November 8, 2023

DIVISION MEMORANDUM
No. 251 s. 2023

6TH DIVISION MATH CAMP OF SECONDARY SCHOOL TEACHERS AND LEARNERS(JHS/SHS)

To: Assistant Schools Division Superintendent
Chiefs, Curriculum Implementation and Schools Governance and Operations Division
Education Program Supervisors/Division Coordinators
Public School District Supervisors/OIC-PSDS
Public & Private Secondary Schools Heads
Math Department Heads/Coordinators/Teachers
All others Concerned

1.   The Division of Sorsogon in coordination with Sorsogon Association of Math Enthusiasts (SAME) will hold the *2023 Division Math Camp* for Mathematics Teachers and learners on December 11-13, 2023 at Prieto Diaz National High School, Prieto Diaz, Sorsogon with the theme *"Developing MAThatag Bikolano Learners...Bringing Math to Excellence and Fun"*.

2.   The activity aims to:
    a.   deepen their interest on different Math related activities;
    b.   enhance teachers and students training skills on leadership;
    c.   provide/introduce math manipulatives for classroom use;
    c. showcase students' excellence in Mathematics, students' talents and skills on creating math crafts to improve teachers' practices in school; and
    d. strengthen students and teachers' camaraderie and sportsmanship.

3.   The participants are selected Secondary (JHS/SHS) students (50 per cluster-preferably the 1st Place winners in different contests during Cluster Math Camp), Mathematics teachers, Coaches, Contest facilitators, members of the Board of judges and the Division Nurse In-Charge of Prieto Diaz District.

4.   Attached herewith are the following enclosures:

Enclosure no. 1 – Number of Participants/Contestants and Coaches
Enclosure no. 2 – Program of Activities/Activity Matrix
Enclosure no. 3 – Math Camp Contests Guidelines and Games Mechanics
Enclosure no. 4 – Working Committees

5.   A registration fee of two hundred pesos (P200.00) shall be charged each student/teacher participant to defray cost of prizes, trophies, medals, certificates, honoraria and other incidental

expenses relative to the conduct of the said activity. Travel allowances and registration fee of teacher participants shall be charged against local fund/MOOE subject to the usual accounting and auditing rules and regulations. Travel allowances of student participants shall be charged at their own expense. Participants from private schools shall make their own arrangements.

6.   An online pre-registration of participants, conference of committee chairpersons, sub-camp coordinators, cluster math coordinators, SAME officers and the Education Program Supervisor for Mathematics will be conducted on November 23, 2023 at Prieto Diaz National High School, Prieto Diaz, Sorsogon to ensure quality delivery of the camp/activity.

7.   Widest dissemination of this Memorandum is desired.

WILLIAM E. GANDO, CESO VI
Schools Division Superintendent

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CERTIFICATION INTERNATIONAL
ISO 9001:2015

Accredited
QMS Certification Body
Accreditation No:
MSA-001

CIP 5461/21/05/1163

A. MAXIMUM NUMBER OF CONTESTANTS/PRESENTERS AND COACHES (INDIVIDUAL AND GROUP CONTESTS/PRESENTATION)

EVENT	CONTESTANT/PRESENTER	COACH
Math Quiz Bee (Teacher Category)	2 per grade level by municipality (1 coming from big school, 1 from small schools)	1 per category
Slogan Making	1	1
Poster Making	1	1
Essay Writing	1	1
Spoken Word Poetry	1	1
Damath	1 (Grade 7 only)	1
Mister and Miss Mathinik	1 per category	1 per category
Math Jingle	10-15	1

A. MAXIMUM NUMBER OF STUDENTS PARTICIPANTS BY CLUSTER/MUNICIPALITY (ELEMENTARY LEVEL)

NAME OF CLUSTER	NUMBER OF STUDENT PARTICIPANTS	NAME OF CLUSTER	NUMBER OF STUDENT PARTICIPANTS
Donsol Cluster	60	Bulan Cluster	60
Pilar Cluster	70	Irosin Cluster	50
Castilla Cluster	70	Juban Cluster	50
Prieto Diaz Cluster	50	Magallanes Cluster	70
Gubat Cluster	50	Casiguran Cluster	50
Barcelona Cluster	50	Donsol NCHS Cluster	60
Bulusan Cluster	60	Gubat NHS Cluster	60
Sta. Magdalena Cluster	50	Gallanosa NHS Cluster	60
Matnog Cluster	60	Bulan NHS Cluster	60
TOTAL NUMBER OF STUDENT PARTICIPANTS	**1040**		

