

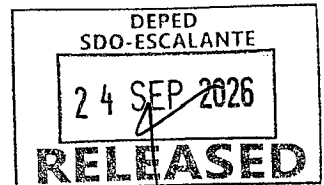


Republic of the Philippines
Department of Education
NEGROS ISLAND REGION
DIVISION OF ESCALANTE CITY

September 24, 2026

DIVISION MEMORANDUM

No. 422, s. 2026



CONDUCT OF THE 2026 DIVISION STEMazing CONTEST

TO: OIC-Assistant Schools Division Superintendent
Chief, Curriculum and Implementation Division
Elementary and Secondary School Heads
All Others Concerned

1. The STEMazing, a contest under the Division Festival of Talents (DFOT), aims to nurture learners' interest, confidence, and competence in Science, Technology, Engineering, and Mathematics (STEM) through hands-on, inquiry-based, and collaborative learning experiences. It provides learners with an avenue to showcase their talents, creativity, problem-solving skills, and innovative thinking while applying STEM concepts to authentic, real-world situations. In this connection, the Schools Division of Escalante City shall conduct the **2026 Division STEMazing Activity for Elementary and Secondary Schools** on **October 3, 2026, from 8:00 a.m. to 5:00 p.m. at Escalante Central Elementary School.**
2. The participants in this activity shall be composed of five (5) elementary schools, each representing their respective clusters, and all secondary schools offering the STEM program.
3. This activity aims to:
 - a. engage in physical exploration and hands-on experiences that require the integration of science, technology, engineering, and mathematics in practical contexts;
 - b. develop critical thinking, creativity, and problem-solving skills by designing innovative and feasible solutions to real-life challenges;
 - c. communicate findings and solutions effectively through presentations, demonstrations, or other appropriate formats that showcase STEM learning;
 - d. strengthen teamwork, collaboration, and leadership skills while working with peers to accomplish STEM-based tasks and challenges; and
 - e. cultivate a deeper appreciation for STEM disciplines and careers by experiencing the relevance of STEM in addressing community and global issues.
4. There will be a **virtual orientation/meeting** of all TWGs on the conduct of STEMazing on **September 29, 2026, @ 3:00 P.M.** via MS Teams using the link below:
<https://tinyurl.com/STEMazing-Conference>



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5. Since the conduct of the activity fall on a Saturday, teaching and eligible non-teaching personnel who are officially authorized and required to render service during the activity on Saturday shall be granted Vacation Service Credits (VSC) and Compensatory Overtime Credits (COC)/Compensatory Time-Off (CTO), respectively, subject to existing DepEd, CSC, and DBM rules and regulations and the approval of the proper authority. The grant of VSC to teachers shall be in accordance with DepEd Order No. 013, s. 2024, including the prescribed computation for qualified services rendered during weekends and non-school days.
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. All expenses incurred in the conduct of the activity shall be chargeable against School MOOE/or Local Funds, or any other available funds and subject to applicable accounting and auditing rules and regulations. Each school shall pay the prescribed registration fee, chargeable against its available funds and subject to applicable accounting and auditing rules and regulations.
9. Immediate dissemination of this memorandum is desired.

PETER J. GALIMBA
Assistant Schools Division Superintendent
Officer-In-Charge
Office of the Schools Division Superintendent

Enclosure: As stated
Allotment: 1, 2, 3, 4, 5

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

ALBARICO/CABUS CID
Sept. 24, 2026



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Enclosure 1 to Division Memorandum No. _____ s. 2026

CONTEST MECHANICS
STEMazing

KEY STAGE	Key Stage 2 (G4-G6) Key Stage 3 (G7- G10) Key Stage 4 (G11-G12)
NO. OF PARTICIPANTS	STEMazing for Elementary 2 learners per team (only 1 learner per grade level is allowed, e.g. a team is composed of 1 Grade 4 and 1 Grade 6 learners) STEMazing for Secondary (G7-G12) 2 learners per team (choose participants from Key Stage 3 and Key Stage 4; only 1 learner per grade level is allowed, e.g. a team is composed of 1 Grade 8 and 1 Grade 10 learners, or 1 G11 and 1 G12 learners)
TIME ALLOTMENT	180 minutes in total
PERFORMANCE STANDARDS	The learners: • Obtain scientific and technological information from varied source about global issue that have an impact on the country. • Acquire scientific attitudes that will allow them to innovate and/or create products useful to the community of country. • Process information to get relevant data for a problem at hand. • Demonstrate proficiency in applying mathematical concepts to solve authentic, real-world challenges; • Exhibit analytical and strategic thinking skills
21ST CENTURY SKILLS	Critical thinking, communication skills, creativity, problem solving, collaboration, information, digital, digital literacy, and technology and engineering skills
CREATIVE INDUSTRIES DOMAIN	• Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) • Creative Services domain (through creative research and development, cultural and recreational services) • Design Domain (through the creation of solutions and address mathematical and spatial problems) • Audiovisual Media Domain (through educational content development)
DESCRIPTION	• STEMazing is a Science and Mathematics adventure competition designed for Grades 4-12 learners that combines physical exploration, scientific research, mathematical investigation, and problem-solving in real-world contexts.



