September 19, 2024

DIVISION MEMORANDUM
No. _211_ s. 2024

7TH DIVISION MATH CAMP AND LEADERSHIP TRAINING FOR SECONDARY SCHOOL TEACHERS AND LEARNERS

To: Assistant Schools Division Superintendent
        Chiefs, CID and SGOD
        Education Program Supervisors
        PSDSs/OIC- PSDSs
        Public and Private Secondary Schools Heads
        Mathematics Department Heads/Coordinators
        All Others Concerned

1.   With the Division Change Plan dubbed as THE VILLAGE INC., DepEd Schools Division of Sorsogon envisioned a Total Holistic Education for all learners. Along this line, this Office, together with the Sorsogon Mathematics Teachers Association (SoMTA) will hold the *7th Division Math Camp and Leadership Training for Secondary School Teachers and Learners* on October 29-31, 2024, at Prieto Diaz National High School, Prieto Diaz, Sorsogon with the theme *"Empowering MATHatag Bikolano Teachers and Learners Towards Vibrant Leadership and Academic Excellence"*.

2.   This activity aims to:
        a. enhance teachers and learners' skills on leadership;
        b. provides teachers and learners with math manipulatives for classroom use;
        c. showcase learners' excellence in Mathematics and promote their crafts; and
        d. strengthen camaraderie and sportsmanship between and among teachers and learners

3.   Participants in this activity are the School/Cluster or Municipal Winners in their School/Cluster-Based Math Camp for Junior High School and Senior High School learners. This may come from both public and private schools in the division. Each Cluster/Municipality is allocated with fifty (50) student participants excluding the five (5) big schools (Gallanosa NHS, Bulan NHS, Gubat NHS, Magallanes NHS and Donsol NCHS) who are each automatically allocated with fifty (50) student participants/slots.

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4.　　　All Mathematics teachers of Pto. Diaz NHS, identified contest facilitators, coaches, judges and the Division Nurse In-Charge of Prieto Diaz District are also expected to attend.

5.　　　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 Games and Contests Guidelines
　　　　　Enclosure no. 4 – Working Committees

6.　　　A registration fee of two hundred pesos (P200.00) shall be charged each student and teacher participant to defray cost of prizes, trophies, medals, certificates, honoraria and other incidental expenses relative to the conduct of the said activity. Travel expenses, registration fee and other incidental expenses shall be charged against the schools' local fund/MOOE subject to the usual accounting and auditing rules and regulations. Participants from private schools shall make their own arrangements.

7.　　　A Pre-Conference of Committee Chairpersons, Sub-camp Coordinators, Cluster Math Camp Coordinators, Division Math Camp Coordinator, SoMTA Officers and the Education Program Supervisor for Mathematics shall be conducted on October 1, 2024, 9:00 AM-5:00PM at Prieto Diaz National High School, Prieto Diaz, Sorsogon to ensure quality delivery of camp activities.

8.　　　Widest dissemination of and compliance with this Memorandum are desired.

WILLIAM E. GANDO, CESO VI
Schools Division Superintendent

Enclosure no.1 to Division Memorandum no. 211 , s.2024

A. MAXIMUM NUMBER OF STUDENT PARTICIPANTS BY CLUSTER

NAME OF CLUSTER	NUMBER OF STUDENT PARTICIPANTS	NAME OF CLUSTER	NUMBER OF STUDENT PARTICIPANTS
Barcelona Cluster	50	Gallanosa NHS	50
Bulan Cluster	50	Irosin Cluster	50
Bulan NHS	50	Juban Cluster	50
Bulusan NHS Cluster	50	Magallanes Cluster	50
Casiguran Cluster	50	Magallanes NHS	50
Castilla Cluster	50	Matnog Cluster	50
Donsol Cluster	50	Pilar Cluster	50
Donsol NCHS	50	Prieto Diaz Cluster	50
Gubat Cluster	50	Sta. Magdalena Cluster	50
Gubat NHS	50	**TOTAL**	**950**