2023 Division Math Camp and Math Fair
Program of Activities

Date & Time	Activities	Venue
December 11, 2023 (Day 1)		
7:00AM – 8:00AM	**Arrival and Registration** * Nerissa Funelas and Charity Luzuriaga	Prieto Diaz NHS
8:00AM - 9:00AM	**Opening Program** ***Rita E. Romero**	Prieto Diaz NHS Multi-Purpose Hall
9:00AM – 9:30AM	**Health Break**	
9:30AM - 11:00AM 11:00AM – 12:00NN	**Simultaneous Contests/Activities** **E-Modulo Art** **(Elementary/Secondary)** ***Rycel Panesa/Oliver Lucenario** **Math Quiz (Grade 6)** ***Alma Gajo** Judges: Arlene Ontoria, Marilou Gabito, Nenita Bagadiong (Quizmaster) Tabulator: Kimberly Rose Rubia	Room 1
9:30AM – 12:00NN	**Math Showcase** **Preparations/Viewing** Math Game Puzzle Device (Teachers and Students' Category)	Room 2-4
1:00PM - 4:00PM	**MathDokyu Presentation** **(Elementary/Secondary)** *** Alex Furio** **Math Showcase Oral Defense** **Math Game** ***Emma Goyena** Judges: Roland Nedia, Jocelyn Grace Dob, Ave Mendizabal	Room 1
	Math Puzzle ***Veronica Habulan** Judges: Josephine Villaruel, Mercy Gamba, Ma. Luisa Arevalo **Math Device** **(Teacher & Student Category)** ***Patrick Maravilla** Judges: Arlene Ontoria, Marilou Gabarda, Geronimo Flores, Engelbert Garrido	Room 2-4
4:00PM – 6:00PM	**Torch Parade** ***Rey Estipona**	Prieto Diaz Poblacion
6:00PM – 6:30PM	**Health Break**	
6:30PM – 7:30PM	**Spoken Word Poetry** ***Ma. Annunciacion C. Jazmin**	Multi-Purpose Hall
7:30PM – 10:00PM	**Mathematicians Night** **and Solidarity Meeting** ***Oliver Lucenario & Rey Estipona**	Multi-Purpose Hall
10:00PM and onwards	Lights Off	
December 12, 2023 (Day 2)		
5:30AM - 6:30AM	**Morning Praise and Exercise** ***Noli Alegria and Marilou Barcela**	School Grounds
6:30AM – 7:30AM	Breakfast	
7:30AM – 8:30AM	**Team Building Activity** * Noli Alegria and Marilou Barcela	School Grounds
8:30AM – 9:00AM	Health Break	
9:00AM -10:30AM	**Simultaneous Contests** **Poster Making Contest** ***Oliver Lucenario**	Room 1
9:00AM – 10:00PM	**Essay Writing Contest** ***Crisfe Gamit** Judges: Rowena Formento, Nancy Tubig, Reyzie Ozaeta	Room 2
10:00AM – 11:00AM	**Slogan Making** ***Amelia Dela Torre**	Room 2
9:00AM and onwards	**Damath (Grade 7)** ***Joselito Balbedina/Jimmy Recodig Jr.**	Room 3
9:00AM – 12:00NN	**Simultaneous Activities by Sub Camp**	School Grounds

Time	Activity	Location
	Game of Math Domino Puzzles * Daryl Dominguez	Room 4
	Integer Wheel Game/Integer Bingo * Ramon Lasala	School Grounds
	Math Race * Sharon Cadag	School Grounds
	Math Trail * Elyzaldy Ramos	School Grounds
	Math Relay *Alex Furio	
12:00NN - 1:00PM	Lunch Break	
1:00PM - 5:30PM	**Simultaneous Activities by Sub Camp** **(Continuation)** **Game of Math Domino Puzzles** * Daryl Dominguez	School Grounds
	Integer Wheel Game/Integer Bingo * Ramon Lasala	Room 4
	Math Race *Sharon Cadag	School Grounds
	Math Trail * Elyzaldy Ramos	School Grounds
	Math Relay *Alex Furio	School Grounds
5:30PM - 6:30PM	**Preparation for Math Jingle** **Competition and** **Search for Mister & Miss Mathinik**	Multi-Purpose Hall
6:30PM – 7:00PM	**Health Break**	
7:00PM - 10:00PM	**Math Jingle Competition** * Engelbert Garrido **Search for Mister & Miss Mathinik** *Jerome Fulgueras	Multi-Purpose Hall
10:00PM and onwards	Lights off	
December 13, 2023 (Day 3)		
6:00AM - 7:00AM	**Morning Praise and Exercise** *Noli Alegria and Marilou Barcela	School Grounds
7:00AM - 7:30AM	Breakfast	
7:30AM -12:00NN	**Simultaneous Activities** **Math Quiz** **Grade 7, 8 & 9** * Arlene Ontoria	Room1
	Judges: Jocelyn Grace Dob, Josephine Villaruel, Grazielle Tan (Quizmaster)	Room 2
	Tabulator: Jennie Olivenza **Grade 10 & SHS** * Marilou Gabarda	Room 3
	Judges: Joel Jao, Roland Nedia, Ma.Luisa Arevalo (Quizmaster) Tabulator: Ryan Panesa **Team Math Challenge** **(By Sub-Camp)** *Noli Alegria and Marilou Barcela	School Grounds
12:00NN – 1:00PM	Lunch Break	
PM		
1:00PM – 2:30PM	**Consolidation of Results** *Jocelyn Aringo **Camp Clean-Up** *PDNHS Math Club and YES-O Officers and Members, All Math Campers	Staff Room Quarters/School Grounds
2:30PM – 4:00PM	**Closing Program/** **Awarding of Winners/Raffle Draw** *Rita E. Romero	Multi-Purpose Hall
4:00PM - 5:00PM	*Home Sweet Home*	

*Committee chairman/focal persons

DIVISION MATH CAMP CONTESTS GUIDELINES AND GAMES MECHANICS

I. Title of the Game: MATH TRAIL STATION-FUN GAME (Game by Sub Camp –JHS/SHS)
By: Salvacion G. Garcia, *et.al*, **Gallanosa NHS**

Math Trail Station Fun-Game is a math game composed of at least five stations where players need to visit. Each station has challenges and obstacles to surpass in order to reach the final destination. Players are in groups with at least five (5) members and one (1) leader.

