.geeksforgeeks.org/web-1-0-web-2-0-and-web-3-0-with-their-difference/)

Table 6. Difference of World Wide Web
What I Have Learned

Activity 3: Difference between Web 1.0, Web 2.0 and Web 3.0

In this activity, you are going to browse the website to identify the difference of the World Wide Web Version and fill in the blanks below.

Type the URL: https://bit.ly/36tP4Ry on your browser. You may use or borrow a smartphones, Tablets, and computers to see the website.

WEB 1.0
Mostly Read
- Only

WEB 2.0
Wildly Read
- Write
Portable and Personal

WEB 3.0
Company Focus
- Community Focus
Blogs / Wikis
- Live - streams / Waves
Owning Content
- Consolidating Content
Web Forms
- Web Applications
Tagging
- User Behaviour
Page Views
- Cost Per Click
Banner Advertising
- Behavioural Advertising
Wikipedia

The Semantic Web

Data Source: https://www.geeksforgeeks.org/web-1-0-web-2-0-and-web-3-0-with-their-difference/

Table 6. Difference of World Wide Web

Activity 4: Website Features Evaluation

In this activity, you are going to evaluate the version and features or characteristics of the given websites. You are advice to browse the following websites to answer what is being asked on the questions below.

In browsing the websites you have determine the web version, and the purpose of the website

<table>
<thead>
<tr>
<th>Websites/Name</th>
<th>Web Version</th>
<th>Website Purpose/s</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. <a href="http://www.wix.com">www.wix.com</a></td>
<td>3.0</td>
<td>To create a customize websites according to the user preferences</td>
</tr>
<tr>
<td>2. <a href="http://www.blogger.com">www.blogger.com</a></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3. <a href="http://www.facebook.com">www.facebook.com</a></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4. <a href="http://www.shopee.com">www.shopee.com</a></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5. <a href="http://www.linkin.com">www.linkin.com</a></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 6. Website Features Evaluation

What I Can Do

Activity 5: Website Modification

In this activity, you will log in your account in www.wix.com. Choose any template that you want to create. Make it sure your website is customized according to your preference. Submit the URL or Web address to your teacher once you are done.
Activity 1. Website Ranking
In this activity, you will rearrange the websites below according to rank based from your need or preferences. Rank the websites by rewriting it inside the box.

Given the websites, you will rank the websites listed from the most needed to the least needed website.

<table>
<thead>
<tr>
<th>Website Name</th>
<th>Website Rank</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="http://www.msn.com">www.msn.com</a></td>
<td>1</td>
</tr>
<tr>
<td><a href="http://www.yahoo.com">www.yahoo.com</a></td>
<td>2</td>
</tr>
<tr>
<td><a href="http://www.google.com">www.google.com</a></td>
<td>3</td>
</tr>
<tr>
<td><a href="http://www.facebook.com">www.facebook.com</a></td>
<td>4</td>
</tr>
<tr>
<td><a href="http://www.youtube.com">www.youtube.com</a></td>
<td>5</td>
</tr>
<tr>
<td><a href="http://www.bing.com">www.bing.com</a></td>
<td>6</td>
</tr>
<tr>
<td><a href="http://www.wix.com">www.wix.com</a></td>
<td>7</td>
</tr>
<tr>
<td><a href="http://www.shopee.com">www.shopee.com</a></td>
<td>8</td>
</tr>
<tr>
<td><a href="http://www.ask.com">www.ask.com</a></td>
<td>9</td>
</tr>
<tr>
<td><a href="http://www.wikipedia.com">www.wikipedia.com</a></td>
<td>10</td>
</tr>
</tbody>
</table>

What I Need to Know

The Information and Communications Technology (ICT) has been part of our daily lives. We have been using it as part of our daily routine. Information and Communications Technology (ICT) is so broad to define because it includes technologies, communications, computers, storage, enterprise software, hardware, computer networking and all the integration of these things.
Activity 2. Example of Information and Communication Technology (ICT)

In this activity, you will identify ten (10) examples of ICT from your surroundings based on the definition you learned.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Mobile Phones</td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
<tr>
<td>6.</td>
<td></td>
</tr>
<tr>
<td>7.</td>
<td></td>
</tr>
<tr>
<td>8.</td>
<td></td>
</tr>
<tr>
<td>9.</td>
<td></td>
</tr>
<tr>
<td>10.</td>
<td></td>
</tr>
</tbody>
</table>

Table 7. Example of Information and Communication Technology (ICT)

Impacts of Information and Communications Technology

In today’s generation, if not all but most of the households, classrooms, offices and other organizations are upgrading their practices from traditional to technological one. Information and Communications Technology is now playing a big part in our lives. It makes our lives easier, thus making us to live better. Now as a Senior High Student you will be learning the positive and negative impacts of Information and Communications Technologies.

