Republic of the Philippines
Department of Education
REGION XI – DAVAO REGION
SCHOOLS DIVISION OF DAVAO ORIENTAL

Office of the Schools Division Superintendent

SEP 23 2025

DIVISION MEMORANDUM
CID-2025-203

To: Assistant Schools Division Superintendent
CID Chief Education Supervisor
Education Program Supervisors
Public Schools District Supervisors
Elementary, Integrated and Secondary School Heads
All Others Concerned

Subject: **2025 DIVISION MATH AND SCIENCE FAIR**

Date: September 18, 2025

1. Relative to Regional Memorandum No. 523, s. 2025, entitled *Enrichment Activities for 2025 Mathematics Celebration*, and in preparation for the upcoming *2025 Regional Science and Technology Fair (RSTF),* the Schools Division of Davao Oriental, through the Curriculum Implementation Division, announces the conduct of the 2025 Division Math and Science Fair with the theme, *Innovating Tomorrow: Unleashing Creativity Through Math and Science,* on October 17, 2025, from 8:00am to 5:00pm at Gregorio Moralizon Elementary School I and Evaristo Moralizon National High School, Manay, Davao Oriental.

2. The 2025 Division Math and Science Fair serves as a platform for students that aligns with the Department of Education's thrust of promoting Science, Technology, Engineering, and Mathematics (STEM) education to cultivate a scientifically literate and innovative generation. This annual event serves not only as a showcase of student excellence in research but also as a platform to inspire inquiry-based learning, creativity, and critical thinking among learners across all elementary and secondary schools, both public and private. Specifically, the 2025 Division Math and Science Fair aims to:
    a. Identify and recognize outstanding student-led research projects in Life Science, Physical Science, Robotics and Intelligent Machines, Mathematics and Computational Science, and Science Innovation at both individual and group levels;

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b. Promote STEM awareness and interest among learners across elementary and secondary schools in the Division;
c. Enhance learners' mathematical, scientific and technical communication skills through oral presentations, poster exhibits, and demonstrations;
d. Showcase teacher-developed Strategic Intervention Materials (SIM) as innovative tools in addressing least-learned competencies in Science subjects;
e. Reinforce Math and Science literacy and conceptual understanding through a Division-wide Math and Science Quiz Bee highlighting core STEM concepts;
f. Promote the value and relevance of Mathematics and Science, provide a venue for learners and teachers to showcase their mathematical and scientific skills, and foster a wholesome atmosphere of competitiveness; and
g. Select the top research entries per category to represent the Division in the 2025 Regional Science and Technology Fair (RSTF).

3. The Division Mathematics Fair Manual and National Science and Technology Fair Guidebook shall guide the teachers, school heads and supervisors in implementing and organizing the Math and Science Fair.

4. The Public Schools District Supervisors and District Math and Science Coordinators shall lead the conduct of the School and District Math and Science Fair. Each lead is empowered to come up with implementation mechanism to ensure no disruption of classes for the participating schools across all levels.

5. The Public Schools District Supervisors must ascertain that the classes left by the teacher-participants are taken over by substitute teachers, merged with other classes, or given an alternative instruction or delivery mode so that the learners still avail of the full benefit of classroom instruction.

6. The official participants of the activity include the Rank 1 district winners in each of the different categories, technical working group, judges, coaches, and PSDSs/DICs and Division Team.

7. The principals of the host schools are requested to assign classrooms to serve as sleeping quarters for the delegates from the different participating districts, as well as venues for the various events.

8. All participants to be billeted in the assigned schools are advised to bring their own sleeping mats or beddings, eating utensils, toiletries, and essential medicines, and must ensure the cleanliness and orderliness of the area,

thereafter. Since there is no registration fee, they are advised to take care of their own food provisions and may seek the assistance of the host school through the assigned contact persons.

The following documents are enclosed for information and guidance of all concerned:

Enclosure 1: The Details on the Conduct of Math Fair

- Matrix of Math Fair
- Division Mathematics Fair Manual
- Technical Working Group

Enclosure 2: The Details on the Conduct of Science Fair

- Timeline of Activities
- Matrix of Science Fair
- Guidelines and Mechanics for Different Events
- Technical Working Group

Enclosure 3: The Division and District Team

Travel, meals, and incidental expenses of the participants shall be charged against their respective local funds/MOOE and other sources subject to the usual accounting and auditing rules and regulations.

For further information and clarification, contact Boyshin B. Rebalde, Education Program Supervisor in Mathematics at boyshin.rebalde@deped.gov.ph or 09504368972; Alvin C. Anliban, Education Program Supervisor in Science at alvin.anliban@deped.gov.ph or 09055355857.

Immediate dissemination of this Memorandum to all concerned is desired.

DR. JOSEPHINE L. FADUL
Schools Division Superintendent

Enclosed: As stated
CID/bbr
CID/aca

ORIENTAL
DATE : 9-23-24

Enclosure 1: The Details on the Conduct of Math Fair

MATRIX OF THE ACTIVITY

TIME	EVENT	IN-CHARGE
8:00 am – 9:30am	Opening Program Venue: Evaristo E. Moralizon NVHS	Gina C. Dayanghirang
9:30am – 10:00am	Breakout	
10:00am – 3:00pm	Contest Proper - Tower of Hanoi - Rubik's Cube - Chess - Mathematics and Computational Science - Sudoku - DaMath - Quiz Bee Venue - Gregorio Moralizon ES 1& 2	Event Organizers
3:00pm – 5:00pm	Closing Program Venue: Gregorio Moralizon ES 1	Lita Magandam

Event # 1. Tower of Hanoi

The tower of Hanoi (also called the Tower of Brahma or Lucas' Tower) is a mathematical game or puzzle. It consists of three rods and a number of disks of different sizes, which can slide onto any rod. The puzzle starts with the disks in a neat stack in ascending order of size on the rod, the smallest at the top, thus making a conical shape.