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STEMazing Challenge

STEMAZING: MATH-SCIENCE CHALLENGE
Division Festival of Talents (ELEMENTARY)

I. Participants

Each school shall field **one team composed of two learners from Grades 4–6**.
Important condition: The two learners **must not belong to the same grade level**.
Possible combinations are:

- Grade 4 + Grade 5
- Grade 4 + Grade 6
- Grade 5 + Grade 6

The tasks are designed around competencies across the Grade 4–6 Mathematics and Science curricula. DepEd's current curriculum materials specifically provide Mathematics and Science learning resources for these grade levels.

II. Contest Mechanics

Stations 1–5: Puzzle Gateway Rule

For each station:

STEP 1: Team receives the puzzle.

2: Both learners may work collaboratively.

STEP 3: Team signals the station facilitator when finished.

STEP 4: Facilitator verifies the puzzle.

STEP 5: Once verified, the team receives the sealed STEM Challenge Card.

STEP 6: Team solves the problem and submits its answer.

Suggested Time

I. Challenge Structure

Station	Puzzle/Challenge	Level	Points	Time	Main Focus
1	Kakuro	Easy	10	15 minutes	Mathematics
2	Sudoku	Easy	10	15 minutes	Mathematics
3	Tower of Hanoi	Easy	10	15 minutes	Mathematics
4	Tangram	Average	15	20 minutes	Math + Science
5	Rubik's Cube	Average	15	25 minutes	Mathematics
6	STEM Investigation	Difficult	20	30 minutes	Science + Math
7	Engineering Design Challenge	Difficult	20	50 minutes	Math + Science
	TOTAL		100 points	180 minutes	~70% Math / 30% Science

Puzzle Unlock Mechanism

- Stations 1–5 use a Puzzle-to-Problem format:
- Solve the puzzle → Receive/Unlock the STEM Question → Solve the STEM Question → Proceed to next station



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- o The puzzle therefore serves as the team's gateway task, not merely as an additional question.

STEMAZING: MATH-SCIENCE CHALLENGE
Division Festival of Talents (SECONDARY)
Time: 180 minutes

I. General Mechanics

1. Each participating school shall field one team composed of two learners from Grades 7–12.
2. The two members must not belong to the same grade level.
3. Both contestants shall work collaboratively throughout the competition.
4. There shall be seven stations with increasing levels of difficulty.
5. At Stations 1–5, teams must first complete a designated gateway puzzle:
 - o Station 1: Kakuro
 - o Station 2: Sudoku
 - o Station 3: Tower of Hanoi
 - o Station 4: Tangram
 - o Station 5: Rubik's Cube
6. The puzzle functions as an unlocking mechanism. Once successfully completed and validated by the station facilitator, contestants receive the STEM problem/task.
7. Puzzle performance is not separately scored. This prevents puzzle expertise from overpowering the intended assessment of Science and Mathematics competencies.
8. Stations 6 and 7 are authentic performance tasks and therefore do not require gateway puzzles.
9. Teams shall show calculations, observations, scientific reasoning, diagrams, or explanations whenever required.
10. Station 7 serves as the culminating activity where contestants must conceptualize and defend a mini research/innovation.
11. All teams shall receive identical materials and equivalent task conditions.

Point Distribution

Round	Stations	Points per Station	Time	Total
Easy	1	10	15 minutes	30
	2		15 minutes	
	3		20 minutes	
Average	4	15	25 minutes	30
	5		25 minutes	
Difficult	6	20	30 minutes	40
	7		50 minutes	
TOTAL	7			100

II. Challenge Structure



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Station	Puzzle/Challenge	Level	Points	Main Focus
1	Kakuro	Easy	10	Science + Math
2	Sudoku	Easy	10	Science
3	Tower of Hanoi	Easy	10	Science + Math
4	Tangram	Average	15	Science
5	Rubik's Cube	Average	15	Science
6	STEM Investigation	Difficult	20	Science + Math
7	Engineering Design Challenge	Difficult	20	Math + Science
	TOTAL		100 points	≈30% Math / 70% Science

Puzzle Unlock Mechanism

- Stations 1–5 use a Puzzle-to-Problem format:
- Solve the puzzle → Receive/Unlock the STEM Question → Solve the STEM Question → Proceed to next station
- The puzzle therefore serves as the team's gateway task, not merely as an additional question.

