



Republic of the Philippines
Department of Education
 Region V
SCHOOLS DIVISION OF SORSOGON

February 11, 2026

DIVISION MEMORANDUM

No. 70 s. 2026

FINALIZATION OF DEVELOPED LESSON PLAN EXEMPLARS IN GRADE 6 MATHEMATICS

To: Assistant Schools Division Superintendent
 Chief Education Supervisors, CID & SGOD
 Education Program Supervisors/Division Coordinators
 Public Schools District Supervisors & OIC – PSDS
 School Heads of Public Elementary Schools

1. This is to inform all the validators of Grade 6 Mathematics of Daily Lesson Plans (DLP) the finalization on February 19-20, 2026 at 8:00 AM to 5:00 PM, Bulwagan ng Karunungan, 3rd Floor SDO Building, Balogo Sports Complex, Sorsogon City.
2. This activity aims to finalize the developed lesson plan exemplars and to ensure readiness for utilization and adoption to support effective teaching and learning in Grade 6 Mathematics.
3. The participants to this activity as listed below are advised to bring their own laptop and extension wire, as follows:

Name	Postion	Office/ School
Joffre A. Mirandilla	Division Math Coordinator (Elem)	SDO-CID
Pinky N. Adrao	Master Teacher II	Tinanogan ES
Vanille C. Estipona	Master Teacher I	Gubat North CS
Jenalie G. Frando	Teacher III	Sta.Magdalenena CS
Marissa B. Gestiada	Master Teacher II	Irosin CS
Armie S. Guañizo	Master Teacher II	Pawa ES
Mark Louie E. Godoy	Teacher III	Bulan North CS
Ma. Kristina C. Hipos	Teacher III	Provenir ES
Lovely Joy G. Lorilla	Teacher III	Guruyan ES
Noliric T. Nuñez	Teacher III	San Isidro ES



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4. Meals, travel and other incidental expenses relative to the conduct of this activity are chargeable against school MOOE/local funds subject to the usual accounting and auditing rules and regulations.
5. This Memorandum shall also serve as the **Official Travel Order**.
6. For information, guidance and compliance of all concerned.


JOSE L. DONCILLO, CESO V
Schools Division Superintendent

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**DIVISION MATHEMATICS FESTIVAL for ELEMENTARY
MECHANICS and GUIDELINES**

DAMATH

1. The Swiss Manager pairing program shall be used in the tournament and the system will determine the player who will make the first move (no more toss coin).
2. The two players alternately take turn in moving a piece. (Pass is not allowed.)
3. Touch move shall be observed in the game. A player who touches a chip is required to move that chip unless it is illegal to do so.
4. After making a move, a player shall record this move in one scoresheet.
5. Only one scoresheet will be used by the players in the game.
6. Each player is only allowed one minute to move including the recording of the move and score in the scoresheet except for Level 1 players wherein the recording of the scores is exclusive of the time allotment.
7. If the computation and recording of the scores in the scoresheet is incorrect, the opponent may call the arbiter to make necessary correction.
8. A warning is then given by the arbiter to a player who commits a violation under Rule 7. Likewise, if the one-minute allotted time to move and record expires, the arbiter shall issue a warning, and the player is consequently forced to move a chip.
9. A warning is given by the arbiter to a player for the first and second violations under Rule 7 and Rule 8. If he or she commits a third violation or any subsequent ones, a deduction of 3 points shall be applied.
10. All moves should be in the forward direction except in taking a chip (forward or backward) or if a chip is already a 'dama'.
11. A chip is declared 'dama' when it stops in the following squares of the opposing player: (1,0), (3,0), (5,0), (7,0). Likewise, a chip of the opposing player is declared "dama" when it stops in the following squares: (0,7), (2,7), (4,7), (6,7).
12. Once a piece is declared a 'dama', it could slide diagonally forward or backward in any vacant square provided no opposing piece blocks it. It could take a piece or pieces and doubles the score.
13. Similarly, if an ordinary chip captures a 'dama' or if a 'dama' captures an ordinary chip, the score in both situations is doubled. However, if a 'dama' captures another 'dama,' the score is quadrupled.
14. A player can take one chip or more than one chip with the required option to take the greater number of chips.
15. Between a "dama" taking a chip and a chip taking another chip, the former is obliged. Between a "dama" taking a chip and a "dama" eating 2 or more chips, the latter prevails.
16. "dama" chip should be identified by encircling the chip in the scoresheet.
17. The game ends in each round after 20 minutes.
18. The game also ends if:
 - d. The moves are repetitive



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- e. The player has no more move
- f. A player has no more chip
- 19. The remaining chip or chips of a player is added to his total score algebraically.
- 20. If the remaining chip is a "dama", the value of the chip is doubled.
- 21. The player with the greater accumulated total wins the game.
- 22. The player may or may not use a calculator.
- 23. Only players are allowed to raise a question during the game through the arbiter and should be solved immediately.
- 24. No questions will be entertained after the game.
- 25. Arbiter is always right in his decisions.

Table 1: Starting Position of the Damaths

Counting Damath				
	10	7	2	5
1	4	11	8	
	12	9	6	3

Whole Damath				
	9	6	1	4
0	3	10	7	
	11	8	5	2

Fraction Damath				
	10/10	7/10	2/10	5/10
1/10	4/10	11/10	8/10	
	12/10	9/10	6/10	3/10





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Binary Damath

	0	1	0	1
1		0	1	0
	1	0	1	0

Table 2: **DAMATH BOARD**

For Grade 1 & 2

	7	6	5	4	3	2	1	0	
0	+	-	×	-	+	-	+	-	0
1	-	+	-	+	-	+	-	+	1
2	×	-	+	-	×	-	×	-	2
3	-	+	-	+	-	+	-	+	3
4	+	-	×	-	+	-	+	-	4
5	-	×	-	+	-	×	-	×	5
6	×	-	+	-	×	-	×	-	6
7	-	+	-	+	-	+	-	+	7
	7	6	5	4	3	2	1	0	

For Grades 3 -6

	7	6	5	4	3	2	1	0	
7	×	-	÷	-	+	-	+	-	7
6	-	÷	-	×	+	-	-	×	6
5	+	-	+	-	×	-	÷	-	5
4	-	+	-	-	÷	-	-	×	4
	7	6	5	4	3	2	1	0	
3	×	-	÷	-	+	-	+	-	3
2	-	÷	-	×	+	-	-	×	2
1	+	-	+	-	×	-	÷	-	1
0	-	+	-	-	÷	-	-	×	0
	0	1	2	3	4	5	6	7	