II. Objectives of the Game:
1. Apply different problem-solving skills in solving Math problems under time-pressure.
2. Appreciate Math fun-activity challenges given in each station and develop strategies on how to win it.
3. Develop accuracy, speed and teamwork.

III. Materials:
Each participating team is required to bring a meter stick, protractor, ruler, colored paper, calculator, paper and pen during the game. Facilitators use whistle, lapel/megaphone, pen and paper for recording. The committee will provide color-coded flags and other varied materials (like used tires, chairs, rope, bamboos, etc. to be used in each station.

IV. Officials of the Game:
1. Game Master – decides what challenges to be given in each station, supervises the game, records the time of play, declares the winners.
2. Facilitators/Judges – provide instructions to the players, facilitate the game and challenges in each station.

V. Mechanics of the Contest:
1. The game will be played by teams by sub camp.
2. There are eight (8) stations to visit to complete the trail. In each station, each team will perform the task given to them. After performing the task successfully, the team will be given a flag as a sign to go to the next station. Instructions for the challenges are given/posted in every station.

        Starting Point – in front of the stage
        Whistle-blower – signals the beginning of the game/challenge
        Facilitators – facilitate the activity/task in each station
        Participant (team) – races to every station, perform the challenges and goes back to the stage (final destination) after all the tasks are completed.

        Name of Sub Camps:

Camp ALGEBRA	**Camp TRIGONOMETRY**
Camp GEOMETRY	**Camp STATISTICS**
Camp CALCULUS	

START: **Race Maze Fun Game**   Venue: 15 meters away from the stage
                Teams will race towards the stage after the whistle-blower blew his whistle.

Station 1:   *Pop the Balloon Fun Game.*   Venue: Stage
                3 members of the group will pop-up the balloons one at a time and answer each question correctly. *Extra Challenge*: 1. How do you add Integers? 2. How do you subtract Integers? 3. How do you multiply/divide integers? After performing the tasks, the team will be given a flag and proceeds to the next station.

Station 2:   *Measure an Angle Challenge.*
                The facilitators will choose a place where 3 angles can be seen and measured. *Extra Challenge:* What are the different kinds of angles? Define each. Facilitators/judges determine the correct answers given by the players and give the flag for the next instruction and for the next challenge.

Station 3:   *Basketball Shoot Fun Game.*
                Each member shoots the ball (hard court).
                Extra challenge before shooting: the players will pass through the hole of five tires placed in the grounds. Facilitators give the next instruction. The flag is given after each member had shot the ball.

Station 4:   *Words Minister Fun Game.*
                Teams count the number of Words written on the wall of the administration building. *Extra Challenge:* What percent of the number of letters is letter A? Facilitator gives the next instruction and the flag for the next challenge after performing the task.

Station 5:   *Length Bent and Area Challenge*
                Challenge: Do the duck walk before entering this station. The team measures the length and the width (in meters) of the covered court and find its area. *Extra Challenge*: How do you rationalize the denominator of a radical fraction? After performing the task, facilitator gives the next instruction and the flag for the next challenge.

Station 6:   *Tangram Fun Puzzle Game*
                Each member of the team passes between the legs of other members, until they have

reached this station. *Challenge*: Facilitator gives the tangram puzzle to be completed, *Extra Challenge*: What is the area of the figure (irregular shape) formed? Facilitators gives the next instruction and the flag for the next challenge.

Station 7:   *Math Henyo Fun Challenge*
To guess ten (10) mathematical terms, symbols, shapes and great mathematicians. *Extra challenge:* Recite the multiplication of 7 while doing jumping jack. Facilitator gives the next instruction for the next challenge.

Station 8:   *Math Domino Puzzle Phenomena*
The team will solve the integer exponent and Xs and Ys Math domino puzzle. *Extra challenge:* After solving the puzzles, the team draws a riddle from the mystery box. After performing the task, the players proceed to the final destination.

3.   The chairman of the committee records the time as the team (all teams in each sub camp) reaches the final destination.

4.   The team who successfully finished all the challenges in eight (8) stations in shortest time possible, will be declared Winner.

Note: **Challenges in each station may vary as desired by the committee.**

I. Game Title: **THE AMAZING MATH RACE** (Game by Sub Camp –JHS/SHS)
         By: Marilou D. Barcela, Calao NHS

The Amazing Math Race is a math game composed of at least four (4) stations where the players need to go, racing each other for a WIN. In each station, mathematical challenges like problems and puzzles are given for the players to answer correctly.

II. **Objective of the Game:**
Enhance skills in solving math problems, discover strategic way of thinking while doing a fun-activity task in each station.