The tower of Hanoi is not only an excellent problem to teach and study the problem of designing optimal algorithm (recursive or iterative). It is also a very nice problem for robotics research and education. The fundamental difference is that we are not dealing with a virtual world, but with a real world.

RULES:

1. There will be one participant per grade level for Grades 1 to 10, one participant for Senior High School (SHS), and one participant for the Teacher category.

2. All levels will be playing with seven (7) disks. Participants should bring a standard, colored Tower of Hanoi set.

3. Observe silence once the game has started. The TWG will announce the names of the participants allowed to enter the classroom. Parents, coaches, and other participants not involved in the current game are strictly prohibited from entering the venue.

4. The facilitator has the right to refuse any participant who disobeys the rules. Any improper gesture, misconduct, or unethical behavior toward other participants, facilitators/TWG members, or management will result in disqualification.

5. All decisions of the TWG are final and irrevocable.

6. Participants must remain in the designated waiting area. If their names are called three (3) times and they fail to proceed to the venue immediately, they shall be disqualified.

MECHANICS:

1. The goal of the puzzle is to move all the disks from the leftmost peg to the rightmost peg (for right-handed players) or from the rightmost peg to the leftmost peg (for left-handed players), following these rules:

a. Move only one disk at a time.
b. A larger disk may not be placed on top of a smaller disk.
c. All disks, except the one being moved, must be on a peg.

2. There are three (3) rounds in the game.

   Round 1: Both hands will be used.

   Rounds 2 and 3: Played using the preferred hand of the participant. The free hand will be used to hold the base of the Tower of Hanoi.

3. Timing Procedure:

   a. The participant will press the timer at the start of their turn.
   b. Once the puzzle is completed (last disk placed on the final peg), the participant must press the timer again to stop it.
   c. The TWG will verify and record the time shown on the participant's timer.

4. If any disk is dropped, the participant may continue solving the puzzle but is not allowed to restart from the beginning.

   Note: In Rounds 2 and 3, only the hand used to play is allowed to pick up the dropped disk.

5. If a participant places a disk on the wrong peg (and is legal), they may continue playing unless they concede.

6. Participants are given a maximum of five (5) minutes to solve the puzzle. If they fail to finish within the time limit, a time of five (5) minutes will automatically be recorded for that round.

7. Penalties will be applied as follows:
   a. Moving two disks at a time:

      1st Offense – Warning (+2 seconds)

      2nd Offense – Disqualification

   b. Failing to drop a disk onto the peg before moving another disk:

      1st Offense – Warning (+2 seconds)

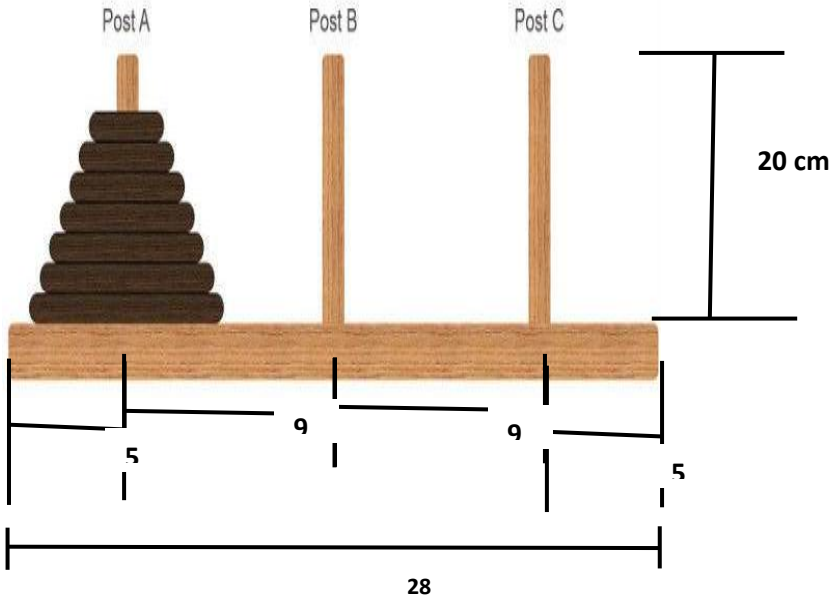
      2nd Offense – Disqualification

   c. Placing a larger disk on top of a smaller disk: Disqualification

8. If a participant is disqualified in the first or second round, they are still allowed to proceed to the next round. However, the maximum time of five (5) minutes will be recorded for the round in which they were disqualified. All times will be recorded, and the average time will be computed.
9. The top three (3) participants with the fastest average times will be declared 1st, 2nd, and 3rd place winners, respectively.
10. All results will be tabulated and encoded by the official tabulator and finalized by the game facilitators.

Official Tower of Hanoi dimensions

Disks	Diameter (cm)	Diameter of the hole (cm)
1	**7.5**	**1.5**
2	**7.0**	**1.5**
3	**6.5**	**1.5**
4	**6.0**	**1.5**
5	**5.5**	**1.5**
6	**5.0**	**1.5**
7	**4.5**	**1.5**



Event # 2. Rubik's Cube

The Rubik's Cube (3x3x3) is a cube shaped Twisty puzzle. It was invented in 1974 by a Hungarian professor named Ernő Rubik. Rubik originally name the puzzle "Magic Cube" however, in 1980 it was renamed after its creator and is generally known since as the "Rubik's Cube".

