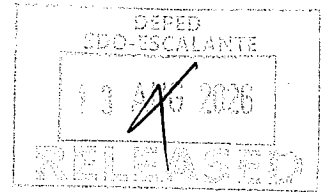




Republic of the Philippines
Department of Education
NEGROS ISLAND REGION
DIVISION OF ESCALANTE CITY



August 12, 2026

DIVISION MEMORANDUM

No. 337, s. 2026

CONDUCT OF DIVISION SCIMATHLYMPICS MONTH CELEBRATION 2026

TO: OIC-Assistant Schools Division Superintendent
Chief, Curriculum and Implementation Division
OIC- Chief School Governance and Operations Division
Education Program Supervisor (Mathematics)
Education Program supervisor (Science)
Elementary and Secondary School Heads
All Others Concerned

1. The Schools Division of Escalante City, through the Curriculum Implementation Division (CID), enjoins all schools in celebrating the **Division SciMathlympics 2026** on **September 4, 2026 (8:00 AM – 5:00 PM)** at **Escalante National High School** with the theme: *“Think, Create, Innovate: Unlocking Possibilities Through Science and Mathematics.”*
2. All public schools are encouraged to conduct school-based Science and Mathematics activities prior to the conduct of the Division SciMathlympics 2026.
3. The following are the suggested contests/events to be conducted during the SciMathlympics Celebration:
 - Science Quiz Bee
 - Science Investigatory Project
 - Create, Show and Tell
 - MathGaling 2026
 - Tower of Hanoi
 - Rubik’s Cube
 - Kakuro
 - Sudoku
 - Tangram
 - MathSayaw 2026
4. This activity aims to:
 - a. strengthen learners’ scientific and mathematical literacy through engaging, inquiry-based, and problem-solving activities;
 - b. develop creativity and innovation skills by encouraging learners to design solutions, create projects, and apply concepts in authentic contexts;
 - c. enhance critical thinking, analytical reasoning, and decision-making abilities through investigations, experiments, and mathematical challenges;

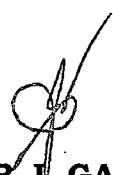


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- d. foster appreciation of the role of Science and Mathematics in improving lives, advancing technology, and addressing real-world challenges; and
 - e. inspire learners to become future innovators, inventors, and problem-solvers who contribute positively to their communities and society.
5. There will be a **face-to-face orientation/meeting** on the conduct of SciMathlympics 2026 on **August 21, 2026, @ 1:30 P.M.** at Gabriela Hall, Old SDO.
6. It is understood that in the conduct of this activity, there shall be no discrimination on account of age, gender, civil status, disability, religion, or other similar factors/personal circumstances that run counter to the principles of equal opportunity.
7. See attached enclosures for the guidelines, mechanics, criteria, and technical working group assignments.
8. A registration fee of **P500.00 per school** for Science and another **P500.00 per School** for Mathematics shall be charged against School MOOE funds, subject to the usual accounting and auditing rules and regulations.
9. Immediate dissemination of this memorandum is desired.


PETER J. GALIMBA

OIC-Schools Division Superintendent

Reference: none
Enclosure: As stated
Allotment: 1, 2, 3, 6, 7, 8, 9

To be indicated in the Perpetual Index under the following subjects
PROGRAMS/ACTIVITIES/PROJECTS SCIENCE MATHEMATICS CURRICULUM

ALBARICO/CABUS CID
Aug. 12, 2026



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Enclosure 1 to Division Memorandum No. 335 s. 2026
MATHLYMPICS ACTIVITIES

A. MathGaling sa Bilang 2026

Guidelines.