Enclosure 1 to Division Memorandum No. _____ s. 2026

LIST OF TECHNICAL WORKING GROUP

STEMazing 2026 (ELEMENTARY)

CONTEST MANAGER: RITCHEL MARATAS



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STATION	PUZZLE/GAME	ACTIVITY	JUDGE 1	JUDGE 2	JUDGE 3
1	Kakuro		Ramil R. Limot	Geralyn Patiente	Daisy Bacosa
2	Sudoku		Betchie M. Canillo	Maida Darina M. Tablero Darina	Analín Lozada
3	Tower of Hanoi		Kim Guimangan	Pjon Bais	Flordeliza Talita
4	Tangram		Kathleen O. Uy	Mariel Bucaling	Jovelyn Dayday
5	Rubik's Cube		Florgem B. Rojas	Philine Pabuaya	John Mala-ay
6	STEM Investigation		Janine Bonghanoy	Ma. Pinky Arquio	Shella Marie Anonuevo
7	Engineering Design Challenge		Danilo Remegio	Jimmy Tecson	Belth Babby Anig-ig

STEMazing 2026 (Secondary)

CONTEST MANAGER: Jose Marie S. Nerio

STATION	PUZZLE/GAME	ACTIVITY	JUDGE 1	JUDGE 2	JUDGE 3
1	Kakuro		April Rose D. Bornales	Mary Joy C. Claur	Edison M. Algarme
2	Sudoku		Anra Jean R. Niuda	Emelie J. Alfeche	Riclyn C. Caberte
3	Tower of Hanoi		Nancy P. Bascar	Nelyn Enso	Charlyn C. Gayon
4	Tangram		Jean G. Pilongo	Cerelo S. Carbaquil	Haide J. Gargar
5	Rubik's Cube		Gethel G. De Guzman	Lorena P. Duqueza	Ronalyn A. Torno
6	STEM Investigation		Mary Jane F. Balino	Jonah D. De Leon	Gerry Mojello
7	Engineering Design Challenge		Jaymar P. Lee	Mae Joy M. Tan	Ivy Joy A. Torres

STEMazing 2026 (Secondary)

MARSHALLS

LEVEL	PARTICI PANTS	MARSHALL	LEVEL	PARTICI PANTS	MARSHALL
	Cluster 1	Jan Amadeo		BNHS	Benjie Reboton



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Elementary	Custer 2	Nica Nova Rio	Secondary	DNHS	Jian Earl B. Juliane
	Cluster 3	April Ross		MNHS	Jolit G. Canoy
	Cluster 4	Wilrita Dumdum		ENHS	Cherry Faye A. Mahinay
	Cluster 5	Amabel Pascua		OPNHS	Maria Dinah C. Tayactac
				FBTFS	Nelson Maglasang



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STEMazing

KEY STAGE	Key Stage 2 (Grades 4 to 6) Key Stage 3 (Grades 7 to 10) Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S	STEMazing for Elementary: 2 learners per team (choose participants from Key Stage 2; only one learner per grade level is allowed , e.g., the team is composed of 1 Grade 4 and 1 Grade 6 learner) STEMazing for Secondary (Grades 7 to 12): 2 learners per team (choose participants from Key Stages 3 and 4; only one learner per grade level is allowed , e.g., the team is composed of 1 Grade 8 and Grade 10 learners, or 1 Grade 11 and 1 Grade 12 learners)
TIME ALLOTMENT	180 minutes total
PERFORMANCE STANDARD	The learners: • obtain scientific and technological information from varied sources about global issues that have an impact on the country. • acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. • process information to get relevant data for a problem at hand • demonstrate proficiency in applying mathematical concepts to solve authentic, real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications
21ST CENTURY SKILL/S	Critical thinking, communication skills, creativity, problem solving, collaboration, information, digital literacy, and technology and engineering skills
CREATIVE INDUSTRIES DOMAIN	▪ Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) ▪ Creative Services Domain (through creative research and development, cultural and recreational services) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) ▪ Audiovisual Media Domain (through educational content development)

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DESCRIPTION	STEMazing is a Science and Mathematics adventure competition designed for Grades 4-12 learners that combines physical exploration, scientific research, mathematical investigation, and problem-solving in real-world contexts.		
TECHNICAL SPECIFICATIONS			
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the learner-participants: • ICT Tools such as laptops and chargers if necessary • Extension cords, if necessary	To be provided by the event Technical Committee: • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms • Data collection forms • Emergency and first aid equipment • Maps and route guides • Activity Tables • Digital Timers • Science Laboratory Tools/Equipment • CASIO Scientific calculator • Measuring tools (ruler, tape measure, protractor, etc.) • Yarns and Ribbons • Tangrams • Writing materials (Ballpen, Pencil and Bond Paper) • Digital device for QR codes (if allowed by organizers) • Safety equipment (as specified in orientation)	
B. VENUE	School grounds or designated competition area with: • Multiple checkpoint stations • Investigation areas • Presentation space • Rest areas and first aid stations • Emergency assembly points		
CRITERIA FOR JUDGING	Category	Maximum Points per Category	Maximum Points per Station (if there are multiple stations per phase)
	Easy	30	10
	Average	30	15