RULES AND MECHANICS (BLACKOUT)

1. One player in every District is allowed in the following level:
    a. Grade 1 or 2
    b. Grade 3 or 4
    c. Grade 5 or 6
    d. Grade 7
    e. Grade 8
    f. Grade 9
    g. Grade 10
    h. SHS
    i. Teacher
2. Each player will solve completely each cube (3 cubes).
3. Players should bring 3 cubes.
4. Players are given 10 seconds to inspect before solving the cube.
5. Players are not allowed to use magnetic cubes.
6. Players will be ranked according to the fastest time completion.
7. Penalties and disqualification applied in the following instances
    a. Solved with a 2 Second Penalty
        1 turn more than 45° to align
    b. Not Solved
        2 turns more than 45° to align
    c. Solved No Penalty
        Less than a 45° turn to align
    d. Solved with 2 Second Penalty
        1 turn more than 45° to align
    e. Solved with a 2 Second Penalty
        Top row - 1 turn more than 45°
        Bottom row - 1 turn less than 45°

Note: The contestant will be provided with a timer. Once the administrator says *GO*, the contestant will press the start button and as soon as he/she is finished, he/she will press the stop button.

Event # 3. MATHEMATICS AND COMPUTATIONAL SCIENCE

Mathematics and Computational Science

Mathematics deals with the measurement, properties, and relationships of quantities and sets using numbers and symbols. Subcategories include Algebra, Analysis, Combinatorics, Graph Theory, Game Theory, Geometry and Topology, Number Theory, and Probability and Statistics.

Computational Science deals with the development and implementation of mathematical models and simulations to understand natural systems and processes, and solve STEM problems using computers. Subcategories include Computational Biology and Bioinformatics, Computational Chemistry, Computational Mechanics, and Theoretical, Computational and Quantum Physics.

MECHANICS

Eligibility

1. The competition is open to Grades 9-12 learners of both public and private high schools in the Division who have not reached the age of 20 on or before May 1 of the current school year.
2. Learners may work individually or in teams with 2-3 members from the same school. Each learner is only allowed to submit one (1) research project. The project should include no more than 12 months of continuous research and should not include research activities performed before January of the previous school year. (e.g., For school year 2023-2024 with the target opening of classes on August 2023 and ISEF on May 2024, research projects may be accomplished within 1-12 month/s starting from January 2023 to January 2024).
3. The top three (3) winners will be screened by the division Scientific Review Committee (SRC) and qualifiers will advance to the Division Science and Technology Fair (DSTF).

Categories

1. **Mathematical Research**: Original research in any area of mathematics.
2. **Computational Science**: Research that combines mathematical modeling with computational techniques.

Research Paper Submission

1. Individual/Team must submit three (3) hard copies of color-coded research manuscripts.
2. The paper must be typed, with a maximum length of 20 pages, including graphs, tables, and references.
3. The research must include:
    - Abstract (max. 250 words)
    - Introduction
    - Framework
    - Findings
    - Conclusions
    - References

Presentation

1. Each team will present their research findings in front of a panel of judges.
2. Presentations should not exceed 15 minutes, followed by a 5-minute question-and-answer session.
3. Visual aids, such as slides or videos, are allowed and encouraged.

Judging Criteria

- **Creative Ability** (30%)
- **Scientific Thought** (30%)
- **Thoroughness** (15%)
- **Skill** (15%)
- **Clarity** (10%)

Research Submission

- All papers must be submitted to the Division Math Fair Committee 2 weeks before the contest proper.

Awards

- Certificates and prizes will be awarded to the top 3 teams.

Rules and Regulations

1. Plagiarism in any form will result in immediate disqualification.
2. Participants must adhere to time limits during presentations.
3. The decision of the judges is final.

Event # 4. SudoKu

SUDOKU is derived from the Japanese words *"SUUJIWA DOKUSHI I KAGIRU"* which means "*the digits must be single*" or "*the digits are limited to one occurrence.*"

Mechanics and Guidelines

1. There will be one player per Grade level for Grades 1 to 10, one player for Senior High School (SHS), and one player for the Teacher category.
2. The Sudoku will be held in one round- difficult (1 Hour).
3. The SuDoKu grid will be provided during the contest proper by the Division Mathematics Fair Committee (Event Facilitator).
4. The time starts immediately after the event facilitator announces the GO signal.
5. The contestants shall immediately submit their solved SuDoKu and the event facilitator will record the time consumed for each contestant. Once recorded, submitted answered Sudoku will be considered final and the contestant is not allowed to make any further changes.
6. The timekeeper says "STOP" as the time allotted to solve the puzzle in each round expires. Contestants who failed to solve the puzzle within the given time must submit their output to the event facilitator right after the STOP signal has been announced.
7. Puzzles with wrong solution but submitted ahead of the time limit and puzzles that remain unsolved after the time limit expired will all be subject for point system. Point system shall be done by checking number entry in each blank cell of the puzzle and counting the number of correct answers. Each correct entry in the box corresponds one point.
8. The SuDoKu puzzle is said to be solved after filling all the sub grids, each with the numbers 1 to 9 in proper arrangements. Each row and column contain the numbers 1 to 9.
9. The number of blank cells for each category is as follows:

Grade 1:	15 cells
Grade 2:	20 cells
Grade 3:	25 cells
Grade 4:	30 cells
Grade 5:	35 cells
Grade 6:	40 cells
Grade 7:	45 cells
Grade 8:	46 cells
Grade 9:	47 cells
Grade 10:	49 cells

Senior High School (SHS): 50 cells
Teachers: 50 cells

10. Numbers written whether in pencil or ball pen and in whatever sizes shall be deemed final and constitutes an answer of the puzzle grids. Each box must have only one number entry. Erasures are allowed as long as the final answer is clear and will not confuse the checker.
11. Winners will be determined through the consumed time in solving the SuDoKu puzzle or by point system. Any contestant who has consumed the least time in solving the puzzle in the round will be declared winner. In case when no top 3 finishers have been declared before the time limit, point system will determine the winners.
12. The Sudoku puzzle sheet will be given back to the learners after checking for confirmation ONLY and then returned to the facilitator.
13. Only the official facilitator of the event and the official players are allowed to enter the contest venue.
14. The decision of the event facilitator/s is official and final.