1. The contest is open to all Grade 1 to Grade 11 learners who are enrolled for SY 2026-2027. There shall be only **one (1) learner** from each grade level who will represent their school for the contest.
2. Questions will be flashed on TV screens for contestants to read and understand the questions better.
3. There shall be 15 questions: 5 fifteen-second questions worth 1 point each, 5 thirty-second questions worth 3 points each and 5 1-minute questions worth 5 points each for a total of 40 points.
 - a. The 15-second questions are to be answered mentally. There will be no writing anywhere, neither on paper, the table, etc.
 - b. For the 30-second questions, scratch paper will be provided for each team contestant. Contestants may begin solving as soon as they wish.
 - c. For 1-minute questions, contestants may begin solving as soon as they wish.
4. Scratch papers will be provided. The test for each category covers functional numeracy problems involving operations on rational numbers and algebraic expressions which varies for each grade level. Below is the coverage of the contest per grade level.

GRADE LEVEL	OPERATIONS
1	Addition and Subtraction with sum and difference up to 20
2	Addition and Subtraction with sum and difference less than 100
3	Addition and Subtraction with sum and difference less than 1000; Multiplication of numbers with product less than 100
4	Addition and Subtraction (2 digits); multiplication with product up to 1000; division with quotients less than 100.
5	Application of GMDAS; operations on fractions; Finding GCF and LCM
6	Application of GMDAS; operations on decimals; Finding GCF and LCM
7	Operations on Whole numbers, decimals and fractions; Problems involving percentage
8	Operations on Integers; Problems involving integers
9	Operations on integers and signed fractions; laws of exponents
10	Operations on integers and signed fractions; laws of exponents, laws of sine and cosine
11	Solving problems on rational numbers (integers, decimals, fractions); Salary, wages, percentage, series and sequence



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5. The quizmaster will read each question twice, after which he/she gives the GO signal. The timer starts when the quizmaster gives the GO signal. The questions shall be read exactly as it is formulated. **Rephrasing the questions is not allowed.**
6. Each answer will be written in an illustration board. As soon as the buzzer rings, everybody must stop writing.
7. Participants **MUST** raise their illustration board AFTER THE TIME IS UP. The quizmaster will announce the teams with the correct answer. The scorer records the points obtained by each team for each correct answer.
8. Answers must be given complete with units and to the required accuracy. However, if the unit is already given in the way the question is asked, it need not be given in the answer.
9. The PARTICIPANTS will be ranked according to the total score in the three parts to determine the winners.
10. In case of a tie among any of the teams vying for the first three places, a set of 3 questions will be given to break the tie, one from each category of questions. If the tie is not broken after the three questions, "do or die" questions will be given.

B. Tower of Hanoi

- 1) Each school shall have one (1) representative selected for the elimination round.

Elementary Schools	Secondary Schools
• Cluster 1 • Cluster 2 • Cluster 3 • Cluster 4 • Cluster 5	• Cluster 1 • Cluster 2 • Cluster 3 • Cluster 4 • Cluster 5

- 2) Elimination round will be conducted per cluster. Only the first two fastest contestants per cluster in elementary and secondary will advance to the finals.
- 3) The first 3 finishers in the Final Round will be considered as the 1st, 2nd, and 3rd placers of the game.

C. RUBIK's CUBE

- 1.) Each school shall have one (1) representative selected for the elimination round.

Elementary Schools	Secondary Schools
• Cluster 1 • Cluster 2 • Cluster 3 • Cluster 4 • Cluster 5	• Cluster 1 • Cluster 2 • Cluster 3 • Cluster 4 • Cluster 5



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Enclosure 1 to Division Memorandum No. 534 s. 2026

SCIMATHLYMPICS ACTIVITIES

I. SCIENCE

A. Create, Show, and Tell Competition Mechanics

• Objective:

To develop students' creativity, scientific understanding, communication skills, and confidence by creating and presenting a science-related project, model, invention, or innovation.

• Participants

Open to individual participants or teams of 2-3 members.
Each school may send one entry per category/grade level.