Activity 2. Positive and Negative Impacts of ICT

In this activity, as a student of Senior High, identify the positive or advantages of using Information and Communications Technology (ICT) that you know. Complete the positive and negative impacts to the different variables like people, education, organization, and society in the box below.

You can write as many as you can inside the boxes. Please refer to Ajahana blogsite [https://bit.ly/2u3QEMF](https://bit.ly/2u3QEMF) to get an idea on what to write. Please do not copy from the web to avoid plagiarism. You must answer in your own words in a short sentence not in keywords.
Table 8. Positive and Negative Impacts of ICT

<table>
<thead>
<tr>
<th>Variables</th>
<th>Positive Impact (+)</th>
<th>Negative Impact (-)</th>
</tr>
</thead>
<tbody>
<tr>
<td>People</td>
<td></td>
<td>Many are unemployment due to automation programs.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Society</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(Education, Health,</td>
<td>It provides distance learning.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Organization</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| What I Can Do |

**Activity 3: Answer me in www.blogger.com**

Open your blog account, create new post with the title “ICT as Medium for Advocacy” and answer what is being asked below.

1. How Information and Communications and Technology (ICT) has transformed the educational methodologies when you were in grade school and now in Senior High School.
2. Consider the following for comparison.
   a. The singing of the national anthem (Form a line, sing the national anthem with conductor)
   b. Concepts notes
   c. Presentation of visual aids
   d. Class record
   e. class dismissal
   f. assignment and research
3. Submit your link to your teacher.
Activity 1: Impact of Information and Communications Technology

From the previous lessons, identify which is positive and negative impacts of Information and Communications Technologies. Check the box if it belongs to positive or negative impact.

<table>
<thead>
<tr>
<th>Impact</th>
<th>Positive</th>
<th>Negative</th>
</tr>
</thead>
<tbody>
<tr>
<td>6. Because of automation, people most likely to loss to their job.</td>
<td></td>
<td>✓</td>
</tr>
<tr>
<td>7. The education caters the distant learners.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8. The data is possible to be exposed to hacker.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9. The transactions of the government is now faster.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10. The people has less physical activity.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Table 8. Impact of Information and Communications Technology

What I Need to Know

Internet and technology is very affordable this time, even the young kid can browse the online world in one click of the finger. As a responsible person, we must always bear in our mind that every actions should have a corresponding responsibility. So today, you will be learning on the different practices of being a good citizen in the digital world.
What's New

Activity 2: Social Media Practice

List down five (5) practices when you are using your social media accounts. This is to know how you use your social media. There're no wrong answers here.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>I do not expose my private information in my account. I will make it private.</td>
</tr>
<tr>
<td>2.</td>
<td></td>
</tr>
<tr>
<td>3.</td>
<td></td>
</tr>
<tr>
<td>4.</td>
<td></td>
</tr>
<tr>
<td>5.</td>
<td></td>
</tr>
</tbody>
</table>

Table 10. Social Media Practices

What Is It

**Digital Citizenship** is a term used to social responsibility in the digital world. It involves the appropriate and responsible use of technology to all users. It is more than being safe online.

**Digital Citizen** is a term used to describe a person who uses the online and technology world safely and responsibly. As a digital citizen, we need to have the ability to discern what is positive to share online and what should not be exposed. Respecting others’ works and giving proper credits is a must to a digital citizen.

**Nine Elements of Digital Citizenship**

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>2. Digital Commerce</td>
<td>7. Digital Law</td>
</tr>
<tr>
<td>11. Digital fluency</td>
<td></td>
</tr>
</tbody>
</table>

Table 11. Elements of Digital Citizenship
Activity 3. Elements of Digital Citizenship

**Identification.** From the description below, identify the elements of Digital Citizenship that best describe each statement.