Event # 5. Damath

*Basically the rules in playing the Filipino check board game dama will be used with some modifications in integrating Mathematics as follows:

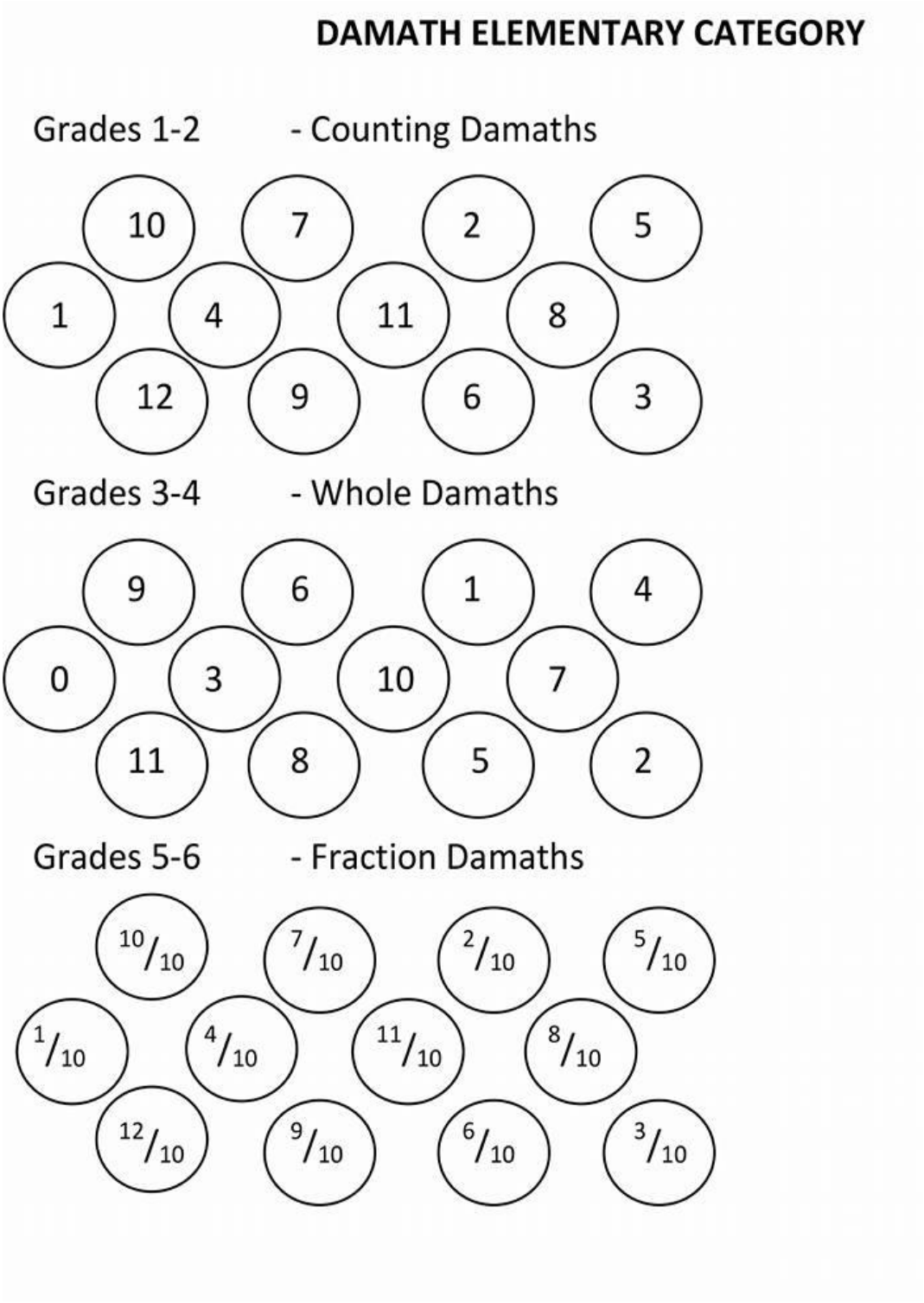
MECHANICS AND GUIDELINES

1. Only registered contestants are qualified to join the competition.
2. One contestant per district is allowed in the following grade levels and categories:
   Grade 1 or 2: Counting Numbers
   Grade 3 or 4: Whole Numbers
   Grade 5 or 6: Fractions
   Grade 7: Integers
   Grade 8: Rational Numbers
   Grade 9: Radicals
   Grade 10: Polynomials
   Senior High School (SHS) and Teacher Category: Polynomials
3. Contestants and coaches shall register their names in the registration form under their respective category.
4. Each registered player must bring a DAMATH board and chips. However, the arbiters shall determine which board and chips will be used during the game.

5. The tournament format for DAMATH shall follow a Bracket System. The top two players in each bracket will proceed to the final round, using a crossover format.
6. Each bracket shall play using the round-robin system.
7. In case of a tie, the win-over-the-other rule shall be applied.
8. In case of a triple tie, a point system shall be applied.
9. In case of a draw, a ten-minute rematch shall be played after the round-robin has been completed.
10. Each game shall have a maximum duration of twenty (20) minutes.
11. The maximum time given to players to move, take chips, and record is one (1) minute.
12. In taking more than one chip:
    - 1 minute and 30 seconds shall be given for two moves taking chips
    - 1 minute and 45 seconds shall be given for three moves taking chips.
13. Moving or taking chips must be done first before recording or scoring.
14. In Whole Number DAMATH, if the "taker chip" is less than the "taken chip" and it lands on a subtraction or division operation, No Score (NS) shall be written in the score sheet. This rule also applies to Fraction DAMATH (for subtraction only).
15. A player shall record their own moves. Running scores must be computed within the given time.
16. Passing is not allowed when taking a chip.
17. In taking one or more chips, the dama rules on dama, mayor dalawa or tatlo, mayor tatlo over dalawa, mayor dama, and mayor dalawa or tatlo over dama shall prevail.
18. A chip is declared "dama" upon reaching the terminal squares, as follows:
    - Red Chips: (0,7), (2,7), (4,7), (6,7)
    - Blue Chips: (1,0), (3,0), (5,0), (7,0)
19. A "dama" chip must be encircled on the score sheet to identify it.
20. A "dama" chip may take one or more chips or move to any unoccupied square along its diagonal path. Its score is doubled when taking a chip and quadrupled when taking the opponent's "dama" chip. Similarly, an ordinary chip's score is doubled when it takes a "dama" chip.
21. The game ends when any of the following occurs:
    - A player fails to show up within five (5) minutes (default).
    - Repetitive moves are made by one or both players.
    - A player resigns.
    - A player's chips are cornered.
    - A player has no more chips to move.
    - The 20-minute game duration has ended.