B. MAXIMUM NUMBER OF CONTESTANTS AND COACHES

EVENT	CONTESTANT/S PER CLUSTER	COACH
Slogan Making in Mathematics	1	1
Poster Making in Mathematics	1	1
Essay Writing in Mathematics	1	1

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Division Math Wizard	1	1
Spoken Word Poetry in Mathematics	1	1
Damath	1 (Grade 7 only)	1
Search for Mister and Miss Mathinik	1 per category	1 per category
Math Jingle Competition	10-15	1
Math Games for Teachers *Integer Bingo *Game of Math Domino Puzzles	2 2	1 1
Math Quiz for Teachers	2 (JHS) 2 (SHS)	1 1

Enclosure no.2 to Division Memorandum no. 211 , s.2024

7ᵀᴴ DIVISION MATH CAMP AND LEADERSHIP TRAINING FOR SECONDARY SCHOOL TEACHERS AND LEARNERS
October 29-31, 2024
Prieto Diaz NHS, Prieto Diaz, Sorsogon
Theme: "Empowering MATHatag Bikolano Teachers and Learners Towards Vibrant Leadership and Excellence

October 29, 2024 (Day 1)		
7:00AM – 8:00AM	**Arrival and Registration** *Joanne Paul Lyn S. Bolaños and Erlinda G. Gestiada	Prieto Diaz NHS
8:00AM – 9:00AM	**Opening Program** *Cherry D. Detera	Covered Court
9:00 AM – 10:00AM	**Team Building and Banner Raising by Sub-Camp** *Alex P. Furio	Covered Court
10:00AM –10:30AM	**Health Break**	
10:30AM –12:00NN	**Leadership Training** *Rene D. Peliyas **Resource Speaker:** Rolan G. Nedia,Principal I Manlabong NHS	Covered Court
12:00NN -1:00PM	Lunch Break	
Simultaneous Activities/Contests		
1:00PM – 3:00PM	**Spoken Word Poetry** *Mark S. Cayanan	Multi-Purpose Hall
1:00PM – 5:00PM	**Damath** *Kleif F. Gratela	Contest Room No.1
1:00PM – 2:00PM	**Slogan Making/Essay Writing** *Amelia Dela Torre/ *Josefa D. Gaufo	Contest Room No.2/No.3
2:00PM – 3:30PM	**Division Math Wizard/ Poster Making** *Jerry Firmanes, EPS/ *Laila P. Guamos	Contest Room No.2/No.3
3:30PM – 5:00PM	**Quiz for Teachers/ Games for Teachers** *Jerry G. Firmanes, EPS/ *Noe B. Deri	Contest Room No.2/No.3
5:00PM – 6:00PM	**Health Break**	

6:00PM – 7:00PM	**Torch Parade** *Adrian D. Domalaon	Around Poblacion
7:00PM - 10:00PM	**Mathematicians Solidarity Night and General Assembly** *Marilou E. Gabarda	Covered Court
October 30, 2024 (Day 2)		
5:30AM – 7:00AM	**Morning Praise & Exercise** ***Alex P. Furio**	Covered Court
7:00AM – 8:00AM	**Breakfast**	
	Simultaneous Games by Sub Camp	
8:00AM – 5:00PM	**Game of Math Domino Puzzles** *Bernard E. Gomez	Covered Court (Right Wing)
	Integer Bingo *Julie Ann E. Novela	Covered Court (Left Wing)
	Math Race * Ruth E. Escurel	School Grounds
	Math Trail *Michelle I. Padua	School Grounds
	Math Relay *Mariano C. Bolaňos III	School Grounds
6:00PM – 7:00PM	**Health Break**	
7:00PM - 10:00PM	**Math Jingle Competition** *Airene J. Cañares **Search for Mister & Miss Mathinik** ***Jonathan G. Balderama and** ***Shiela Mae G. Gueta**	Covered Court
10:00PM -5:00AM	Lights off	
October 31, 2024 (Day 3)		
5:30AM – 7:30AM	**Morning Praise and Exercise** **Do-Me Math Challenge (On-The-Spot Contest By Sub-Camp)** *Alex P. Furio	Covered Court
7:30AM – 8:30AM	**Health Break**	