III. **Materials:**

Bao "Kadang"	Empty Sacks of Rice
Ball (Basketball)	Hula-hoops
Math Questions	Whistle and Stopwatch

IV. **Officials of the Game:**
Game Master – gives instructions, signals the start of the game, declares the winners
Facilitators/judges - provide instructions and materials needed in each station, determine correct answers
Timer – watches/records the time of play

V. **Mechanics:**
1.   Players are grouped with equal number of members.
2.   Each group/team will visit four stations successfully to complete the race. In each station, the group/team will perform the task given to them. After performing the task, the team will continue to the next station.

Start: Players in front of the stage.
Station 1: BAO KADANG RELAY
- From the starting point, teams will race at open field using "Bao Kadang" towards the first station. At station 1, the facilitator gives a math problem/puzzle to be answered correctly. The facilitator checks players' answer.

Station 2: SACK RACE
- Each member of the group/team will do sack race from station 1 to station 2 one at a time. After all the members of each team had performed the task, the facilitators will give another set of math problems/puzzles to be answered correctly.

Station 3: DRIBBLING THE BALL RACE
- Each member of the group/team will dribble a ball from station 2 to station 3, one at a time. After all the members of each team had performed the task, the facilitators will give another set of math problems/puzzles to be answered correctly.

Station 4. HULA-HOOP MOVES
- Each member of the group/team will do the hula-hoop moves racing from station 3 to station 4. After all the members of each team had performed the task, the facilitators will give another set of math problems/puzzles to be answered correctly.

3.   The group/team to finish the challenges correctly in shortest time possible is the WINNER.

Note: Venue and Challenges in each station may vary as desired by the committee.

I. Game Title: **MATH RELAY** (Game by Sub Camp –JHS/SHS)
         By: Joselito M. Balbedina, Gubat NHS

Math Relay is a mathematical game which can be played at school grounds/open field. The relay will be done in three stations. Each station requires a certain number of players. There will be a specific time allotment in doing the challenges in each station.

II. Objectives of the Game:
1. Enhance skills in solving math problems.
2. Develop speed, teamwork and accuracy.

III. Materials:

Empty Sacks of Rice	Paper Plates
Empty Bottles with Flags	Math Questions
Hanky (Blindfold)	Stopwatch

IV. Officials of the Game:
Game Master – gives instructions, signals the start of the game, declares the winners

Facilitators/judges - provides instruction and materials needed in each station, determines correct answers

Timer – watches the time of play

V. Mechanics:

Station 1. Mathematical Race
1. There will be 10 players from the 25 members from each team who will do the task in this station. From the starting point, the 10 players will do sack race towards this station and answer Math questions one at a time. After answering, the first player (out of the 10), returns to the group/to the starting line, and the next player will now proceed to answer the next question. The procedure repeats until the last player (10th player) returns to the starting line.
2. The other 5 players of the group will do the task in station 2 after the first 10 players have successfully completed the challenge given in station 1. The other 10 players wait for their turn in station 3.

Station 2. Guide Me With Math
3. In this station, there are 5 empty bottles (each bottle has a flag) placed at strategic places/location. The task is to get all the flags (one for each player). Before entering this station, the 5 players, blindfolded, will spin themselves three (3) times and start searching for the flag. The 10 players in station 1 will guide these 5 players in accomplishing the task by saying /uttering math terms like "Subtract 3" for stepping back 3 times or "Add 5" for stepping forward 5 times, "Sideward -4" for stepping 4 times going left or "Sideward +7" for stepping 7 times going right, until the flag is being reached.
4. If the bottle is tipped down or knocked over, the player will start again.
5. The player remains blindfolded until the task is accomplished successfully.
6. After the 5 players have successfully done the challenge in station 2, the remaining 10 players will play in the final station.

Station 3 (Last Station). 3,1,2 Step
7. At first, 10 paper plates will be served as stepping thing of the last 10 players in entering this station. The first player in this station is assigned to place/put the paper plates strategically for the other members to walk in. No player is allowed to touch (feet) the ground. Each paper plate could only be unoccupied for not more than 2 seconds. No paper plate should be left behind. If this rule is violated, the players will start again.
8. In case the paper plate runs out, it's the team's strategy to think for another way to reach the station without doing any violation.
9. There will be 6 math problems to be solved. Two players will answer one (1) question and the last question, #6, to be answered by the whole group.
10. The group/team who successfully completed the relay in shortest time possible is the WINNER!

Note: Challenges in each station may vary as desired by the committee.

I. Game Title: **GAME OF MATH DOMINO PUZZLES**
(Students Category – Game by Sub Camp- JHS/SHS)
By: **Salvacion G. Garcia, Gallanosa NHS**

Game of Math Domino Puzzles is a mathematical game played by two or more players (individuals or groups). The players play several sets of domino puzzles before winning the game. Each set has seven tiles with a particular application of a math concept/skill. These sets are the following:
- Set 1: Fraction Domino Puzzle
- Set 2: Integer Domino Puzzle
- Set 3: Integer Exponent Domino Puzzle
- Set 4: Xs and Ys Domino Puzzle
- Set 5: Radical Domino Puzzle
- Set 6: Ratio and Proportion Domino Puzzle
- Set 7: Logarithmic Domino Puzzle
- Set 8: Trigonometric Domino Puzzle
- Set 9: Limits Domino Puzzle
- Set 10: Derivative of Algebraic Functions Domino Puzzle