• Theme

Participants shall create a project aligned with the SciLympics theme "*Think, Create, Innovate: Unlocking Possibilities Through Science.*"

• Mechanics

Phase 1: Create

- ⚡ Participants shall design and create a science-based product, model, prototype, experiment, or innovation.
- ⚡ The project may utilize recycled, indigenous, or locally available materials.
- ⚡ Projects must be original and must not have won in previous competitions.
- ⚡ Participants shall prepare a display and a short presentation explaining:
 - a. Project title
 - b. Purpose
 - c. Scientific principles involved
 - d. Materials used
 - e. Applications and benefits

Phase 2: Show

- ⚡ Participants shall exhibit their project at the designated display area.
- ⚡ Each team will be provided a table/space for showcasing their entry.
- ⚡ Display materials such as posters, charts, and visual aids are allowed.
- ⚡ Electrical requirements, if any, must be declared during registration.

Phase 3: Tell

- ⚡ Participants will deliver a 3-5 minute oral presentation about their project.
- ⚡ A 2-3 minute question-and-answer portion will follow.
- ⚡ All team members must participate in the presentation and Q&A.
- ⚡ Use of cue cards is allowed; reading directly from scripts is discouraged.



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Judging Criteria

Criteria	Percentage
Scientific Content and Accuracy	30%
Creativity and Innovation	25%
Presentation and Communication Skills	20%
Practicality/Usefulness	15%
Visual Appeal and Organization	10%
Total	100%

General Guidelines:

- ☐ Entries must be safe and pose no health hazards.
- ☐ Projects involving live animals, hazardous chemicals, or open flames are prohibited.
- ☐ Judges' decisions are final and irrevocable.
- ☐ Any form of plagiarism or misrepresentation will result in disqualification.

Awards

- Champion
- 1st Runner-Up
- 2nd Runner-Up
- Best Innovation Award
- Best Presenter Award

B. SCIENCE INVESTIGATORY PROJECT (SIP) CHALLENGE

• **Objectives**

The Science Investigatory Project (SIP) Challenge aims to:

1. develop learners' ability to identify and investigate real-world and timely scientific problems;
2. strengthen skills in scientific inquiry, experimental design, data gathering, analysis, and evidence-based reasoning;
3. encourage learners to develop innovative, feasible, and sustainable solutions to current community and environmental concerns; and
4. provide learners with an authentic opportunity to communicate scientific findings effectively.

• **Participants**

- a. Team Category



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Category	Grade Level	Number of Participants
Junior High School Team	Grades 7–10	3 learners per team
Senior High School Team	Grades 11–12	3 learners per team

Recommendation for Division SciLympics: If the competition is intended for one unified category, use Grades 7–10 only, since they belong to the Junior High School level and can be compared more fairly.

• **Individual Category**

Category	Grade Level	Number of Participants
Individual SIP Presenter	Grade 10	1 learner

• **Suggested division-level arrangement:**

- ✚ Team SIP: Grades 7–10, 3 members
- ✚ Individual SIP: Grade 10, 1 participant
- ✚ The individual participant must be different from the members of the team entry to provide opportunities for more learners.

Note: The division may instead designate a specific grade level (e.g., Grade 10) for both team and individual categories if this is intended as a qualifying event for a higher-level competition.

• **Timely Theme for the Investigation**

- ✚ “SCIENCE FOR A RESILIENT COMMUNITY: Investigating Practical Solutions to Climate, Waste, Water, Food, and Energy Challenges”
- ✚ This theme is timely because learners are encouraged to investigate problems that directly affect schools and communities, particularly climate resilience, waste management, water conservation, food security, energy efficiency, and sustainable practices.

