

Implementing Interactive Digital Educational Tools (CANVA & SPLAT) in Grade 7 at Pili National High School

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Abstract

This capstone project addresses the lack of engaging and interactive educational tools in the Grade 7 curriculum at Pili National High School, which has led to decreased student interest and participation. The project proposes the integration of two digital platforms—Canva, for creative visual design, and Splat, for interactive problem-solving—into classroom instruction. The primary objectives are to enhance student engagement, improve learning outcomes, foster creativity and critical thinking, and develop digital literacy skills. Expected outcomes include a 30% increase in attendance and active participation, a 25% rise in students achieving A or B grades on assignments using these tools, and a 20% improvement in problem-solving performance. The project aligns with the Department of Education’s mission of holistic, inclusive, and quality education, while positioning the school as a leader in innovative teaching practices. Benefits extend to students, teachers, and school administration through improved academic performance, dynamic teaching resources, and enhanced institutional reputation.

Keywords: *Canva, Splat, interactive digital tools, student engagement, Grade 7, digital literacy, educational technology, DepEd, creative learning, problem-solving skills*



Introduction

Pili National High School plays a crucial role in fulfilling the mission and vision of the Department of Education (DepEd) in the Philippines. As an educational institution, its primary aim is to implement DepEd's overarching goals of nurturing holistic, resilient, and competent young individuals who can contribute positively to society.

The mission of DepEd emphasizes providing inclusive and quality education for all Filipinos. Pili National High School contributes to this by offering accessible education opportunities to its students, ensuring that no child is left behind. This includes implementing various programs and curricula that cater to the diverse needs of its student body, from academic enhancements to technical and vocational training, thus preparing them for different career paths or higher education.

Moreover, in alignment with DepEd's vision, Pili National High School strives to foster values among students that are pivotal for nation-building. This includes the cultivation of patriotism, ethical behavior, critical thinking, and a sense of responsibility. Through its various extracurricular and co-curricular activities, students are encouraged to engage with their communities and develop a deep understanding of their roles as citizens of the Philippines. In doing so, Pili National High School not only educates students academically but also molds them into well-rounded individuals who are ready to tackle future challenges and contribute effectively to the nation's progress.

Title: Implementing Interactive Digital Educational Tools (Canva & Splat) in Grade 7 at Pili National High School

Project Description

1. What is the problem?

The primary issue being addressed is the lack of engaging and interactive educational tools in the current Grade 7 curriculum at Pili National High School, which may lead to decreased student interest and engagement in learning.

2. When does the problem happen?

This problem occurs during classroom hours, particularly in sessions that rely heavily on traditional teaching methods without the integration of interactive digital resources.

3. Where does the problem happen?

The problem is situated within the classroom environment of Grade 7 at Pili National High School, affecting various subjects that could benefit from enhanced interactive educational tools.

4. Who are affected by the problem?

The main stakeholders affected by this issue are the Grade 7 students at Pili National High School. Additionally, teachers and educational staff also encounter challenges due to the



limitations in current teaching resources, impacting their ability to deliver engaging and effective lessons.

Statement of Project Objective

The primary objective of implementing interactive digital education tools, specifically Canva and Splat, at Pili National High School for the Grade 7 cohort is to enhance both the engagement and learning outcomes of students. The project aims to integrate these tools into the existing curriculum effectively, making the learning process more interactive, visually appealing, and dynamic.

Upon successful implementation, the anticipated outcomes include a measurable increase in student engagement and participation in classroom activities, which we aim to track through a 30% improvement in attendance and active participation rates in classes utilizing these tools. Additionally, we expect to see a significant enhancement in the quality of student projects and assignments, aiming for at least a 25% increase in students achieving grades of 'A' or 'B' on assignments involving these digital tools. Furthermore, the project seeks to foster creativity and critical thinking skills, with the goal of observing a 20% increase in students' performance in problem-solving tasks as assessed in standardized testing and teacher evaluations.

By achieving these objectives, the project will not only improve educational outcomes but also equip students with essential digital literacy skills that are increasingly necessary in the modern academic and professional environments.

Benefits of solving the problem

The integration of interactive digital education tools such as Canva and Splat into the curriculum of Grade 7 at Pili National High School presents a multifaceted opportunity to enhance educational outcomes and align with our institution's broader objectives. This project plan aims to outline the specific benefits of this implementation, detailing who will benefit, how they will benefit, and the alignment with the school's mission and vision.

(1) Who Benefits from Solving this Problem?

The primary beneficiaries of implementing Canva and Splat in Grade 7 students currently enrolled in Pili National High School. These tools are designed to enhance learning through



interactive and visually engaging content, which can cater to different learning styles and increase student engagement. Additionally, Grade 7 teachers will directly benefit from these tools, equipped with more resources to create dynamic and effective educational experiences. Indirectly, the school administration will benefit from improved educational performance and satisfaction levels, which can enhance the school's reputation and effectiveness.

(2) What is the Exact Benefit to Them?

For the students, the benefits include enhanced engagement and understanding of the curriculum through interactive content and visually appealing presentations. Tools like Canva facilitate creative expression and improve digital literacy, a crucial skill in today's technology-driven world. Splat, on the other hand, offers interactive problem-solving tasks which can make learning subjects more appealing and accessible. For teachers, these tools provide a platform to create diverse and adaptable teaching materials which can cater to varied learning needs and track student progress through built-in analytics features.

(3) How Will Solving this Problem Contribute to Achieving Your Organization's Vision and Mission?

Pili National High School's mission to foster a holistic educational environment that nurtures critical thinking, creativity, and continuous improvement aligns seamlessly with the introduction of Canva and Splat. By integrating these digital tools, the school takes a significant step towards modernizing its educational approach, keeping pace with global educational standards, and preparing students for future academic and career challenges. This project not only supports the mission by enhancing the learning experience but also propels the school towards its vision of being a leader in innovative and inclusive education in the region. The successful implementation of these tools can serve as a model for curriculum enhancement across the educational sector.