Time		
8:30AM – 9:30AM	**Consolidation of Results** *Engelbert G. Garrido **Camp Clean-Up** *All Campers **Camp Evaluation** * Merlina R. Gabion	Staff Room Quarters, School Grounds
9:30AM – 12:00NN	**Closing Program/ Awarding of Winners/Raffle Draw** * Cherry D. Detera	Covered Court
1:00PM - 5:00PM	*Home Sweet Home*	

*Chairpersons/Focal Persons

Enclosure no.2 (Continuation) to Division Memorandum no. 211 , s.2024

GAME/WORKSHOP SCHEDULE BY SUB-CAMP
Day 2

TIME	MATH TRAIL	THE AMAZING MATH RACE	MATH RELAY	GAME OF MATH DOMINO PUZZLES	INTEGER WHEEL /INTEGER BINGO
8:00AM – 9:30AM	Camp Algebra	Camp Statistics	Camp Geometry	Camp Calculus	Camp Trigonometry
9:30AM – 11:00NN	Camp Trigonometry	Camp Algebra	Camp Statistics	Camp Geometry	Camp Calculus
11:00PM – 12:30PM	Camp Calculus	Camp Trigonometry	Camp Algebra	Camp Statistics	Camp Geometry
12:30NN – 1:30PM	**LUNCH BREAK**				
1:30PM – 3:00PM	Camp Geometry	Camp Calculus	Camp Trigonometry	Camp Algebra	Camp Statistics
3:00PM – 4:30PM	Camp Statistics	Camp Geometry	Camp Calculus	Camp Trigonometry	Camp Algebra
Chairman/Focal Person	MICHELLE I. PADUA	RUTH E. ESCUREL	MARIANO C. BOLAÑOS	BERNARD E. GOMEZ	JULIE ANN E. NOVELA

DIVISION MATH CAMP GAMES AND CONTESTS GUIDELINES

I. Title of the Game: MATH TRAIL STATION-FUN GAME
(Game by Sub Camp –JHS/SHS)

   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 Camp:
   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

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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)

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

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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)

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

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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)

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
    A. Develop accuracy, speed, unity and sportsmanship.
    B. 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)

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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.

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I. Game Title: INTEGER BINGO

(Students Category – Game by Sub Camp – JHS/SHS)

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:

"Tambulo"

Integer Bingo Cards and Chips

Score Sheet and Pencil

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 Card** and chips.
3. As the game master gives the go signal, he/she will draw a number in the bingo shaker "Tambulo" if the number drawn is 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 Bingo 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 draw done by the game master. The judges record the answers to all the problems for checking purposes.
6. The game master will draw number in the Tambulo 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 *"Empowering MATHatag Bikolano Teachers and Learners Towards Vibrant Leadership and Excellence"*

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 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)		<u>25%</u>
	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 *"Empowering MATHatag Bikolano Teachers and Learners Towards Vibrant Leadership and Excellence"*

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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   --- <u>25%</u>
         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. Develop creativity, unity and teamwork.

III. Mechanics:

1. The jingle must have original lyrics written by the participants and may adapt any available musical tune. 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 limit will be deducted from the group's total points or rating.

Excess of Time (Second)	Points to be deducted
1	0.3
2	0.6
3	0.9
4	1.2
5	1.5
6	1.8
7	2.1
8	2.4
9 and up	2.7

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%

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Costume ------------- 25%
Total ---- 100%

(Note: Hard copy of the jingle must be submitted to the committee 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%
Total -----100%

I. Title of the Activity: SEARCH FOR DIVISION MATH WIZARD
(Contest by Cluster)

This is an activity that selects a high school student who performs excellently in Mathematics. To the title holder, the title ***"Division Math Wizard"*** implies excellence in Mathematics and pride to the school/cluster he/she represents.