II. Objectives of the Game:
This game aims to
B. Develop accuracy, speed, unity and sportsmanship.
C. Master the following skills using the different concepts applied in each set.
1. Master addition, subtraction, multiplication and division of fractions. (Set 1 of Domino Tiles)
2. Perform operations on integers. (Set 2 of Domino Tiles)

3. Evaluate exponential numbers while performing operations on integers. (Set 3 of Domino Tiles)
4. Multiply polynomials. (Set 4 of Domino Tiles)
5. Simplify numbers and perform addition and subtraction of radical numbers. (Set 5 of Domino Tiles)
6. Determine the missing term in a given proportion. (Set 6 of Domino Tiles)
7. Evaluate logarithms. (Set 7 of Domino Tiles)
8. Evaluate trigonometric values of special angles. (Set 8 of Domino Tiles)
9. Determine the limit of algebraic functions. (Set 9 of Domino Tiles)
10. Determine the derivative of algebraic functions. (Set 10 of Domino Tiles)

III. Officials of the Game:

Game Master – facilitates the game, decides what set of domino puzzle to be solved, declares the winners

Judges/Facilitators – distribute the puzzles to each player/group and shuffle the tiles at the start of the game, check players' answers, add/consolidate players' scores in every round

IV. Materials:

| Sets of Domino Puzzles | Key to Corrections | Success Indicator (Numbered Flags 1-5) |

V. Mechanics:

1. The game will be played by at least five (5) players/groups (or as desired by the committee). There will be at least three rounds in each game. (Number of rounds and sets of domino puzzles to be played are determined by the committee).
2. As the game master gives the signal, facilitators give each group a set of math domino puzzle tiles.
3. The players will solve the puzzle completely. Once the puzzle is solved/completed, the player proceeds to success indicator (1st to finish proceeds to the success indicator and gets the flag numbered 5, then followed by the next player who completed the puzzle to get the flag numbered 4, next player to get the flag numbered 3, until all the players have their own flags. (The number written in the flag serves as the points earned by each player/group in each round. Numbers written on the flags vary depending on the number of players/groups who will play the game.)
4. The judges/facilitators check answers. Those who got the correct answers continue holding their flags. Those with wrong answers step will give back their flag to the facilitators.
5. In the next round, the players will be given another set of Math Domino Puzzle, then follow rule nos. 3 and 4.
6. After the final round, the numbers found in the players' flags will be added and consolidated.
7. The group of players who got the highest total, is the 1st place winner and the next two, will be the 2nd and 3rd place winners.
8. In case there's a tie, tie breaking rounds will be given.
9. Winners will be given Certificates of Recognition (Teachers Category).
10. The decision of the judges is final and irrevocable.

Note: The players are positioned either left or right of the success indicator during the game.

I. Game Title: INTEGER WHEEL MATH GAME/INTEGER BINGO
(Students Category – Game by Sub Camp – JHS/SHS)
By: Salvacion G. Garcia, Gallanosa NHS

II. Objectives:
1. Perform operations on integers under time-pressure.
2. Learn best strategies in winning the game while performing operations on integers.
3. Develop accuracy, speed, teamwork and sportsmanship.

III. Officials of the Game:
Game Master – facilitates the game
Judges and Facilitators –check players' answers, record players' scores in the score sheets

IV. Materials Needed:
Integer Wheel Win Game Board on Power Point with Timer
Integer Wheel Win Cards and Chips
Score Sheet, Pen and Notebook

V. Mechanics of the Game:
1. The game will be played by two or more players, to be played individually or by groups in three rounds. (The committee decides the number of players in each group). First round is the easy level, 2nd round is the average level and 3rd round is the difficult level ("Purunuan").
2. Players will pick and choose an **Integer Wheel Win** set of play cards and chips.
3. As the game master gives the go signal, he/she will spin the **Integer Wheel (spinner)** on the game board/power point. If the wheel stops at #1, the players will answer integer problem # 1.
4. The players will look for the answer from the chips and places (of their choice of operation – addition, subtraction, multiplication and division) the chip on the **Integer Wheel Win Card** either in **Column I** or **Column W**. The players then will place the sum, difference, product and quotient under **Column C**.

5. Same instructions in number 3 and 4 will be followed every spin done by the game master. The judges record the answers to all the problems for checking purposes.
6. The game master will spin the wheel three (3) times for easy round, five (5) times for average round and eight (8) times for difficult round.
7. After the last problem was answered (each round), the players will get the sum of all the answers in Column C. The players will look for their answers from the set of chips and place their final answer in the box marked **TOTAL**.
8. The players are given 1 minute (easy round), 2 minutes (average round) and 5 minutes (difficult round) to review/ arrange the chips for a **WIN** and say **DEAL** if his/their answer is final. A sum from zero (0) to ten (10) in the box marked TOTAL has the chance of winning. **Players with wrong answers in each row and in column C has no chance of winning.**
9. The judges will check the chips and players' answers in Columns I, W and C including the TOTAL. The judges then, will record the earned points of each player in the score sheet.
10. Winners in each level will earn the following points:

		Round 1	Round 2	Round 3
Lowest/Smallest sum ----------	1st Place	3 pts	4 pts	5 pts
Lower/Smaller sum --------------	2nd Place	2 pts	3 pts	4 pts
Next Higher/Larger sum --------	3rd Place	1 pts	2 pts	3 pts

11. The player with highest accumulated points in three rounds is declared **CHAMPION**! The next two are runners-up.
12. In case there's a tie, tie breaking rounds will be given until the tie is broken.
13. Winners will be given Certificates of Recognition (Teachers Category).
14. The decision of the judges is final and irrevocable.