Participants may choose ONE of the following investigation areas:

1. Climate and Disaster Resilience
 - low-cost materials for reducing heat in classrooms
 - materials or designs that improve flood preparedness
 - effectiveness of natural materials as thermal insulators
2. Waste Management and Circular Economy
 - potential uses of selected biodegradable waste materials
 - effectiveness of natural materials in reducing waste
 - conversion of appropriate waste materials into useful products
3. Water Quality and Conservation
 - low-cost methods for improving water quality indicators
 - materials that can improve water filtration



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- methods for reducing household or school water consumption
- 4. Food Security and Sustainable Agriculture
 - effects of natural or locally available materials on plant growth
 - alternative growing media
 - methods for improving seed germination
- 5. Renewable Energy and Energy Efficiency
 - materials/designs that improve energy efficiency
 - investigation of small-scale renewable energy concepts
 - methods of reducing energy consumption in school settings

Important restriction

- *The investigation must be safe, ethical, feasible, and appropriate for the learners' grade level. Projects involving hazardous chemicals, pathogens, dangerous biological materials, explosives, weapons, or procedures that pose significant risks to participants are not allowed.*

• **IV. Competition Mechanics**

1. School-Level Selection

Each participating school shall conduct its own screening and may send:

- one (1) team entry consisting of three learners; and
- one (1) individual entry consisting of one learner.

2. Research Proposal

- Before the competition, each team/individual shall submit a 2–3-page research proposal containing:
 - a. Title of the Investigation
 - b. Background/Rationale
 - c. Research Question
 - d. Hypothesis
 - e. Variables
 - f. Proposed Methodology
 - g. Materials
 - h. Data to be Gathered
 - i. Expected Output
 - j. Safety and Ethical Considerations

5. Time Allotment

Activity	Time
Orientation and briefing	30 minutes
Problem/stimulus presentation	20 minutes
Investigation planning	40 minutes
Experimental investigation/data gathering	2 hours
Data analysis and interpretation	45 minutes
Preparation of presentation	45 minutes



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Activity	Time
Oral presentation	10 minutes
Judges' questioning	5 minutes

Total competition time: approximately 5 hours 15 minutes, excluding breaks.

Required Output

Each participant/team shall submit:

A. Research Output

- Research title
- Research question
- Hypothesis
- Variables
- Methodology
- Raw data
- Data table
- Appropriate graph/chart
- Analysis
- Conclusion
- Recommendation

B. Presentation

The team/individual shall present the investigation to the panel using:

- maximum 5-minute presentation;
- maximum 5 slides or one research poster; and
- 5-minute question-and-answer session.

VII. SMART RUBRIC FOR TEAM AND INDIVIDUAL SIP

Total: 100 points

Criterion	SMART Performance Indicator	Points
Problem and Research Question	Clearly identifies one specific, timely, measurable problem and formulates a research question that can be answered using collected evidence.	15
Scientific Design and Variables	Correctly identifies the independent, dependent, and relevant controlled variables and provides a procedure that can reasonably test the research question.	15
Investigation/Experimentation	Follows the proposed procedure systematically, uses materials safely, records observations/data accurately, and completes the investigation within the prescribed time.	15



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Criterion	SMART Performance Indicator	Points
Data Quality and Organization	Produces complete and traceable data records and presents results using at least one appropriate table and one appropriate graph/chart.	15
Data Analysis and Scientific Reasoning	Correctly interprets patterns/trends in the data and supports at least two major findings with numerical or observable evidence.	15
Conclusion and Recommendations	Provides a conclusion that directly answers the research question and recommendations that are supported by the findings and are feasible for the intended setting.	10
Innovation and Relevance	Demonstrates an original or improved approach and clearly explains its potential application to a current school/community concern.	10
Scientific Communication	Presents the investigation within the 5-minute limit, uses appropriate scientific terminology, and answers judges' questions accurately and logically.	5
TOTAL		100

Performance Level Descriptors

To make judging more objective, judges may use the following scale for each criterion:

Level	Descriptor	Percentage of Criterion
4 – Exemplary	Fully meets the indicator with accurate, complete, measurable evidence; no significant deficiency is observed.	100%
3 – Proficient	Meets the indicator with only minor deficiencies that do not substantially affect the investigation.	85%
2 – Developing	Partially meets the indicator; significant gaps or inconsistencies are evident.	70%
1 – Beginning	Does not adequately meet the indicator; evidence is insufficient or substantially inaccurate.	50%