II. Objectives:

1. Promote excellence in mathematics.
2. Develop critical thinking, speed and accuracy in solving Math problems.
3. Develop sportsmanship.

III. Mechanics:

1. This contest shall be conducted in a quiz show format. There will be one (1) contestant per cluster coming from any secondary school in the Division of Sorsogon.
2. There shall be ten (10) easy questions for ten (10) seconds each, five (5) average questions for thirty (30) seconds each and five (5) difficult questions for sixty (60)

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seconds each. All contestants shall answer all questions in three rounds. Each correct answer in every round will be given corresponding points to wit:

Easy - 1 point   **Average – 2 points**   **Difficult – 3 points**

3. The quizmaster shall read the question twice and the time shall start only after the quizmaster says "*Go*".
4. Easy questions will be answered mentally. For average questions and difficult questions, the contestants are allowed to start solving after reading the question once. A clean sheet of paper will be given to the contestants for computation purposes.
5. The contestants must write the final answer on the "*Show Me Board*". The contestants will bring their own chalk and eraser. Answers must be written correctly and with correct unit of measure. Use of calculators is not allowed.
6. When the quizmaster says "*Stop*", each contestant should stop writing and shows his/her answer by raising the Show Me Board. The judges will acknowledge the answers raised by the contestants. When the quizmaster reveals the correct answer, all wrong responses are advised to bring down their Show Me Board. The scorer will record all correct responses on a tally board.
7. The contestant is the only person authorized to file a protest. All protests should be referred to the board of judges before the quizmaster reveal the next question.
8. The total score of the contestants after the three rounds shall be determined. The contestant with the highest score shall be declared **Division Math Wizard.** The next two will be runners-up.
9. In case there's a tie, a clincher/tie-breaking rounds will be conducted. It shall be a knockout system /among the contestants (with same score) until a winner emerges.
10. The decision of the judges is final and irrevocable.

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 2024 and Miss Mathinik 2024. 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

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.

I. **Contest Title: Essay Writing Contest in Mathematics**

Essay Writing Contest is an activity that promotes the writing skills of the students. It encourages love for writing and excellent articulation and manifestation of ideas and concepts about the theme of the activity.

II. **Objective of the Activity:**

Write an essay that conveys idea about the theme *"Empowering MATHatag Bikolano Teachers and Learners Towards Vibrant Leadership and Excellence"*

III. **Mechanics of the Contest:**
1. There will be one (1) contestant from each cluster. The contestant must be a registered math camper.
2. The essay must be written on a sheet of paper provided by the committee. Black is the official color of the ballpen to be used in writing.
3. All entries must be written in English, must have at least 250 but must not exceed 600 words.
4. The contest will last for one (1) hour.
5. The committee will select the 1st, 2nd and 3rd place winners based on the given criteria.
6. The decision of the judges if final and irrevocable.

Citeria for Judging:

Creativity	- 30%	
Adherence to the Topic		- 30%
Structure	- 20%	
Grammar	- 20%	
Total		--100%

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Finance	Chairman: Erlinda G. Gestiada Co-Chairman: Patrick Maravilla Members: Alex P. Furio, Jayson M. Madrid, Richard C. Arevalo
Program and Invitation	**Prieto Diaz Cluster** Chairman: Cherry D. Detera