22. The remaining chips must be added to the respective players' total scores.
23. Only one score sheet shall be used and must be accomplished alternately by the two players.
24. Touch-move must be strictly observed when moving a chip, except when the move contradicts the general guidelines on DAMATH games.
25. There is no "save by the bell" in the last minute of the game. Continuation of moves shall be observed if a chip or chips are to be taken.
26. Only players are allowed to raise questions, complaints, clarifications, or call attention to infractions during the game by raising their hand.
27. The arbiter assigned to the level or category where the complaint was raised shall be responsible for resolving it based on sound and impartial judgment.
28. Only facilitators, arbiters, and contestants are allowed to stay within the playing venue.
29. Players, coaches, and spectators are not allowed to make post-game analyses, play against each other, or discuss finished or unfinished games within the playing area.
30. A player shall be disqualified after committing three (3) violations.
    List of Violations:
    a. Wrong writing of move or operation
    b. Wrong computation
    c. Wrong indication of coordinates
    d. Writing a move or operation before moving a chip
    e. Failure to move within one (1) minute
31. Any violation committed within the last two (2) minutes will result in automatic disqualification.
32. Players are not allowed to eat or drink in the playing area while the game is in progress.
33. The default time is five (5) minutes.
34. No complaints shall be entertained after the players have signed the score sheets.
35. The player with the greater total score wins the game.
36. The decision of the management is final and irrevocable.

CHIPS and Position in the Damath Board:



Starting Positions of the Damath chips

Grade 7 (Integer Damaths)

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

Grade 8 (Rational Damaths)

-9/10	6/10	-1/10	4/10
0	-3/10	10/10	-7/10
-11/10	8/10	-5/10	2/10

Grade 9 (Radical Damaths)

$9\sqrt{2}$	$\sqrt{8}$	$4\sqrt{18}$	$16\sqrt{32}$
$-49\sqrt{8}$	$-25\sqrt{18}$	$36\sqrt{32}$	$64\sqrt{2}$
$-121\sqrt{18}$	$-81\sqrt{32}$	$100\sqrt{2}$	$144\sqrt{8}$

Grade 10 (Polynomial Damaths)

$-3x^2y$	$-xy^2$	$6x$	$10y$
$-21xy^2$	$-15x$	$28y$	$36x^2y$
$-55x$	$-45y$	$66x^2y$	$78xy^2$

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Official Website: https://depeddavor.com/

Event # 6. Quiz Bee

Ground Rules and Mechanics

(Grades 3 – Senior High School)

I. Coverage

The competition is open to learners from Grade 3 to Senior High School across the Division.

II. Phases of the Contest

A. Written Examination-Elimination Round
   1. Elementary (Grades 3–6): 25-item written test.
   2. Junior High to Senior High School (Grades 7–10 and SHS): 30-item written test.
   3. Time Allotment: 1 hour.
   4. Qualifiers: The Top 7 scorers per level will advance to the Oral Phase.
   5. Those with zero are not qualified. If fewer than 7 contestants scored, only those who scored will advance.
   6. In case of ties for the 7th place, they are all still qualified to Oral Phase.

B. Oral Examination- Final Round
   1. Scores from the Written Exam will be reset to zero.
   2. Contestants will compete in three rounds:
      Easy Round: 5 items ,15 seconds to answer, 1 point per correct answer.
      Average Round: 5 items ,30 seconds to answer, 2 points per correct answer.
      Difficult Round: 5 items ,1 minute to answer, 3 points per correct answer.
   3. Questions will be read twice only by the Quizmaster

III. Question Source

All questions (Written and Oral) will come exclusively from the Division Office to ensure fairness and uniformity.

IV. Scoring and Ranking

1. Scores will be tallied at the end of each round by the official tabulators.
2. The Top 3 contestants with the highest total scores at the end of the Oral Phase will be declared winners.
3. In case of a tie, tie-breaker questions will be given until the tie is broken.

V. General Rules

1. Use of calculators, notes, or other devices is strictly prohibited.
2. Only the student may request clarification or raise a protest regarding an answer before proceeding to the next question. Any such requests made after moving on will not be considered.
3. Unruly behavior, coaching, or prompting from the audience/mentors is strictly prohibited and may result in disqualification.
4. Coaching from the audiences is STRICLY PROHIBITED
5. The committee and the Judges have the right to disqualify any contestant who will violate the rules of the contest.
6. The winners will be declared as : 2nd Runner-up, 1st Runner-up and Quiz Bee Champion and will receive a certificate of Recognition and medals.
7. The decision of the board of Judges is final and irrevocable.

Event # 7. Chess

RULES AND TECHNICAL GUIDELINES

I. TOURNAMENT RULES

The tournament shall be governed by the March 2025 FIDE Laws of Chess and the following ground rules:

A. The Swiss System (6 rounds) shall be adopted.
    1. The Swiss Manager Pairing Program shall be used. Pairing according to start rank.
    2. 2 games in the morning and 3 games in the afternoon.

    Note: Protest in pairing shall not be entertained.

B. Chess Clock:

    Use of chess clock is compulsory especially the top boards

C. For individual events – the player's final standing at the end of the competition

    shall be determine based on the results, with tie breaks applied when necessary.