CONTESTS GUIDELINES

I. Title of Contest: SLOGAN MAKING IN MATHEMATICS (Contest by Cluster – JHS/SHS)

Slogan Making in Mathematics is an activity that promotes the art of creative writing where a written slogan is inspired by the love and appreciation for Mathematics conveying the Division activity theme.

II. Objective of the Activity:
Write a slogan that conveys idea about the theme *"Developing MATHatag Bikolanp Leraners…Bringing Math to Excellence and Fun"*

III. Mechanics of the Contest:
1. There will be one contestant from each cluster. The contestant is also a registered math camper.
2. The slogan will be written on a ½-sized white *cartolina* (lengthwise) using black/blue marker pen. The text/slogan must have seven to ten (7-10) words including articles and prepositions.
3. The contest will last for one hour.
4. The committee will select three winners – 1st, 2nd and 3rd placers.
5. The decision of the judges is final and irrevocable.

IV. Criteria for Judging:

Thought (Content)	50%
Originality	25%
Presentation (Text)	25%
Total:	100%

I. Title of Contest: POSTER MAKING CONTEST IN MATHEMATICS (Contest by Cluster – JHS/SHS)

Poster Making Contest in Mathematics is an activity that provides the participants an opportunity to showcase their creativity and talent in making an art/design with a touch of Mathematics.

II. Objective of the Activity:
Make a poster that conveys idea about the theme *"Developing MATHatag Bikolanp Leraners…Bringing Math to Excellence and Fun"*

III. Mechanics of the Contest:
1. There will be one contestant from each cluster. The contestant is also a registered math camper.
2. The poster will be done on a 1/4-sized white *cartolina* using oil pastel/cray-pas.
3. The contest will last for one and a half hour.
4. The committee will select three winners – 1st, 2nd and 3rd placers.
5. The decision of the judges is final and irrevocable.

IV. Criteria for Judging:

Relevance to the Theme	50%
Originality and Neatness	25%
Visual Impact	25%
Total:	100%

I. Title of the Activity: MATH JINGLE CONTEST (Contest by Cluster – JHS/SHS)

II. Objectives:
1. Perform a math jingle portraying appreciation for Mathematics.
2. Promote the love for Music and Mathematics.
3. Show creativity, unity and teamwork.

III. Mechanics:
1. The jingle must be own composition (especially the lyrics) of the participants. The lyrics may be in English, Filipino language or Bicol dialect.
2. The jingle is to be performed by group with ten to fifteen (10 to 15) members coming from one cluster. The participants to this competition are also registered Math campers.
3. The group has the right to choose what musical instrument/accompaniment to be used, as long as the song is not recorded. A minus one accompaniment will do. Power point presentation as props is not accepted.
4. Presentation should last for three to five (3-5) minutes only. Time starts upon singing of the jingle and time ends when the group stopped their presentation.
5. Excess of time/deficient in time limit will be deducted from the group's total points or rating.
6. The judges will select three winners – 1st, 2nd and 3rd placers.
7. The decision of the judges is final and irrevocable.

IV. Criteria for Judging:
Originality ---------- 25%
Harmony ------------ 25%
Choreography ------ 25%
Costume ------------- 25%
Total ---- 100%

(Note: Hard copy of the jingle must be submitted to the judges before the competition.)

I.Title of the Activity: SPOKEN WORD POETRY IN MATHEMATICS (Contest by Cluster – JHS/SHS)

Spoken Word Poetry in Mathematics is an activity where the participants think critically on how Mathematics ideas must be used/narrated poetically to have democratic engagement and empower their voices through verse.

II. Objectives:
1. Deliver an effective spoken word poetry inspired by mathematics concepts/ideas.
2. Show creativity and enthusiasm in relating mathematical ideas to literature.

III. Mechanics:
1. There will be one (1) contestant per cluster.
2. Language to be used may be in English or Filipino. The use of "*Taglish*" is also accepted.
3. The spoken word poetry must be delivered in three to five (2-3) minutes only. Time starts upon pronouncing the first word of the verse and the time ends when the participant stops his/her presentation.
4. Excess of time/Deficient in time limit will be deducted from the contestant's total points/rating.
5. The decision of the judges is final and irrevocable.

IV. Criteria for Judging:
Delivery and Mastery -----------25%
Theme or Topic------------------25%
Proper Use of Math Ideas-------25%
Audience Address--------------25%
100%

I. Title of the Activity: SEARCH FOR DIVISION MR. AND MS. MATHINIK (Contest by Cluster – JHS/SHS)

Search for Division Mister & Miss Mathinik is a pageant-like activity which is composed of two (2) categories: Mister Mathinik 2023 and Miss Mathinik 2023. This is a contest that promotes love for beauty and love for numbers. The title "Division Mister & Miss Mathinik" entails beauty and wit in Mathematics.