• **Awards**



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Team Category

- Champion
- 1st Runner-Up
- 2nd Runner-Up

Individual Category

- Champion
- 1st Runner-Up
- 2nd Runner-Up

Special awards may also be given:

- Best Research Question
- Best Experimental Design
- Best Data Presentation
- Most Innovative Investigation
- Best Scientific Communicator

Recommended Final Competition Format

For a Division SciLympics, I strongly recommend using this structure:

Team SIP – Grades 7–10, 3 members

Individual SIP – Grade 10, 1 participant

C. DIVISION SCIENCE QUIZ BEE

Participants

- ✦ Each participating school shall field one (1) learner per grade level from Grades 3 to 11, for a maximum of nine (9) contestants per school.

Level	Grade	Participants per School
Elementary	Grade 3	1 learner
Elementary	Grade 4	1 learner
Elementary	Grade 5	1 learner
Elementary	Grade 6	1 learner
Junior High School	Grade 7	1 learner
Junior High School	Grade 8	1 learner
Junior High School	Grade 9	1 learner
Junior High School	Grade 10	1 learner
Senior High School	Grade 11	1 learner
Total	Grades 3–11	9 learners/school

General Objectives

The Science Quiz Bee aims to:

1. assess learners' mastery of essential Science competencies prescribed in the BOW/curriculum guide for their respective grade levels;
2. develop scientific literacy, critical thinking, problem-solving, and reasoning skills;
3. encourage learners to apply scientific concepts to real-life and current situations;
4. identify learners who demonstrate exemplary performance in Science; and



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5. promote a culture of scientific inquiry and excellence among learners.

Competition Principle

- ✦ The competition shall follow the principle:
 - “One Grade Level, One Contestant, Grade-Appropriate Competencies.”
- ✦ Questions shall not be identical across grade levels. Each learner shall be assessed primarily on competencies assigned to his/her grade level in the approved BOW/curriculum guide.
- ✦ However, selected questions may assess prerequisite or integrated competencies when these are necessary to measure scientific reasoning and application.

Coverage of Questions

The Division Science Technical Committee shall prepare a Table of Specifications (TOS) based on the latest approved BOW and curriculum standards applicable to each grade level.

Recommended competency distribution

Grade	Primary Content Focus
Grade 3	Matter and its properties; living things; force and motion; Earth and environment; health and safety
Grade 4	Classification and characteristics of organisms; matter; energy; Earth's resources; weather/environment
Grade 5	Human body systems; ecosystems; matter and mixtures; force, motion and energy; Earth and space
Grade 6	Interactions in ecosystems; matter and its changes; energy; electricity; Earth, Sun and Moon; environmental issues
Grade 7	Matter; force and motion; energy; Earth and space; biodiversity/ecological relationships
Grade 8	Force and motion; work, power and energy; heat; sound/light; ecosystems and interactions
Grade 9	Earth and space; natural hazards; climate; waves; electricity and magnetism; selected physical science concepts
Grade 10	Heredity and evolution; biotechnology; ecosystems; Earth and space; chemistry/physics applications as prescribed in the BOW
Grade 11	Core/General Science competencies prescribed for Grade 11, with emphasis on scientific inquiry, data interpretation, Earth/physical/life science concepts, and real-world applications



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Important: The final competency list for each grade should be checked against the Division's official BOW for the current school year before the questions are finalized.