D. Each player is required to bring at least one (1) digital chess clock and one (1)

    chess set.

E. Players, coaches and spectators are not allowed to make post game analysis, play against each other coaches, spectators, and players or discuss finished or unfinished games within the playing area.

F. Players are not allowed to eat inside the playing area while the game is in progress.
G. Players who have finished their games shall arrange the chess pieces and vacate the playing area.

II. RULES AND REGULATIONS

A. RAPID CHESS

Time control shall be 15 minutes with 2 seconds increment for each player to finish the game using digital clock.

1. Illegal moves: Wrong movement of piece, exposing one's own King to an attack, King remaining under check, capturing the opponent's King, using two hands in making a move, non- replacement of piece after pawn promotion, pressing the clock without making a move.
2. Penalties
   1st offense - plus 2 minutes to the opponent's time
   a. 2nd offense - loss of the game
3. Infringement: Infringements made by a player such as: displacement of pieces on the chess board, double hands – moving using right and left hands vice versa, distraction and others as determined by the arbiter.
   1st offense oral warning
   2nd offense plus 1 minute to the opponent's time
   3rd offense loss of the game
4. The defaulting time is 0 minute after the official start of each round.
   SCORING SYSTEM
   A player is credited 1 point for a win, .5 for a draw, and 0 for a loss.

B. TIE BREAKS

The following Tie break systems shall be adopted to determine the final ranking.

1. Direct Encounter –applicable if only 2 players have the same score.
2. Buchholz
3. Buchholz cut 1
4. Sonneborn-Berger
5. Number of wins

IN CASE OF TIES AFTER APPLYING ALL THE TIE BREAK SYSTEM ABOVE A SUDDEN DEATH MATCH WILL BE PLAYED TO RESOLVE THE TIE.

TECHNICAL WORKING GROUP

Event : Tower of Hanoi
Event Manager : Catherine Joy S. Nacar
Members:

1. May Linsag
2. Johnrich L. Miedes
3. Cherylyn Ledio
4. Ercel C. Marqueda
5. Wilgen S. Danga
6. Lyn Jie Rose P. Tipudan
7. Jhonavie M. Marqueda
8. Ranie J. Manligoy
9. Arnel M. Magandam
10. Rexes Abrahan
11. Ronilyn P. Tipudan

Event : Rubik's Cube
Event Manager : Monalisa S. Bohol, EdD
Members:

1. Franklin E. Acosta Jr.
2. Saida S. Guroalim
3. Jessie Sudario
4. Aldrin Catubig
5. Evangeline Montero

Event : Damath
Event Manager : Marven Agbay
Members:

1. Democrito Lancian
2. Valeriano Bangcot
3. Nogard Feliscoso
4. Ronnel Diano
5. Helen Jamila
6. Michael Steve Jonasan
7. Reno Cubian
8. Jerson Paquidungan
9. Monaoray Day
10. Azyalda Latiban
11. Harniper Barnido
12. Kenneth Nudque
13. Pacencia Oniot
14. Rogelio Hermano

Event : Math and Computational Science
Event Manager : Boyshin B. Rebalde, PhD
Members:

1. Ruelan T. Impas, EdD
2. Neil O. Moca, EdD
3. Rowil A. Tirro - LPT, MM, SEPS

Event : Sudoku
Event Manager : Estela P. Caramat
Members:

1. Angel S. Ortega
2. Maria Connie G. Nuñez
3. Dayjane P. Diabakid
4. Gracelda R. Micabalo
5. Roselyn M. Villasante
6. Mark Anthony B. Colimod
7. Racquel Ytac
8. Marino Elinon
9. Arian Hazel A. Belain, EdD
10. Donryl Basigsig
11. Bernadeth D. Formentera

Event : Chess
Event Manager : Francis S. Achivida
Members:

1. Lemuel F. Cubrado
2. Danrey Vallejos
3. Richard Q. Presente
4. Gary Acebedo
5. Shiela Jhan Harina

Event : Quiz Bee
Event Manager : Grace C. Deligero
Members:

1. Elisa B. Ibanez
2. Lorlie G. Bahinting
3. Dantlyn A. Donasco
4. Realyn P. Casipong
5. Gina C. Dayanghirang
6. Evelyn C. Cabato
7. Rhealyn S. Raz
8. Marichu M. Tabigue
9. Anjomel S. Longyapon
10. Lita S. Magandam

Certificates/Program /Attendance : Roel Macasero, Chona R. Bernardo, Emilia T. Tabano
Teaser/Documentation : Jay Ar B. Ulanday
Accommodation : Lita S. Magandam, Gina C. Dayanghirang
Tabulator : Leovelita O. Saudoc, Priscilla F. Agbay

Enclosure 2: The Details on the Conduct of Science Fair

TIMELINE OF ACTIVITIES

Activity	Date	In-charge
Submission of entries per category and per district with complete attachments *Secondary* • Life Science (Team and Individual) • Physical Science (Team and Individual) • Robotics and Intelligent Machines (Team and Individual) • Innovation (Team and Individual) *Elementary* • Team (LS/PS) • Individual (LS/PS)	October 3-6, 2025	Division Science Supervisor Coaches Students
Preliminary Screening of Submitted Entries	October 6-7, 2025	Division Science Supervisor Division Scientific Review Committee At the CID Office
Judging of the Approved Submitted Entries	October 9-10, 2025	Division Scientific Review Committee Board of Judges
Consolidation of the Judging Result	October 13-14, 2025	Division Scientific Review Committee Board of Judges
Arrival of the Participants and Putting up of Exhibits Rehearsal of Students' Yells and Entrance to the Competition Venue	October 16, 2025	District Science Coordinators and Secondary Schools Representatives Division Scientific Review Committee Host District Personnel