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Morning Praise and Exercise, Team Building Activity	**Bulusan Cluster** Chairman: Alex P. Furio Co-Chairman: Noli F. Alegria, Marilou Barcela Members: Jemmalyn C. Negrite, Jomar M. Fortes, Sub-Camp Coordinators
Leadership Training	**Prieto Diaz Cluster** Chairman: Rene D. Peliyas Members: Erika M. Formanes, Jojit G. Gueta
Torch Parade	**Prieto Diaz Cluster** Chairman: Adrian D. Domalaon Co-Chairman: Camie D. Bayoca Member: Rey E. Estipona
The Amazing Math Race	**Donsol Cluster** Chairman: Ruth E. Escurel Co-Chairman: Rina E. Espedido Members: Sheralyn G. Olaybal, Noel F. Agapan, Jerica Saja, Jessica E. Hamor, Joan A. Espenida, Rommel C. Habig
Math Relay	**Gubat NHS Cluster** Chairman: Mariano C. Bolaños III Co-Chairman: Robeth F. Espeño Members: Joanne Paul Lyn S. Bolaños, April Fajardo, Maria Jennelyn Estremera, Wella Funelas, Nathaniel Engay
Math Trail	**Castilla Cluster** Chairman: Michelle I. Padua Co-Chairman: Ronil M. Luchavez Members: Evalyn L. Badillo, Lovely Ann D. Dooc, Ma. Joan J. Deuna, Lorelie A. Ocampo, Lyra Joy L. Dorol, Kevin L. Homillano, Maricel A. Duque, Joebert Herrera, Edcel L. Latuga,Jyan Cruel, Veronica V. Habulan, Mary Kathleen M. Penalber

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Game of Math Domino Puzzles	**Magallanes Cluster** Chairman: Bernard E. Gomez Co-Chairman: Jeric B. Wong Members: Carmelle R. Quiras, Rona G. Hermocilla, Jennifer H. Rivera, Estela J. Habitan
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Spoken Word Poetry in Mathematics	**Sta. Magdalena Cluster** Chairman: Mark S. Cayanan Co-Chairman: Joseph F. Forte Members/Tabulators: Mark Ryan F. Bancual, Wilma E. Fungo
Math Jingle Contest	Chairman: Airene J. Cañares Co-Chairman: Nerissa A. Funelas Members/Tabulators: Engelbert G. Garrido, Jessica D. Fuller, Rona E. Ereño, Angelo D. Dogello
Poster Making Contest	Chairman/Judge: Laila P. Guamos Co-Chairman/Judge: Reeta E. Candelaria Member/Judge: Salvacion G. Garcia
Slogan Making Contest	**Barcelona Cluster** Chairman/Judge: Amelia E. Dela Tore Co-Chairman/Judge: Emma Goyena Member/Judge: Lovella Estolonio
Essay Writing Contest	**Donsol NCHS Cluster** Chairman: Josefa D. Gaufo Co-Chairman: Ceejay Odeña Member: Ela N. Pandaan, Ma. Cyril A. Marbella
Damath	**Bulan Cluster** Chairman: Klief F. Gratela Co-Chairman:Kelvin Carl D. Fulay Members: Jerrizza G. Salcedo
Search for Division Mr. & Ms. Mathinik	**Gallanosa NHS Cluster** Chairman: Jonathan G. Balderama (Mr. Mathinik) and Shiela Mae G. Gueta (Miss Mathink) Co-Chairman: Marilou D. Gabito Members: Jocelyn G. Aringo, Cristina S. Astillero, Jazel Lareza Tabulators: Ryan G. Panesa, Jenny F. Olivenza

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	Choreographer: Romer B. Santiago
Search for Division Math Wizard	Chairman: Jerry Firmanes, EPS Co-Chairman: Alma G. Gilana Members/Tabulators: Ramon F. Lasala, Patrick Maravilla Judges: Arian E. Granado, Alma D. Gajo, Grazielle R. Tan, Ma. Luisa C. Arevalo (Quizmaster),
Math Quiz for Teachers	Chairman: Jerry G. Firmanes, EPS Co-Chairman: Marilou Gabarda, SoMTA President Members/Tabulators: Ramon F. Lasala, Patrick Maravilla Judges: Ma. Luisa C. Arevalo Alma D. Gajo, Alvin G. Gilana Jr., Grazielle R. Tan (Quizmaster)
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