Suggested Competition Structure

ROUND 1 – EASY ROUND

- 5 questions per grade-level contestant
 - 2 points per correct answer
 - No deduction for an incorrect answer
 - Questions are primarily recall and understanding.
 - 10 seconds shall be given for each question.
- Maximum score: 10 points

ROUND 2 – AVERAGE ROUND

- 5 questions
 - 3 points per correct answer
 - Questions focus on application, interpretation, and analysis.
 - 20 seconds shall be given for each question.
- Maximum score: 15 points

ROUND 3 – DIFFICULT ROUND

- 5 questions
 - 5 points per correct answer
 - Questions emphasize analysis, scientific reasoning, and problem-solving.
 - 30 seconds shall be given for each question.
- Maximum score: 25 points

Recommended Overall Scoring

Round	No. of Items	Points/Item	Maximum
Easy	5	2	10
Average	5	3	15
Difficult	5	5	25
TOTAL	15		50

The contestant with the highest cumulative score shall be declared Division Science Quiz Bee Champion for his/her grade level.

Answering Procedure

1. Each contestant shall be provided with an individual answer board/whiteboard and marker.
2. The Quizmaster shall read the question and choices, if applicable.
3. Contestants shall write their answers within the prescribed time.
4. At the signal, all contestants shall raise their answer boards simultaneously.
5. The Board of Judges shall verify the answers.
6. Correct answers shall receive the corresponding points.
7. No answer shall be changed after the official signal.



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8. If two or more contestants have the same score for any award position, a Clincher Round shall be conducted.

Mechanics

1. The Quizmaster shall ask one question at a time.
2. Contestants shall answer on their answer boards.
3. The first contestant to obtain a two-point lead over the next contestant shall win the tie.
4. If the tie persists, additional questions shall be given until the tie is broken.

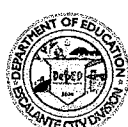
Clincher questions shall:

- remain within the contestant's grade-level BOW;
- have one definite answer;
- require scientific reasoning whenever possible; and
- be of comparable difficulty.

Grade-Level Awards

Since the contestants are competing within their own grade levels, the following awards are recommended:

- Grade 3 - 11 1st place, 2nd place, 3rd place



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Grade-Level Awards

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- Grade 3 - 11 1st place, 2nd place, 3rd place
- Enclosure 2 to Division Memorandum No. _____ s. 2026

SCIENCE QUIZ BEE			
ELEMENTARY			
CONTEST MANAGER: Danilo S. Remegio			
GRADE LEVEL	JUDGES	QUIZ MASTER	TIMER/TABULATOR
3	Jennifer G. Vallite	Mark Lester C. Andales	Nelson M. Maglasang
4	Roel C. Caliplip	Betchie M. Canillo	Cres Jules Ardo
5	Warlito G. Eben	Ramil R. Limot	Lenny J. Marijuan
6	Flor Gem B. Rojas	Kim B. Gumangan	Shiela P. Canete
SECONDARY			
CONTEST MANAGER:			
Grade Level	JUDGES	QUIZ MASTER	TIMER/TABULATOR
7	Belth Babby Anig-ig	Nelen S. Enso	Lorena P. Doqueza
8	Christofer R. Neni	Riclyn D. Cantere	Cris Metoda
9	Ronald M. Mahinay	Charlyn C. Gayon	Gerry Mojello
10	Haide J. Gargar	Jose Marie S. Nerio	Cerele S. Carbaquil
11	Shalom B. Albarico	Ma. Dinah G. Tayactac	Merely C. Villaran
SCIENCE INVESTIGATORY PROJECT (SIP)			
SECONDARY (Junior & Senior HS)			
CONTEST MANAGER		JUDGES	TIMER/TABULATOR
Jonah D. Denlos		Rodrigo B. Selisa Jay Miko Lesondra Marlowe S. Maguate	Chery Faye A. Mahinay



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CREATE SHOW TELL		
KEY STAGE 2, 3, 4		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
Mary Joy C. Claur	Shiela Mier Carambacan Rose L. Lizardo Junilie P. Aguilar	Chery Faye A. Mahinay



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- 4) Elimination round will be conducted per cluster. Only the first two fastest contestants per cluster in elementary and secondary will advance to the finals.
- 5) The first 3 finishers in the Final Round will be considered as the 1st, 2nd, and 3rd placers of the game.

