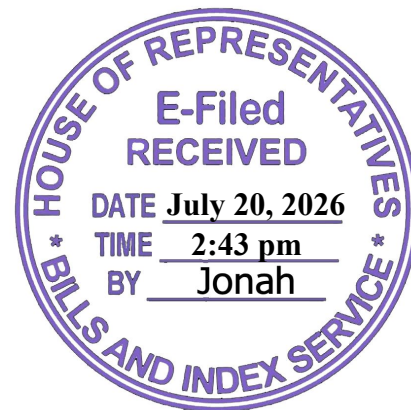




Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
Second Regular Session

House Bill No. 10122



Introduced by **Representative EDUARDO R. RAMA, Jr.**

EXPLANATORY NOTE

On 30 June 2026, the Department of Education issued a memorandum reminding all schools to strictly enforce the prohibition on the use of portable electronic devices, including but not limited to mobile phones and similar gadgets, during class and instructional hours. The bill is comprehensive as it covers not only students but also teaching personnel, reminding them that the use of such devices is allowed only for legitimate educational, health and well-being, and emergency purposes.

The proposed bill aims to institutionalize the memorandum by establishing a uniform and enforceable standard across schools. It reinforces the shared responsibility of all members of the academic community in fostering a safe, focused, and effective learning environment. Additionally, this bill guarantees that both students and teachers benefit from a conducive learning atmosphere while upholding students' right to a quality education.

Given the timeliness of the bill, its passage is highly sought after.


REP. EDUARDO R. RAMA, JR.
2nd District, City of Cebu



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AN ACT
TO REGULATE AND LIMIT USAGE OF MOBILE DEVICES IN PUBLIC AND
PRIVATE EDUCATIONAL INSTITUTIONS

SECTION 1. Short Title. - This Act shall be known as the “School Screentime Regulation Act of 2026.”

SECTION 2. Declaration of Policy. - It is the declared policy of the State to promote a focused, safe, and conducive learning environment by institutionalizing the prohibition on the use of portable electronic devices during class hours, subject only to reasonable exceptions.

SECTION 3. Definition of Terms. - For purposes of this Act, the following terms shall mean as follows:

1. Mobile Device refers to any form of portable electronic devices, such as but not limited to smartphones, cellular phones, tablet computers, pocket personal computers, palmtops, smart watches, virtual reality (VR) headsets, smart glasses, wearable cameras, and other similar devices which can store, send, receive, and move data through the internet, bluetooth, or wireless connection.
2. Electronic gadget refers to any portable electronic device that enables its users to make and receive calls, capture photos, record and stream videos, and play games, such as but not limited to laptops and other similar devices.
3. Basic Education refers to kindergarten to high school, including senior high school students.
4. Students refer to learners or any person currently enrolled in Kindergarten to Senior High School in basic education institutions.

5. Digital Wellness Programs refer to school initiatives aimed at teaching learners responsible use of technology, self-regulation, and the impacts of screentime from mobile devices and electronic gadgets on students.
6. Screentime refers to the cumulative duration of active exposure to screens of mobile devices or electronic gadgets, measured in minutes or hours per day or class period, excluding standby or sleep modes.
7. School Premises refers to all areas within the physical boundaries of basic education institutions, including but not limited to classrooms, quadrangles, laboratories, swimming pools, playgrounds, libraries, canteens, and administrative offices.
8. Class Hours refers to the official instructional time from the first bell to dismissal as defined by the Department of Education (DepEd) guidelines or school calendars.

SECTION 4. Coverage. – This Act shall apply to all public and private basic education institutions offering any level of the basic education curriculum.

SECTION 5. Prohibition on the Use of Mobile Devices and Electronic Gadgets by Students. - All students in basic education institutions are prohibited from using mobile devices and electronic gadgets within school premises during class hours except if done for the purposes enumerated in Section 6. Students' devices shall be kept in designated storage areas during class hours. If it falls under the enumerated exceptions provided herein, students may be allowed to use said devices.

SECTION 6. Exceptions. – Use of mobile devices and electronic gadgets during school hours within school premises is allowed when there is prior approval from the teacher and only for the following purposes:

- a. Learning Exceptions – These include the use of mobile devices or electronic gadgets for classroom presentations or learning activities; or for students requiring reasonable adjustments to a learning program or curriculum due to disability or learning difficulty.
- b. Health and Well-Being Exceptions – These refer to instances when a student has health conditions that require the use of mobile devices or electronic gadgets, as certified by a licensed physician and noted by the school principal.
- c. Risk Management Exceptions – These cover instances of emergencies, including but not limited to natural or man-made disasters, or cases involving authorized field trips and school-related activities outside school premises.

SECTION 7. Establishment of an Emergency Hotline Number. – To ensure and facilitate immediate contact between parents and students in cases of emergencies, all basic education institutions shall:

- a. Designate an emergency hotline number within school premises accessible to both students and parents, including both cellular and landline options;
- b. Develop clear protocols for school administrators and teachers to facilitate emergency communication, including proper handling of urgent calls from parents; and
- c. Ensure coordination with local emergency response units to establish direct communication channels, including both cellular and landline options, for faster response.

SECTION 8. Implementing Rules and Regulations. – The DepEd, in coordination with the Department of Information and Communications Technology (DICT) and other public and private stakeholders, shall promulgate the implementing rules and regulations with respect to:

- a. The imposition of sanctions on covered institutions in cases of non-compliance;
- b. The integration of Media and Information Literacy subjects in covered institutions; and
- c. The conduct of digital wellness programs, where students may be required to attend workshops or activities promoting healthy screen time habits, including outdoor learning sessions, physical activities, or art-based engagements.

SECTION 9. Separability Clause. – If any portion or provision of this Act shall be declared invalid, unenforceable, or unconstitutional, other provisions hereof which are not affected thereby shall remain in full force and effect.

SECTION 10. Repealing Clause. – All laws, decrees, ordinances, administrative orders, rules and regulations or any part thereof, which are inconsistent with this Act are hereby repealed or amended accordingly.

SECTION 11. Effectivity. – This Act shall take effect fifteen (15) days after its publication in the Official Gazette and at least two (2) newspapers of national circulation.

Approved,