II. Objectives:
1. Show excellence in reasoning and in answering math-related problems with accuracy and confidence under time-pressure.
2. Project a beautiful costume embodied with Mathematical designs and symbols that showcases creativity.
3. Develop sense of creativity, confidence and sportsmanship.

III. Mechanics:
1. There will be two (2) categories namely: Mister Mathinik and Miss Mathinik. Both contestants are registered math campers.
2. There will be one (1) candidate in each category coming from one cluster.
3. The search will be based on beauty and brains rated in different exposures.
   - 1st Exposure – candidates in their production number wearing their camp t-shirts and *maong* short pants.

- 2nd Exposure – candidates in School Uniform - In this exposure, the candidates will ramp scholarly on stage and answer one math objective-type of question orally.
- 3rd Exposure – candidates in their Professional Attire (Math-related profession) - In this exposure, the candidates will ramp with confidence and grace portraying a math profession costume.
- 4th Exposure – candidates in Math Creative Attire - In this exposure, the candidates will project an attire splendid with mathematical designs and symbols that showcases beauty and creativity.

4. The scores garnered by the contestants in four (4) exposures will be tallied/consolidated. The Top 5 will proceed to the next level of competition. In this level, the candidates will be judged according to new criteria set by the committee. In this round, each candidate will answer one (1) subjective-type math question per category.
5. The candidates (2 categories) with highest rating will be declared Division Mr and Ms. Mathinik. The other candidates, will be runners-up.
6. The decision of the judges is final and irrevocable.

Criteria for Judging:

1st and 3rd Exposures
Beauty and Charm --------------------- 50%
Carriage -------------------------------- 50%
　　　　　　　　　　Total -- 100%

2nd Exposure
Beauty and Charm ------------------- 50%
Ability to Answer -------------------- 50%
　　　　　　　　　　Total – 100%

4th Exposure
Beauty and Charm ------25%
Poise and Bearing -------25%
Creativity (Attire) -------50%
　　　　　　　　Total - 100%

TOP 5 Criteria for Judging:
Poise ------------------------- 20%
Relevance (Answer) ----- 40%
Delivery --------------------- 40%
　　　　　　　Total ------------ 100%

MINOR AWARDS:
Best in Production Number
Best in School Uniform
Best in Math Professional Attire
Best in Math Creative Attire/Futuristic Attire

I. Contest Title: DAMATH (Contest for Grade 7 – By Cluster)

II. DAMATH Rules:

1. The player who moves first is decided by an in-game toss coin.
2. The two players take turns in moving a piece. Players are not allowed to pass.
3. Players are given 60 seconds each to execute a move. The whole game will last for 20 minutes. If a player fails to move within the given time, one of his chips will be forced to move.
4. All moves should be in forward direction except when taking a chip or if a chip is already 'dama'.
5. A chip is declared 'dama' if it stops in any of the following squares of the opposing player: $(1,0)$, $(3,0)$, $(5,0)$, $(7,0)$. Similarly, the opposing player's chip is declared 'dama' if it stops in any of the following squares: $(0,7)$, $(2,7)$, $(4,7)$, $(6,7)$.
6. In taking an opponent's chip, the 'taker' chip jumps over the 'taken' chip and uses any of the four operation symbols of +, -, x, ÷ where the taker chip lands.
7. A 'dama' chip can slide diagonally forward or backward in any unoccupied square as long as no opponent's chip blocks its path. It could take a chip or chips whereby its corresponding sum, difference, product or quotient is doubled. Similarly, if an ordinary chip takes an opponent's 'dama' chip, its score is also doubled.
8. Correspondingly, a 'dama' chip takes an opponent's 'dama' chip, then its score is doubled.
9. The game ends if:
    a) The 20-minute game period lapsed;
    b) A player has no more chip to move;
    c) An opponent's chip is 'cornered'
10. The remaining chip or chips of the players are to be added to their perspective scores. If the remaining chip is a 'dama', then its score is also doubled.
11. The player with the greater accumulated total score wins the game.

EXECUTIVE COMMITTEE
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BERNIE C. DESPABILADERO
Assistant Schools Division Superintendent

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Education Program Supervisor