1. The education sector should provide another alternative for lesson and data collection as free access in the community.
   Answer: _____________________
2. These elements involve the exchanging of information where everybody can learn and understand the message.
   Answer: _____________________
3. It is an electronic selling and buying of goods and will aid to safeguard the online buyers or sellers information from possible attacks of online crimes.
   Answer: _____________________
4. This refers to the standards of conduct or procedures on how we can use the digital devices to help and inspire others and not to involve to any cybercrime like cyber bullying, scamming or even hacking.
   Answer: _____________________
5. This element is the electronic precautionary measures to keep the devices of digital citizen from the attack of online criminals.
   Answer: _____________________

Activity 4: Help a Friend

In this activity, you will analyze a situation and identify the Elements of Digital Citizenship. After identifying the element, state the possible solution to address the problem of the situation.

**Case Scenario:**

Mr. Paul is a regular customer of an online shop. One day, he wanted to buy a twenty (20) pair of Nike shoes worth 50,000 pesos. This time, the seller wanted to deposit first the money via pera padala. Since Mr. Paul has ordered so much before, he already trusted the seller, so he sent the money to the seller. After how many days, the seller’s phone number cannot be reached and the online shop has been shut down. Please help Mr. Paul what to do.
1. What is the role of Mr. Paul in the situation? Ans. ____________________
2. What element does Mr. Paul belong in the Digital Citizenship? Ans.____________
3. As a friend of Mr. Paul, what can you advise to him on what to do? State all the necessary information you wanted to say that will help about his situation. Answer.  
   __________________________________________________________________________
   __________________________________________________________________________
   __________________________________________________________________________
   __________________________________________________________________________
   __________________________________________________________________________
   __________________________________________________________________________

What I Can Do

Activity 5: Social Media Research

In this activity, open your social media accounts. You will observe the post of your friends. This time, identify five (5) friends who posted positive in their timeline that inspires people and what they post. List the name of your friends below and the details.

<table>
<thead>
<tr>
<th>Name of Friends</th>
<th>Post that inspires others</th>
<th>Date Posted</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Lesson 5

ICT Project for Social Change

What I Need to Know

Did you know that Philippine Animal Welfare Society (PAWS) is one of the popular advocacy group here in the Philippines? Have you wondered how did they come up with the idea of creating the organization? How did that organization reach the different parts of the Philippines? Using Information and Communications Technology (ICT) as a medium of communication and even having their own official website makes it easier for them to spread their goal to prevent animal cruelty through education. In this module you will learn how to develop a working ICT Project for Social Change.

What’s New

Activity 1: Creating a Concept Paper

Guide Questions

1. Identify a cause or issue for social change
2. Decide if Information and Communication Technology (ICT) can offer a solution to the cause or social issue that you have identified
3. Do you think that the problem you have selected is relevant to your strand?
4. Does the project that you selected have an impact that can contribute to the community?
5. As a student, can you handle the cause or social issue that you have selected?
After identifying & evaluating a cause or issue for social change, you need to create your own concept paper. A concept paper plays a valuable role in the early stages of creating or conceptualizing ideas for your project.

According to a presentation made by Mark Jhon Oxillo (2018), a concept paper has 5 basic parts, namely:

a. Introduction – this includes a brief introduction of your ICT Project for Social Change
b. Purpose – part of the concept paper where you can find the reason why this project is worth investing for.
c. Description – this includes the important information about your project.
d. Support – this includes the budget for the ICT project. It involves the things that you need like internet connection, social media account. Anything that you are going to use to produce your ICT project should be found here.
e. Contact Information – this includes information about the group, and how can they be contacted. (e.g. emails, contact number)

What Is It

Below is a sample of a concept paper

<table>
<thead>
<tr>
<th>Project Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Drive ko BEH (Basic Etiquette on Highways)</td>
</tr>
</tbody>
</table>

Introduction

Nowadays owning a vehicle is very accessible, because of this people tend to own a vehicle. Most of them bought it for convenience, others are for show but the question is that do these people have the etiquette & knowledge about how they take their vehicles on the road?