D. KAKURO

- 1) Each School shall have one representative for the elimination round.
- 2) The game shall be composed of 3 rounds – EASY, AVERAGE and DIFFICULT.
- 3) The time limit for Easy is 5 minutes and Average shall be 7 minutes and 9 minutes for the Difficult round.
- 4) In the EASY ROUND, contestants who got the scores beyond the CUT-OFF SCORE shall qualify to the average round.
- 5) In the AVERAGE ROUND, top 10 highest scorers will advance to the Difficult Round.
- 6) TOP 3 highest scorers in the DIFFICULT ROUND will be declared as 1st, 2nd, and 3rd placer respectively.
- 7) In case of a tie, a CLINCHER ROUND will be given to determine the winner.

E. SUDOKU

- 1) Each school shall have one representative selected after the elimination round.
- 2) The game shall be composed of 3 rounds – EASY, AVERAGE and DIFFICULT.
- 3) The time limit for Easy and Average shall be 5 minutes and 3 minutes for the Difficult round.
- 4) In the EASY ROUND, contestants who got the scores beyond the CUT-OFF SCORE shall qualify to the average round.
- 5) In the AVERAGE ROUND, top 10 highest scorers will advance to the Difficult Round.
- 6) TOP 3 highest scorers in the DIFFICULT ROUND will be declared as 1st, 2nd, and 3rd placer respectively.
- 7) In case of a tie, a CLINCHER ROUND will be given to determine the winner.

F. TANGRAM

1. Both elementary and secondary must have one contestant.
2. The contestant must register before entering the contest room and must bring their own Tangram tiles.
3. The contestant must go through the easy, average, and difficult round. There is no elimination round.
4. Every round has three figures to perform; the easy round is scored 1 point every correct placement of tile a maximum of 21 perfect score, for average round 2 points every correct placement of tile with a maximum of 42 perfect score, and the difficult round is 3 points for every correct placement of tile with a maximum of 63 perfect score. The maximum overall total score is 126.
5. The time limit for easy is 5 minutes, for average is 7 minutes and for difficult score is 10 minutes.

Playing Rules



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6. All tangrams' pieces must be used.
All the pieces must lay flat.
All these pieces must touch each other, and none may overlap while forming a shape.
7. Each contestant must set the provided stopwatch according to the allotted time in each round. As the tournament manager will show the figure and say start each contestant will top the start and free to top it to stop to determine his/her time of finish. But not allowed to touch the tangrams anymore.
8. The judge will determine the score of each contestant. Then the recorder will record it on the score sheet visible to the contestants. Manila Paper lang Doki name of Learners with School Name.
9. The first three highest scorers will be declared winners.

E. "Math Sayaw" Competition
Guidelines

1. The contest is open to All Elementary and Secondary Schools in the Division of Escalante City.
2. Each participating school shall be represented by one (1) group composed of **6 to 8 students**, which may be all male, all female, or mixed.
3. The presentation must creatively integrate mathematical concepts, principles, or symbols through dance and movement.
4. The performance should showcase how mathematics can be expressed artistically through rhythm, choreography, and visual representation.
5. The presentation must be in modern or contemporary dance form, but may include cultural or creative dance elements.
6. The music used must be wholesome, school-appropriate, and free from offensive language or content.
7. The group is encouraged to use props, costumes, and visuals that represent mathematical ideas (e.g., shapes, equations, formulas, patterns, etc.).
8. Each group shall submit its music file to the contest committee at least one hour before the competition.
9. The presentation should run for a minimum of 3 minutes and a maximum of 5 minutes. (This excludes entrance and exit of the group participants.)
10. Exceeding or not meeting the time limit will result in a deduction of 2 points for every 5 seconds excess (per judge) from the total score of each group contestant.