MARY JEANE B. CASTILLO
Principal II, PDNHS

CHERRY D. DETERA
Head Teacher III- Mathematics, PDNHS

WORKING COMMITTEES

Committee/Activity	In-Charge/Facilitators/Judges
Registration/Communication/Secretariat	*Chairman:* Nerissa Funelas *Co-Chairman:* Charity V. Luzuriaga *Members:* Lizel Hular, Ma. Elena Beltran, Precy Huiden
Finance	*Chairman:* Charity V. Luzuriaga *Co-Chairman:* Oliver Lucenario *Members:* Precy Huiden, Alma Gajo, Marilou Gabito
Program and Invitation	*Chairman:* Jonathan G. Balderama *Co-Chairman:* Merlina R. Gabion *Member:* SAME Officers
Documentation	*Chairman:* Lorena Obida *Co-Chairman:* Shiela Mae Gueta *Members/Student Facilitators:* Bridgette Mylze Lee, Kate Jehan Aringo, Ma. Carie Perolino, Elyza Nicole Bragais, Kobi Bryce Fortes
Mathematicians Night and Solidarity Meeting	*Chairman:* Oliver Lucenario *Co-Chairman:* Rey Estipona *Members:* SAME Officers and Cluster Math Coordinators
The Amazing Math Race	*Chairman:* Sharon Cadag *Co-Chairman:* Jay-Ar Doroliat *Members:* Ruby Llanera, Ericka Formanes, Lea Espedido
Math Relay	*Chairman:* Alex Furio *Co-Chairman:* Kelvin Carl Fulay *Members:* Ruth Escurel, Johnmar Fortes
Math Trail Station-Fun Game	*Chairman:* Elyzaldy G. Ramos *Co-Chairman:* Maria Rebecca Lozada *Members:* Yolanda Hisarza, Ryan Panesa, Joselita Balonzo, Shirley Olavere, Susan Sanchez *Student Facilitators:* Gian Carlo Escame, Alwien Jay Escame, Eddie Mendones, Cleah Fulla, Adele Garcia, Erika Bando, Ria Fatima Gragas
Game of Math Domino Puzzles	*Chairman:* Daryl Dominguez *Co-Chairman:* Alma Gajo *Members:* Bulusan NHS Math Club Officers
DAMATH	*Chairman:* Joselito Balbedina/Jimmy Recodig Jr. *Co-Chairman:* Antonio Laura Jr. *Members:* Charlie Asiado, Nathaniel Engay, Francis Moncilla
Spoken Word Poetry in Mathematics	*Chaiman:* Ma. Annunciacion C. Jazmin *Co-Chairman:* John Denver B. Medalla *Members/Judges:* Jonathan G. Balderama, Ana Marie Gojar, Joseph Rey Alim
Math Jingle Contest	*Chairman:* Engelbert Garrido *Co-Chairman:* Ma. Katrina Garbida *Member/Tabulator:* Alvin Alunan
Poster Making Contest	*Chairman:* Oliver Lucenario *Co-Chairman:* Patrick Maravilla *Member:* Reymar Madeja
Slogan Making Contest	*Chairman:* Amelia E. Dela Torre *Co-Chairman:* Lovella P. Estolonio *Member:* Emma D. Goyena
Essay Writing Contest	*Chairperson:* Crisfe F. Gamit *Co-Chair:* Wilma E. Fungo

	Member: Mark S. Cayanan
Integer Wheel Win/Integer Bingo	*Chairman*: Ramon Lasala *Co-Chairman*: Jomer Ruz *Members*: Ryan Panesa, Maria Rebecca Lozada *Student Facilitators*: Amil Carl J. Ajero, John Tito P. Muyco, Jenny C. Agnote, Angel T. Mangampo, Jizel M. Bellodo
Search for Division Mr. & Ms. Mathinik	*Chairman*: Jerome Fulgueras *Co-Chairman*: Jayson Jayco *Members/Tabulators*: Erika Formanes, Sharon Cadag, Cierel Edma, Laila Guamos
Math (Teacher Category)	*Chairman*: Jerry Firmanes *Co-Chairman*: Oliver Lucenario *Members*: Salvacion Garcia, Jocelyn Grace Dob, Josephine Villaruel

Certificates and Awards	*Chairman*: Airene J. Canares *Co-Chairman*: Nerissa Funelas *Members*: Jojit Gueta
Camp Materials	*Chairman*: Emma Geraldino *Co-Chairman*: Alma D. Gajo *Members*: Charity Luzuriaga
Consolidation of Results	*Chairman*: Jocelyn G. Aringo *Co-Chairman*: Alma D. Gajo *Members*: Airene J. Cañares, Marilou D. Gabito
Foods	*Chaiman*: Kathleen Mae Dejumo *Co-Chairman*: Kate Jazmin Endaya *Members*: Almina Estadola, Marilou Bobiles, Aileen Eva
ID Camp Preparation	*Chairman*: Lizel Hular *Co-Chairman*: Angelo Dogillo *Member*: Jenelyn Laban
Stage and Hall Preparations	*Chairman*: Fatima Desuasido *Co-Chairman*: Godfrey Diño *Members*: Jacqueline B. Zablan, Ryan Nolla
Logistics, Peace and Order	*Chairman*: Rey Estipona *Co-Chairman*: Jojit Gueta *Members*: Daray Bermeo
Accommodation	*Chairman*: Cherry D. Detera *Co-Chairman*: Marilou Destajo *Members*: Cheryl Nares, Ruby Llanera, Lea Espedido, Rosalie Mateo, Abbie Escandor
Morning Praise and Exercise, Team Building Activity	*Chairman*: Noli Alegria *Co-Chairman*: Kim Emilio Cadag *Members*: Marilou Barcela, Sub-Camp Coordinators
Health Services	*Chairman*: Aristotle Abbie B. Escandor *Co-Chairman*: Ruby Llanera *Members*: Aphrille Anne D. Elenterio, Prieto Diaz LGU Health Support Team
Sub-Camp Coordinators	* Joanne Paulyn Bolanos and Mariano Bolanos (Camp Algebra) *Angelo Hunat and Jazer Hamor (Camp Geometry) *Alejandro G. Judin and Noe Deri (Camp Statistics) *Richard C. Arevalo Jr., Kim Emilio D. Cadag (Camp Calculus) *Reynan N. Razo, Mar Louie L. Paraiso (Camp Arithmetic)
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