Purpose

This project aims to provide a solution to create a way where people will be educated on the proper driving etiquette & safety tips through ICT.

Description

Basic Etiquette on Highways (BEH) is an information platform which aims to educate motorists about traffic rules using the popular social media sites such as twitter, facebook, Instagram, etc. Features of BEH includes uploading of media (photos, videos, audios, etc) where users and page administrator can interact with each other.
Support
The estimated budget for the project is 1,500 pesos. It is also recommended to tap organizations such as LTO and local government unit of barangay Bagontaas to assist in giving information about the basic traffic rules.

Contact Information
The proponents can be contacted through the following:
Email – example_email@gmail.com
Cell number – 09066202598

What I Can Do

Activity 1: Audience Profiling, (Demographics and Psychographics)

Guide Questions
1. Based on your selected cause or advocacy in the previous activity, can you make a list of people who can benefit on your cause or advocacy?
2. Who are the target audience, users, and collaborators of your ICT Project?
3. How can your ICT integration help in the process of reaching those targeted users?
4. How will your targeted users respond using ICT to a call into action?

Do you have any idea about what is audience profiling?
Audience profiling is the act of processing about who are the target users/customer of your ICT project. It usually study and process the basic profile of your users like their age, income, sex, location, behavior etc.

Demographics – According to a blog by Susan E. DeFranzo demographics are characteristics of a population. Characteristics such as race, ethnicity, gender, age, education, profession, occupation, income level, and marital status, are all typical examples of demographics that are used in surveys. In designing a survey, you need to know who to survey and how to analyze all of the survey response data into meaningful groups of respondents.

Psychographics – Psychographics are just like demographics, but it focuses on your users’ values, behavior, habits in spending their money, hobbies, attitude, etc.
Create an online survey tool intended for your targeted users. You need to formulate questions where in the users/members of your ICT project know what actions can they do with your ICT project. You can use the free online survey tool using google forms. Just visit https://www.google.com/forms/about/. 
Lesson 6
ICT Project Implementation

What I Need to Know

Now that you are done planning and conceptualizing your ICT project for social change, and started making your website, it's now time to analyze how target or intended users and audiences are expected to respond to the proposed ICT project for social change on the basis of content, value, and user experience.

In this part of the lesson, you are going to write textual content and integrate rich multimedia in designing of your ICT project for social change using your preferred social media platforms or blogging platform.

What Is It

LET’S LEARN!

In creating your website, these are things you need to know:

1. Content
   ✓ Guidelines on user participation to the website. Think about on how the user can contribute to the website.
   ✓ Mission statement. Think of an appropriate tagline of your website.
   ✓ Sections. Think of what to include in your website like registration forms, calendar of activities, and list of artwork.

2. Design
   ✓ Platform. Decide what platform to use; it could either be social media platform or blogging platform.
   ✓ Multimedia content. Decide whether to include background music, videos and photos in your website that would encourage or motivate the user to participate in a call to action.
3. Value

✓ Interest. Think of the ways that will motivate your intended audience to participate in your website like ease in communication enabled by ICT, access to materials and empowering support for the art and culture based creative outputs.

What I Can Do

ACTIVITY 1 – Create ICT Project

You need to create and develop an ICT Project for Social Change relating to an issue relevant to your professional track. Samples of these advocacies or projects include but are not restricted to:

- Antidrug campaigns
- Youth election volunteer mobilization
- Animal welfare and rights
- Environmental conservation and action
- Contemporary ICT issues examples are cyber-bullying, copyright infringement, green technology, and Internet addiction.

Please note that there are many more causes. You can choose causes that are specific or relevant to your locality.

After choosing what campaign you have in mind you need to accompany it with a website that will promote the campaign and to provide more information about the campaign.

Once done and approved by your teacher, in a 4-week period you need to do the following for your ICT project:

1. A website that will promote and explain everything about your campaign.
2. Integrate rich multimedia content such as text, audio, images, animations, video and interactive content about your campaign in your website.
3. An infographic.
4. A Facebook page, wherein you can create events for your audience to meet and collaborate about your campaign.
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**Create ICT Project**

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---

**ACTIVITY 2. Self-Assessment**

Open your blog account, create a new post with the title “My ICT Project Implementation Experienced” and answer what is being asked below.