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Technical Run		Coaches Students
2025 Division Science Fair Culmination Program and Awarding Ceremony	October 17, 2025	District Science Coordinators and Secondary Schools Representatives Coaches Division Scientific Review Committee Host District Personnel
Post-Conference Meeting with the Top 5 winning entries in all categories together with the coaches Restoration Evaluation	October 17, 2025	Division Science Supervisor Coaches Technical Working Group

2025 DIVISION SCIENCE FAIR
Evaristo Moralizon National High School
Manay, Davao Oriental
October 17, 2025
8:00am – 5:00pm

MATRIX OF THE ACTIVITY

Time	Activity	In-charge
6:00am – 8:00pm	Registration	Nancy M. Burgos Rene Heart A. Basoc
8:00am – 9:30am	Opening Program	Rene Heart A. Basoc Nancy M. Burgos
9:30am – 10:00am		
10:00am – 3:00pm	Gallery Walk and Science Research Congress	Irish M. Macahine Jo-Ann C. Josol Dinna F. Jamin Claudette H. Alberca
	Strategic Intervention Material (SIM) Summit (Elementary and Secondary)	Janneth T. Acosta Maricris F. Deypalubos Melda A. Botea Priscilla F. Agbay
	Science Quiz Bee Grade 3	Quiz Master: Jo-Marie Colicot Tabulators: Jeanly D. Manlatican Jhoenalene Y. Pardillo
	Grade 4	Quiz Master: Grace Cabrera Tabulators: Ketlyn A. Albite Jeremy L. Ambit
	Grade 5	Quiz Master: Marichu D. Benito Tabulators: Geneva G. Amora Roudabeh G. Pauliño
	Grade 6	Quiz Master: Jeanny T. Boiser Tabulators: Kathleen C. Yaranon Ann Marie F. Calanza
	Grade 7	Quiz Master: Jeseyl D. Cadayday Tabulators: Feblyn S. Dahab

		Rosalie C. Villablanca
	Grade 8	Quiz Master: Eldefonso B. Liban Tabulators: Dian L. Manog Richiline D. Paguio
	Grade 9	Quiz Master: Warren Grace C. Duay Tabulators: John Paul C. Olbinar Aileen L. Asoque
	Grade 10	Quiz Master: Patrick Jules E. Pal Tabulators: Hayde S. Trinidad Marjorie A. Villaruz
3:00pm – 5:00pm	Closing Program	Kristi M. Apiag John Paul C. Olbinar

SCIENCE QUIZ BEE

1. The Science Quiz Bee will cover lessons from the First to Fourth Quarter.
2. There shall be one (1) contestant per grade level from Grades 3 to10 who won the first place during the 2025 District Math and Science Fair.
3. Contestants must be bonafide students of the respective schools/districts.
4. Each contestant must bring the following:
   - 1/8 illustration board (for show-me board)
   - chalk
   - eraser
5. The Quiz Bee will consist of three rounds:
   - Easy Round – 5 questions (1 point each)
   - Average Round – 5 questions (3 points each)
   - Difficult Round – 5 questions (5 points each)
6. The Quiz Master will read each question twice. The time starts only when the Quiz Bee Master says "Go." Contestants may write their answers on the show-me board only after the Quiz Bee Master says "Go."
7. Each contestant is given 15 seconds to write the answer once the signal is given.
8. Contestants must write their final answer clearly on the show-me board. If a contestant changes an answer, the original must be crossed out.
9. The Quiz Master will signal contestants to raise their boards simultaneously.
10. The scorer will record points based on the correct answers.
11. The contestant with the highest total score will be declared the First.
12. In case of a tie, a clincher round will be conducted. The first contestant to give the correct answer will be declared the winner. If both tied contestants answer correctly, another clincher will be given until the winner is determined.
13. The Top 5 shall be awarded as First, Second, Third, Fourth, and Fifth winners.

STRATEGIC INTERVENTION MATERIAL (SIM)

1. There shall be one (1) teacher-participant per district from the Elementary Level who prepared a SIM in Science either for Grade 3, 4, 5, or 6.
2. There shall be one (1) teacher-participant per district from the Secondary Level who prepared a SIM in Science either for Grade 7, 8, 9, or 10.
3. Elementary teacher-participants shall compete under the Elementary Category.
4. Secondary teacher-participants shall compete under the Secondary Category.
5. Participants must be the first-place winners in the 2025 District Math and Science Fair.
6. Each participating teacher shall present a Strategic Intervention Material (SIM) developed in science based on the least learned competencies of their chosen grade levels.
7. The SIM shall include the following standard components:
    - Title Card
    - Guide Card
    - Activity Card
    - Assessment Card
    - Enrichment Card
    - Reference Card
    - Answer Card
    - Proper Packaging
8. All submitted SIMs must undergo validation and be accompanied by:
    - Lesson Plan
    - Least Learned Competency Report
    - Test Item Analysis
    - Test Questionnaire with validation form
    - Evaluation and Validation Sheets of SIM
    - Documentation
    - Action Research (if applicable)
9. The submitted SIM will be evaluated by the evaluators using the Criteria for Judging.
10. The SIM that garners the highest total score will be declared as the winner.
11. Judges will rate each SIM based on the rubrics provided in the criteria.
12. Validation and evaluation forms shall be completed for documentation.
13. Comments and suggestions will be provided for improvement of each SIM.
14. Results will be consolidated, and the Top 5 SIM per category (Elementary and Secondary) will be recognized.
15. The Top 5 shall be awarded as First, Second, Third, Fourth, and Fifth winners.

