

Become a Founding Contributor

Create useful English learning resources. Earn from work you already know how to do.

What is this all about?

We are building a marketplace for practical, educator-designed learning resources for tutors, parents, homeschoolers, and learners. We are starting with English resources for Grades 7-10, especially focused skill packs that help a learner practice and improve one specific skill.

What can you contribute?

Choose a grade level and skill you are confident teaching, then create a **Tutor Skill Pack**, an **Independent Learning Pack**, or both as separate products. You do not need to create resources for an entire grade level. Even 1-3 strong packs can be a valuable contribution.

What's in it for you?

Earn from your expertise	Turn well-designed teaching resources into products that can continue selling after the work is finished.
100% during beta	During the beta period, we will take no marketplace commission from your resource sales. Your resource earnings are yours.
Start small	You do not need a large catalog. Begin with the skill or topic you teach best and build from there.
Reach people who need ready-to-use materials	Your resources can serve tutors, parents, homeschoolers, and learners looking for structured practice.
Help shape the marketplace	As an early contributor, your experience and feedback can help us improve how resources are submitted, presented, and sold.

About the beta period

We are planning for the beta to run for **around 3 months**, but it may be shorter or extended depending on how quickly we gather enough real contributor and buyer feedback. During beta, there is **no marketplace commission**. After beta, the marketplace will charge a commission on sales to support the platform. The commission rate and final terms will be communicated before the beta ends, so contributors can decide whether they want to continue.

Your work remains your work. Contributors are responsible for submitting resources they have the right to sell and for following the Contributor Resource Standards.

How to Become a Contributor

A simple start-to-publish guide

To get started, you only need to complete Steps 1-3.

You do NOT need to send your full pack yet. Steps 4-7 happen only after your preview has been reviewed.

STEP 1	Choose & Start Your Pack Choose a grade level and one skill from the Contributor Skill Menu. Create a Tutor Skill Pack, an Independent Learning Pack, or both as separate products. Use the Resource Standards and Resource Type guide as your reference.
STEP 2	Prepare a Small Preview Prepare 3-5 sample pages that show the quality and direction of your pack. You may watermark the preview if you wish. Do not send the complete pack yet.
STEP 3	Send Your Preview for Initial Review Email the preview to jaykguylainemagistrado@gmail.com with your name, proposed pack title, grade, skill, and resource type. That's all you need for the initial submission.
STEP 4	Receive Initial Feedback We will review the preview for instructional quality, usability, accuracy, and fit with the Contributor Standards. If needed, we may suggest revisions before asking for the complete pack.
STEP 5	Submit the Complete Pack Only after your preview is accepted, send the complete pack for final review. If third-party material is used, include the required Source Record. You retain ownership of your work; submitting it for review does not transfer copyright or ownership to the marketplace.
STEP 6	Prepare the Approved Product After final approval, prepare the final file and listing materials: product title, short description, what's included, grade/level, skill, file format, page/activity count, cover image, and sample/preview pages.
STEP 7	Publish & Go Live Upload/submit the approved product using the provided process. After a final listing check, it can be made available to buyers. During beta, there is no marketplace commission, so your resource earnings are yours.

What you need for your initial submission

Only: 3-5 sample pages • Your name • Proposed pack title • Grade & skill • Resource type

No full pack, product listing, cover, or final preview materials are required at this stage.

Contributor Resource Standards

Simple guidelines for educational resources submitted to our marketplace

1. You must have the right to use the content

The resource may be fully original or may include content you are legally allowed to use. If you use a text, image, illustration, chart, or other material you did not create, confirm that its reuse terms allow it to be included in a paid resource. See the Content Rights Quick Guide on the following pages.

2. The teaching material must be your own work

The activities, questions, explanations, answer keys, instructional approach, and overall resource should be created or meaningfully developed by you. Please do not simply repackage another person's worksheet, module, textbook, or digital resource.

3. AI may assist, but the resource must be educator-designed

AI tools may support brainstorming, drafting, or development. Contributors must personally review, edit, verify, and meaningfully develop the final resource. Low-effort, unreviewed, or merely AI-generated materials are not accepted.

4. Every resource must have a clear instructional purpose

Each resource should address a specific teaching or learning need. Clearly identify the skill being taught and what the learner should be able to understand or do after using it. Activities should meaningfully support that learning goal.

5. Content must be accurate

Check grammar, spelling, facts, instructions, and answer keys before submitting. Answers should match the activities and instructions should be clear and easy for the intended user to follow.

6. It must suit the intended learner or user

Clearly identify the recommended grade, age, level, subject, skill, or intended use when applicable. Content and difficulty should be appropriate for the audience.

7. Files should be clear and ready to use

Resources should be readable, well organized, and free from major formatting problems. Printable files should print properly, and editable or digital resources should open and function as described.