1. What are the factors you need to consider in creating an ICT Project?
2. What are the difficulties you experienced while doing your ICT Project?
3. What kind of content that would encourage or motivate you to participate in a call to action?
4. How will you rate your knowledge in creating an ICT Project?
5. Rate yourself from 1 to 10, which is 1 is the lowest and 10 is the highest.
6. State the reason why you have that rating for yourself?
Summary

1. **Multimedia** is a combination of one or more media such as text, graphics, drawings, and images, audio, video and animations.

2. **Multimedia Interactivity** is the fundamental feature of multimedia, it is the user ability to interact with a certain application. Multimedia allows the content to be presented in a nonlinear way, which allows the reader to be active rather than passive.

3. **Types of Multimedia**
   - a. Text and Graphics - Slideshow, Presentation, Diagrams, Infographics
   - b. Audio - Music Stations, Radio Stations
   - c. Video - Film, Movies, Video Clips, TV Shows
   - d. Animations – hand drawn, 2D, 3D, Motion Graphics, Stop Motion
   - e. Games – Online games, Offline games,
   - f. Websites - Webinars and Online meetings, Moodle activities, Blogs, Interactive contents
   - g. Others - Virtual Reality, Augmented Reality, Holograms

4. Tim Berners Lee invented the World Wide Web

5. 1989 the World Wide Web was invented

6. **HTML: HyperText Markup Language.** A language for the Web that comes in mark-up tags. Mark up tags is written in pair. Example of mark-up tags is `<body> </body>`. You can see this in all websites coding.

7. **URI: Uniform Resource Identifier.** A unique identifier of website address on Web resources. It is also commonly called a URL (Uniform Resource Locator).

8. **HTTP: Hypertext Transfer Protocol.** This allows to retrieve the linked resources on all Web pages.

9. **Digital Citizenship** is a term use to a social responsibility in the digital world. It involves the appropriate and responsible use of technology to all users. It is more than being safe online.

10. **Digital Citizen** is a term use to describe a person who uses the online and technology world safely and responsibly. As a digital citizen, we need to have the ability to discern what is positive to share online and what should not be exposed. Respecting others works and giving proper credits is a must to a digital citizen.
Multimedia is a combination of one or more media such as text, graphics, drawings, and images, audio, video, and animations. Multimedia interactivity is the fundamental feature of multimedia, it is the user ability to interact with a certain application. Multimedia allows the content to be presented in a nonlinear way, which allows the reader to be active rather than passive.

Types of Multimedia

a. Text and Graphics - Slideshow, Presentation, Diagrams, Infographics
b. Audio - Music Stations, Radio Stations
c. Video - Film, Movies, Video Clips, TV Shows
d. Animations – hand drawn, 2D, 3D, Motion Graphics, Stop Motion
e. Games – Online games, Offline games,
f. Websites - Webinars and Online meetings, Moodle activities, Blogs, Interactive contents
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What I Know (Post-Test)

Test I True or False
Instructions: Write the word TRUE if the statement is correct, and write the correct term to make the statement true. Write the letter of your answer on the blanks provided.

1. It is a plus if you decide what software or application to use in your website ahead of time.

2. Including videos and photos in your website is one way to encourage and motivate the user to participate in your website.

3. In creating your website, it is good to put appropriate content about your campaign.

4. It is necessary to think of an appropriate of your website.

5. Better not to include registration forms, calendar of activities and list of artwork in your website because that will confuse the audience.

6. You should not think on how the user can contribute to your website.

7. Adding multimedia content in your website will look the campaign more serious about it.

8. Thinking about what to include in your website is a waste of time.

9. Your self-interest is the only thing necessary for your website.

10. Your website’s mission statement should not be related to your campaign.

Test II Multiple Choice
Instructions: Encircle the letter of the correct answer.

1. Which of the following elements contains the budget needed for the project?
   A. Contact information     C.   Description
   B. Support        D.   Purpose

2. Rita a computer programming student, she created an online program that would help parents in checking the grades of their children. She created a concept paper about this project. In what part of Rita’s concept paper, she should state the reasons why this project is worth for the parents and her sponsor’s time, effort?
   A. Purpose          C.   Support
   B. Contact information                D.   Description
3. Demographic is defined as.
   A. The overall people that saw a certain post.
   B. The reach obtained throughout advertisement.
   C. Contains the information about the number of people who was reached by your post.
   D. The statistics which includes age, location, gender, language, and country.