Difficult	40	20
- The total cumulative number of points shall always be 100 points. - The points per station shall be determined by the organizer based on the nature of the task, provided that the total points and the points for any station do not exceed the maximum points allocated for its respective category. - If there is only one (1) station in a category, the points assigned to that station may exceed the usual maximum score allocation per station but shall not exceed the maximum points allotted for that category.		

For stations that require a direct answer:

- Teams with correct answers shall receive full points, while teams with incorrect or unfinished tasks shall receive zero points.
- If the challenge is a written objective type, the number of points shall be based on the number of correct answers obtained by the team.
- The total time to complete the challenges shall be computed, but will not affect the score of each team for each station's task.
- In the event of a tie, the panel of experts shall determine the winner based on the total completion time. The team that finishes in the shortest time shall be declared the winner.
- In the event of a tie in both score and time, the judges shall administer a **do-or-die question** to determine the winner.

For station/s with written and oral arguments, refer to the criteria below:

Written Proposal

Criteria	Score
Content Thematic Relevance and Organization	8
Feasibility of the proposed solution/output (Based on scientific, mathematical, technological, and other valid assumptions)	6
Relevance of data used	6
Total	20

Oral Presentation/Argument

Criteria	Score
Discussion/Arguments/Delivery (Based on scientific, mathematical, technological, and other valid assumptions, the feasibility of the proposed solution)	8
Content / Organization	5
Ability to answer the questions	7

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Total		20
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- Written proposal and oral presentation activities can be placed under the difficult category.
- If only one component, either the written proposal or the oral presentation, is conducted, the score obtained for that component shall be multiplied by two (2).

For example:

Oral Presentation		
Team	Score	Score to Record
A	15	30
B	18	36

- Refer to the attached rubrics for reference in scoring.

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Rubrics for Scoring of Written Outputs of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Content Thematic Relevance and Organization	8	8 - 7 pts Comprehensive, logical, and strongly aligned with theme Well-structured, follows all format guidelines	6 - 5 pts Mostly clear and relevant, minor gaps Mostly organized, minor format issues	4 - 3 pts Limited depth, some inconsistencies Some disorganization, noticeable format errors	2 pts - 1 pt Incomplete or off-topic Poor structure, ignores format
Feasibility of Proposed Solution	6	6 pts Highly practical, based on valid scientific, mathematical, technological principles	5 - 4 pts Generally feasible, minor assumptions unclear	3 - 2 pts Limited feasibility, weak assumptions	1 pt Impractical or unsupported
Relevance of Data Used	6	6 pts Uses accurate, credible, and well integrated data	5 - 4 pts Mostly relevant and credible data	3 - 2 pts Some irrelevant or weak sources	1 pt Data inaccurate or missing
Total	20				

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Rubric for Scoring of Oral Presentations/Arguments of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Delivery/ Discussion of Arguments	8	8 - 7 pts Arguments are clear, logical, and strongly supported by scientific, mathematical, and technological principles; delivery is confident and engaging.	6 - 5 pts Arguments are mostly clear and supported by valid assumptions; delivery is generally good.	4 - 3 pts Arguments lack depth or clarity; limited support from valid assumptions; delivery needs improvement.	2 pts - 1 pt Arguments are weak, unclear, or unsupported; delivery is ineffective.
Content Presentation and Organization	5	5 pts Demonstrates full knowledge by presenting details with explanations and elaboration.	4 pts At ease with presenting details without much elaboration.	3 pts Uncomfortable with presenting information and is able to present details but without elaboration.	2 pts - 1 pt Does not have a grasp of details during the presentation, cannot elaborate the information presented.
Ability to Answer Questions	7	7 pts Accurate, confident, and well-supported answers.	6 - 5 pts Mostly accurate, minor hesitation.	4 - 3 pts Limited accuracy, vague answers.	2 pts - 1 pt Incorrect or no answers.
Total	20				

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SAMPLE SCORESHEET

STATION	CORRECT/ACCOMPLISHED	SCORE	TIME (in minutes:seconds)
Team 1			
1	CORRECT	5	5:00
2	CORRECT	8	6:30
3	ACCOMPLISHED	10	5:30
4			
5			
6			
7			
8			
9			
10			
TOTAL		94	170:40

Prepared by:

Signature over Printed Name
Member, Panel of Expert