8. Buyers should know what they are getting

Each submission should include a clear title, description, what's included, grade/level or intended audience, subject/skill, file format, and page/activity count when relevant. Paid products should include sample pages or preview images.

Quality note: To protect buyers and contributors, submissions may be reviewed, declined, or removed if they do not meet these standards.

Content Rights Quick Guide

How to know whether a text, image, or other material can be included in a paid resource

Where Contributors Can Look

Reliable starting points - always check the rights notice on the individual item.

Source	Best use / what to check
IPOPHL Philippine Public Domain Registry	A useful starting point for listed Filipino authors whose works have entered the Philippine public domain. The registry is not exhaustive, so check the information provided for the author/work.
Creative Commons	Use the official CC license information to understand reuse conditions. CC0 and CC BY are generally the simplest choices for paid-resource workflows.
Project Gutenberg	Useful for older literature. Check the copyright/license information inside the individual ebook. Some items may have restrictions, and copyright status can differ outside the U.S.
Standard Ebooks	Useful for carefully produced older literature. Its public-domain determinations are primarily U.S.-focused, so verify that the underlying work is appropriate for your intended use.
OER Commons / other open-education repositories	Useful for openly licensed educational content. Check the exact license on each individual resource; items in the same repository may have different licenses.
Wikimedia Commons	Useful for images and media. Open the individual file page and check its Licensing section and attribution requirements.

Examples: What a Contributor Would See and Do

The contributor focuses on teaching design; the rights check is just a short sourcing step.

Specific example	What to look for	What to do / record
Edgar Allan Poe's "The Tell-Tale Heart" found on Project Gutenberg	Open the ebook and read the copyright/license information in its header. Do not rely only on the fact that Poe is an old author or that Gutenberg is free to read.	If the rights status is suitable, record the story title, author, Gutenberg source, and status shown. Then create your own teaching activities around the text.
An excerpt from a novel by F. Sionil Jose found on a website or in a book	His literary works should not be assumed to be public domain. Look for explicit permission or a license allowing commercial reuse.	Do not copy the excerpt into a paid pack merely because it is educational or short. Choose another clearly reusable text unless you have permission.
A historical photograph from Wikimedia Commons	Open the exact image file page and scroll to Licensing. Check the exact status/license.	Record creator, image title, file page, exact rights/license, and required attribution.
A reading passage from an OER resource marked CC BY 4.0	Confirm that the license applies to the material you want to use.	Record title, creator, source page, and CC BY 4.0. Give required attribution.
A poem or article found through Google with no reuse statement	Open the original source. If there is no clear commercial-reuse permission, do not assume it is reusable.	Choose another text from a recommended source.

How to Check the Rights Information

Where to look, how to credit, and what to record

Where do I actually LOOK for the label?

Wikimedia Commons (images/media): Open the individual file page - scroll to the **Licensing** section. Do not assume every image has the same terms.

Project Gutenberg (older literature): Open the actual ebook - look at the header/license information. Copyrighted or restricted items should be identified there.

Creative Commons / open-resource sites: Look near the resource details, footer, download information, or license field for wording such as **CC BY 4.0**, **CC0**, or another CC license.

Easy marketplace rule: Prefer material clearly marked **Public Domain**, **CC0**, or **CC BY**. If reuse rights are unclear, choose another text or material from one of the recommended sources.

How to Credit Third-Party Material

1. ON THE PAGE	Add a short credit directly below or near the text/image used.	Example: <i>Text: "The Tell-Tale Heart" by Edgar Allan Poe</i> <i>Source: Project Gutenberg</i> <i>Rights status: Public Domain</i>
2. END OF PACK	Add a simple Sources & Credits section listing all third-party materials used.	Example: Reading Text - Practice Set 1 <i>The Tell-Tale Heart</i> by Edgar Allan Poe Source: Project Gutenberg Rights status: Public Domain Reading Text - Practice Set 3 <i>The Gift of the Magi</i> by O. Henry Source: Project Gutenberg Rights status: Public Domain All original lessons, questions, activities, assessments, and teaching materials in this pack were created by [Contributor Name] .
3. SUBMISSION	Complete the full Source Record below for each third-party material.	This is submitted with the pack for marketplace records; it does not need to appear in full inside the buyer's resource.

Remember: ON THE PAGE = short credit • END OF PACK = Sources & Credits • SUBMISSION = full Source Record.

Source Record - include when third-party material is used

Title / material:	_____
Author / creator:	_____
Where you found it:	_____
Rights status / license:	Public Domain / CC0 / CC BY / Other: _____
Required attribution:	_____
Date checked:	_____

Recommended sourcing approach

For reading and literature packs, contributors may intentionally start with reputable collections of older/public-domain literature or clearly open-licensed resources. This allows them to spend their effort on the part buyers are paying for: selecting an appropriate text, building the teaching sequence, creating meaningful practice, assessing progress, and writing a useful tutor guide.