4. All are the key elements in creating a Concept Paper, except;
   A. Introduction  C. General Idea
   B. Description    D. Purpose

5. A part of a concept paper where you can read the aim of the ICT project.
   A. Contact information  C. Description
   B. Purpose               D. Introduction

6. What is the importance of a concept paper in a corporate setting?
   A. The concept paper explains the importance of a particular research project.
   B. The concept paper will convince the support team that this could work.
   C. The concept paper will give them enough statistical information.
   D. The concept paper can provide enough money for the accomplishment of the project.

7. This includes your group's mission and vision and a brief introduction of your project.
   A. Contact information      c. Description
   B. Purpose                 d. Introduction

8. Which is an example of image file format extensions?
   C. Moving Picture Experts Group Audio Layer-3 (MP3)
   D. Moving Picture Experts Group (MPEG)
   E. Portable Network Graphics (PNG)
   F. Power Point File (PPT)

9. Which is an example of an audio file format extensions?
   A. Moving Picture Experts Group Audio Layer-3 (MP3)
   B. Moving Picture Experts Group (MPEG)
   C. Portable Network Graphics (PNG)
   D. Tagged Image File Format (TIFF)
10. Which is NOT a type of multimedia?
   A. Moving Picture Experts Group Audio Layer-3 (MP3)
   B. Moving Picture Experts Group (MPEG)
   C. Audio Video Interleave (AVI)
   D. Flash Video (FLV)

11. What is the standard language for documents designed for the web browser?
   A. Hypertext Transfer Protocol (HTTP)
   B. Uniform Resource Locator (URL)
   C. Hypertext Transfer Protocol (HTML)

11. The importance of multimedia today are the following except:
   A. It has the ability to interacts user with the applications
   B. It gives static interactions between the user and the applications
   C. It represents various types of media which can be integrated in one project

12. Who was the person behind the World Wide Web?
   A. Tim Jackson
   B. Tim Bernes Lee
   C. Tim Berners Lee

13. When was the year that the web was published or born?
   A. 1988
   B. 1989
   C. 1990

14. What is mark-up language for the web?
   A. Hypertext Transfer Protocol (HTTP)
   B. Uniform Resource Locator (URL)
   C. Hypertext Transfer Protocol (HTML)

15. Which is the best descriptions of demographics?
   A. The overall people that saw a certain post.
   B. The reach obtained throughout advertisement.
   C. Contains the information about the number of people who was reached by your post.
   D. The statistics which includes age, location, gender, language, and country.
Answer Key
Pre-Test

Test I. Multiple Choice
1. C
2. A
3. A
4. B
5. B
6. C
7. B
8. C
9. B
10. C

Test II. True or False
1. F
2. F
3. F
4. F
5. T
6. F
7. F
8. F
9. T
10. T

Test I. Multiple Choice
1. C
2. A
3. A
4. B
5. C
Lesson 1. Using Multimedia to Create a Content-Rich Online Environment

Activity 1. Possible Answers

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Ans.</td>
<td>doc</td>
</tr>
<tr>
<td>Ans.</td>
<td>Tom and Jerry</td>
</tr>
<tr>
<td>Ans.</td>
<td>TGF</td>
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<tr>
<td>Ans.</td>
<td>Ivy</td>
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<tr>
<td>Ans.</td>
<td>mp3</td>
</tr>
<tr>
<td>Ans.</td>
<td>Call of Duty</td>
</tr>
<tr>
<td>Ans.</td>
<td>It's Showtime</td>
</tr>
<tr>
<td>Ans.</td>
<td>Adobe Photoshop</td>
</tr>
<tr>
<td>Ans.</td>
<td>MOR</td>
</tr>
<tr>
<td>Ans.</td>
<td>MS PowerPoint</td>
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</table>

Activity 2.