Mechanics

1. A draw lots system will determine the order of performance.
2. All participants must report to the holding area at least 30 minutes before the start of the competition.
3. Only handheld props are allowed; no use of confetti, water, fire, or hazardous materials.
4. The decision of the board of judges is final and irrevocable.
5. Criteria for judging shall be announced before the start of the contest.



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Criteria for Judging

Criteria	Description	Percentage
Mathematical Integration	Creativity and accuracy in expressing mathematical concepts, symbols, or ideas through dance movements, props, and formation.	30%
Creativity and Originality	Uniqueness of choreography, costume design, and concept; innovative representation of mathematics in dance.	25%
Performance and Execution	Mastery of movements, coordination, synchronization, and stage presence.	25%
Costume and Props	Appropriateness, neatness, and artistic use of costumes and props in enhancing mathematical expression.	10%
Audience Impact	Overall appeal, engagement, and ability to entertain and inspire the audience.	10%
Total		100%

AWARDING:

Winners will be awarded at the covered court after all contest are done, and finalized (afternoon).

Enclosure 2 to Division Memorandum No. _____ s. 2026

MATH GALING 2026			
ELEMENTARY			
CONTEST MANAGER: MARY JANE F. BALINO			
GRADE LEVEL	JUDGES	QUIZ MASTER	TIMER/TABULATOR
1	Chona M. Prietos	Geralyn Patiente	Enrico Metoda
2	Alma C. Sinining	Maida Darina M. Tablero Darina	Grace C. Peñas
3	Robie Niffretire Jarina	Pjon Bais	Arlen Omay
4	Belth Babby Anig-ig	Mariel Bucaling	Frichelle Uyanib
5	Jay Miko Lesondra	Philine Pabuaya	Rhona Macado
6	Mae Joy M. Tan	Ma. Pinky Arquio	Ruby Escala
SECONDARY			
CONTEST MANAGER: SHELLA MARIE C. ANONUEVO			
Grade Level	JUDGES	QUIZ MASTER	TIMER/TABULATOR
7	Perly M. Mapa	Milene Beseos	Romalyn Tomarong
8	Pedro S. Casipong	Gigi Sheila Villanueva	Daniel Daymoto
9	Marivic Sedayon	Mary Cris Casipong	Raymund Lucot
10	Renonie P. Omay	Jaymar Lee	Wilrita Dumdum
11	Jimmy Tecson	Nica Nova Rio	Jennifer Abadia
TOWER OF HANOI			
ELEMENTARY/SECONDARY			
CONTEST MANAGER		JUDGES	TIMER/TABULATOR
Nancy P. Bascar		Flordeliza Talita Mary Cris Metoda	Cheryl C. Alquiza



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RUBIK'S CUBE		
ELEMENTARY		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
John B. Mala-ay	Gethel A. Deguzman Joan Cuevas	Josephus Ibanez
SECONDARY		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
June Mahusay	Friedy Tumabiene Denmark Valiente	Jan Amadeo Ughayon
KAKURO		
ELEMENTARY		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
April Rose D. Bornaes	Daisy Bacosa Cynthia Jarina	Luche Mae R. Abuiza
SECONDARY		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
Ritchel Maratas	Rosalie Celedona Mers Mhil P. Vince	Arnel Plateros
TANGRAM (ELEMENTARY/SECONDARY)		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
Jean Pilongo	Angella Claracay Jovelyn Dayday	Leonardo Canoy
SUDOKU (ELEMENTARY/SECONDARY)		
CONTEST MANAGER	JUDGES	TIMER/TABULATOR
Anra Jean Niuda	Tessie Pondevida Lina Lacida	Analín Lozada

MATHSAYAW		
CONTEST MANAGER	JUDGES	TABULATOR
Chillou Buenavista	Mark Glen Ape Rodly P. Lim Raegan Cagalcal	Emilia C. Benedicto Justin Flores



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