Remember: The source text does not need to be newly written by the contributor for the learning resource to be valuable. The contributor's expertise is demonstrated through the selection, instructional design, exercises, assessments, explanations, and guidance built around it.

This guide is a practical contributor policy, not individualized legal advice.

Choose Your Resource Type

After choosing a grade level and skill, create a Tutor Skill Pack, an Independent Learning Pack, or both as separate products.

Don't be intimidated by the list below. These are the standard components to guide you, not a rigid page count or fixed number of activities. Keep the pack as simple or as detailed as the skill needs, as long as it teaches and practices the skill well.

Option 1 - Tutor Skill Pack

Designed for a tutor or teacher who will guide the learner. The pack should give the tutor a clear teaching sequence and an easy way to check whether the learner is improving.

Diagnostic	A short starting check to see what the learner already understands and where support is needed.
Mini Lesson	A concise explanation of the target skill, with clear examples.
Guided Practice	The tutor and learner work through examples together with prompts, hints, or step-by-step support.
Practice Sets	At least 3 recommended sets that give the learner enough opportunity to apply the skill. Add more when the skill needs it.
Progress Check	A short check after practice to see whether the learner is ready to move forward or needs more support.
Final Assessment	A final check of the target skill after the teaching and practice sequence.
Answer / Tutor Guide	Answers plus useful teaching notes, suggested prompts, explanations, or common mistakes where helpful.
Progress Tracker	A simple place to record diagnostic, progress-check, and final-assessment results or observations.

Option 2 - Independent Learning Pack

Designed for parents, homeschoolers, or learners working without a tutor. Because there may be no teacher explaining the material, the pack should be more self-explanatory and learner-friendly.

Learning Goal	Tell the learner clearly what skill they will learn or improve.
Simple Explanation / Mini Lesson	Explain the skill in learner-friendly language without assuming a tutor is present.
Worked Examples	Show completed examples and explain how or why the answers work.
Guided Practice	Begin with supported questions, hints, steps, or prompts before asking the learner to work alone.
Independent Practice Sets	At least 3 recommended sets for the learner to complete independently. Add more when needed.
Quick Checks	Short checkpoints so the learner or parent can see whether the skill is improving.
Final Check / Assessment	A final independent activity to check understanding of the target skill.
Answer & Explanation Guide	Provide answers and enough explanation for a learner or parent to understand mistakes and review the skill.
Progress Tracker	A simple way for the learner or parent to record scores, completion, or areas that still need practice.

If you create both: Prepare the Tutor Skill Pack and Independent Learning Pack as separate products, since they are designed for different users.

Contributor Skill Menu: English Grades 7-10

Priority skill areas for English learning resources for Grades 7-10. Choose one grade level and one specific skill, then create a Tutor Skill Pack, an Independent Learning Pack, or both.

Area	Grade 7	Grade 8	Grade 9	Grade 10
Reading	Main Idea & Supporting Details Basic Inference Summarizing Skimming & Scanning	Inference Using Textual Evidence Drawing Conclusions Summarizing & Paraphrasing Fact vs. Opinion	Claims & Supporting Evidence Evaluating Evidence Comparing Texts/Viewpoints Bias & Prejudice	Critical Reading of Complex Texts Synthesizing Multiple Texts Evaluating Arguments Source Credibility & Reliability
Vocabulary	Context Clues Word Relationships	Context Clues & Word Meaning Figurative Meaning	Connotation & Denotation Vocabulary in Complex Texts	Academic Vocabulary & Nuance Meaning Through Context
Literature	Character, Setting, Plot & Conflict Tone & Mood Figurative Language	Theme & Literary Elements Author's Purpose & Perspective Comparing Literary Texts	Theme & Literary Analysis Figurative Language & Literary Devices Culture/Context & Literature	Critical Literary Analysis Perspective, Rhetoric & Style Interpreting Complex Literary Texts
Writing	Sentence to Paragraph Construction Topic Sentence & Supporting Details Basic Expository Writing	Organized & Developed Paragraphs Informative Writing Persuasive Writing	Evidence-Based Paragraphs Argumentative Writing Claims + Reasons + Evidence	Analytical Writing Argumentative Writing Synthesis / Research-Based Writing

How to choose: Contributors do not need to cover an entire grade. Select the skill you are most confident teaching. For each skill, you may create either of the two resource types below, or create both as separate products.

Option 1 - Tutor Skill Pack: Diagnostic - Mini Lesson - Guided Practice - Practice Sets - Progress Check - Final Assessment - Answer/Tutor Guide - Progress Tracker.

Option 2 - Independent Learning Pack: Designed for parents, homeschoolers, or learners working without a tutor. Instructions, explanations, examples, practice, and answer guidance should be clear enough for independent or at-home use.

Note: This menu is curriculum-informed and focuses on durable English skills relevant to Philippine junior high learners. It is intended for supplemental learning and is not an official DepEd curriculum document.