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>Ans.</td>
<td>psd</td>
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<tr>
<td>Ans.</td>
<td>avi</td>
</tr>
<tr>
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Lesson 1.
Lesson 2. The World Wide Web

Activity 1

<table>
<thead>
<tr>
<th></th>
<th></th>
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</tr>
</thead>
<tbody>
<tr>
<td>Answer</td>
<td>JPEG</td>
<td>.mp3</td>
<td>.mpeg</td>
<td>.gif</td>
<td>.html</td>
</tr>
</tbody>
</table>

Lesson 2. Activity 3

<table>
<thead>
<tr>
<th>OWL / RDF / RDF-S</th>
<th>XML / RSS</th>
<th>HTML / Portals</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Semantic Web</td>
<td>Online Encyclopedia</td>
<td>9. Britannica</td>
</tr>
<tr>
<td>Advertising</td>
<td>Advertising</td>
<td>Advertising</td>
</tr>
<tr>
<td>Behavioural</td>
<td>Behavioural</td>
<td>Behavioural</td>
</tr>
<tr>
<td>7. User Engagement</td>
<td>Cost Per Click</td>
<td>Page Views</td>
</tr>
<tr>
<td>User Behaviour</td>
<td>Tagging</td>
<td>6. Directories</td>
</tr>
<tr>
<td></td>
<td>Web Applications</td>
<td>Web Forms</td>
</tr>
<tr>
<td>5. Smart Applications</td>
<td>Content</td>
<td>Content</td>
</tr>
<tr>
<td>Consolidating</td>
<td>4. Sharing Content</td>
<td>Consolidating</td>
</tr>
<tr>
<td>Waves / Live-streams / Wikis</td>
<td>Blogs / Wikis</td>
<td>Pages / Home</td>
</tr>
<tr>
<td>2. Individual Focus</td>
<td>Community Focus</td>
<td>Community Focus</td>
</tr>
<tr>
<td>Personal</td>
<td>Only</td>
<td>Mostly Read-</td>
</tr>
<tr>
<td>Portable and</td>
<td>WEB 3.0</td>
<td>WEB 2.0</td>
</tr>
<tr>
<td>WEB 1.0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Lesson 3. ICT as Medium for Advocacy

<table>
<thead>
<tr>
<th>Positive Impact (+)</th>
<th>Negative Impact (-)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>People</strong></td>
<td></td>
</tr>
<tr>
<td>Updated to the current events or news.</td>
<td>Many are unemployed due to automation programs.</td>
</tr>
<tr>
<td><strong>Society</strong></td>
<td></td>
</tr>
<tr>
<td>Online Education, Online Free course.</td>
<td>No face to face interaction.</td>
</tr>
<tr>
<td><strong>Organization</strong></td>
<td></td>
</tr>
<tr>
<td>Faster transaction, especially in schools.</td>
<td>Output cannot prove the authenticity of information programs.</td>
</tr>
</tbody>
</table>

Activity 3. Possible answers only.

1. Mobile Phones
2. Laptop
3. Speaker
4. Cellphones
5. Television
6. Radio
7. Smart TV
8. Smart Board
9. Ipad
10. Computers

Activity 2. Example of Information and Communication Technology (ICT)

Activity 1. Website Ranking.It's up to the students.
### Activity 1.

1. Negative
2. Positive
3. Negative
4. Positive
5. Negative

Possible Answers

1. I do not expose my private information in my account. I will make it private.
2. I only post positive
3. I do not comment negatively
4. I only share inspiring quotes
5. I do not post rant online

### Activity 2.

1. **Digital Access**
2. **Digital Communication and Collaboration**
3. **Digital Commerce**
4. **Digital Etiquette**
5. **Digital Security and Privacy**

### Activity 3.

1. **Digital Access**
2. **Digital Communication and Collaboration**
3. **Digital Commerce**
4. **Digital Etiquette**
5. **Digital Security and Privacy**

### Activity 4.

1. **Buyer**
2. **Digital Commerce**
3. Never trust online so much, especially when sending money to a person. If you have evidences about the seller's information, go to the nearest cybercrime law office and file a case about the seller's modus.
References

Department of Education. *Empowerment Technologies (Teacher’s Guide)*
Department of Education. *Empowerment Technologies (Student Reader)*


Jim Shuman enhanced edition Empowerment Technologies module multimedia concepts


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