SCIENCE INVESTIGATORY PROJECT

1. The competition is open to Grades 9-12 learners of both public and private high schools who have not reached the age of 20 on or before May 1 of the current school year.
2. The Science Investigatory Projects are clustered into four (4) major categories, namely: Life Science, Physical Science, Robotics and Intelligent Machines, and Science Innovation. These major categories are further classified into different subcategories –Individual and Group.
3. Learners may work individually or in teams with 2-3 members from the same school. Each learner is only allowed to submit one (1) research project in one (1) of the five (5) research categories. The project should include no more than 12 months of continuous research and should not include research activities performed before January of the previous school year. (e.g., For school year 2023-2024 with the target opening of classes on August 2023 and ISEF on May 2024, research projects may be accomplished within 1-12 month/s starting from January 2023 to January 2024).
4. First placers in each category in the District Math and Science Fair will be screened by the division SRC. The qualifiers will advance to the Division Math and Science Fair.
5. The following are the forms and manuscripts to be submitted in ALL levels of the competition:
   - I. Research Plan
   - II. Regeneron ISEF Forms for All Projects
     1. Checklist for Adult Sponsor
     2. Student Checklist (lA)
     3. Research Plan (No need to attach the Research Plan instructions.)
     4. Approval Form (lB)
     5. Regulated Research Institutional/ Industrial Setting Form (lC)
   - III. FORMS depending on the type of research (e.g. involving humans, vertebrate animals, hazardous chemicals, etc.)
     1. Qualified Scientist Form (2)
     2. Risk Assessment Form (3)
     3. Human Participants Form (4)
     4. Human Informed Consent Form
     5. Vertebrate Animal Form (SA)
     6. Invertebrate Animal Form (SB)
     7. Potentially Hazardous Biological Agents Risk Assessment Form (6A)
     8. Human and Vertebrate Animal Tissue Form (6B)
     9. Continuation Project Form (7)
   - IV. Abstract (Maximum of 250 words)
   - V. Research Paper
   - VI. Project Evaluation Form
   - VII. Project Data Book (Scanned Copy of the Data Book in PDF Format should also be available)

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6. The research paper, Project Data Book, and any necessary forms or relevant written materials should be prepared and made available, following the IMRAD-C Format.
7. All projects must undergo the Division SRC and meet the required criteria to qualify for participation in the DSTF.
8. The criteria for evaluating Life Science, Physical Science, and RIM entries are provided in the table below:

Criteria	**Weight**
Creative Ability	30%
Scientific Thought/ Engineering Goals	30%
Thoroughness	15%
Research Skill	15%
Clarity	10%
Total	100%

The criteria for evaluating the Innovation Expo entries are provided in the table below:

Criteria	**Weight**
Originality and Creativity	35%
Community Connection and Impact	25%
Market Attractiveness	25%
Utilization of Patent Information	15%
Total	100%

9. For complete guidelines, refer to the Science Fair Manual at https://tinyurl.com/NSTFGuidebook2023.

10. The district entry per category shall be submitted in three (3) hardcopies. Each manuscript with its attachments shall be in softbound following the proper labeling and color coding.

SIP Categories	**Codes**	**Color Coding**
Life Science	LS-I	green
	LS-T	yellow
Physical Science	PS-I	blue
	PS-T	orange
Robotics and Intelligent Machines	RIM-I	pink
	RIM-T	brown
Science Innovation Expo	IE-I	gray
	IE-T	gray
Elementary *(Individual and Team)*	Elem-I	no color
	Elem-T	no color

11. Submission will be on or before October 6, 2025 at the Office of the Curriculum Implementation Division, Schools Division of Davao Oriental. The electronic copies in PDF format shall be submitted on or before October 06, 2025 through email at davaooriental.science@deped.gov.ph. Any manuscript submitted after the deadline will no longer be accepted. Your strict adherence to the deadline is crucial, as these manuscripts must undergo screening and evaluation before the contest. In the submission of electronic copy (in pdf format) of the research studies (include the project data book & relevant ISEF Forms), the following filename format shall be observed:

    Life Science Individual: LSI_ResearchTitle_Surname of Researcher
    Life Science Team: LST_ResearchTitle_Surname of Researchers
    Physical Science Individual: PSI_ResearchTitle_Surname of Researcher
    Physical Science Team: PST_ResearchTitle_Surname of Researchers
    RIM Individual: RIMI_ResearchTitle_Surname of Researcher
    RIM Team: RIMT_ResearchTitle_Surname of Researchers
    SIE Individual: SIEI_ResearchTitle_Surname of Researcher
    SIE Team: SIET_ResearchTitle_Surname of Researchers
    Elementary Individual: ElemI_ResearchTitle_Surname of Researcher
    Elementary Group: ElemT_ResearchTitle_Surname of Researchers

12. After the preliminary judging, the Top Five (5) winners for the individual and team projects in each research category shall be announced through a memorandum and will advance to the division level to present their research before the panel of judges, followed by a question-and-answer portion for clarifications.
13. Student-researchers shall wear smart casual attire during the conduct of Science Fair. Wearing clothing or accessories that identify a specific school or district is not allowed.
14. The Top 5 shall be awarded as First, Second, Third, Fourth, and Fifth winners.
15. First and second placers in each category in the 2025 Division Science Fair will be screened by the regional SRC. The qualifiers will advance to the 2025 Regional Science and Technology Fair (RSTF).

Participants of the 2025 Division Science Fair

I. Student-Researchers and Coaches in Science Investigatory Projects Per District

Note: If all projects are approved by the Division Scientific Review Committee (SRC), there shall be a maximum number of official participants per district. Substitutes are not allowed.

The description and maximum number of official participants are the following:

Maximum Number of Participants			
Elementary Level			
Category	Participants (Student-Researchers)	Coach	Total
Life Science/Physical Science			
Individual	1	1	2
Team	3	1	4
Secondary Level			
Life Science			
Individual	1	1	2
Team	3	1	4
Physical Science			
Individual	1	1	2
Team	3	1	4
Robotics and Intelligent Machines			
Individual	1	1	2
Team	3	1	4
Science Innovation Expo			
Individual	1	1	2
Team	3	1	4
TOTAL	**20**	**10**	**30**

II. Teacher-Participants of Strategic Intervention Material (SIM) in Science

Category	Participants (Writers)
Elementary	1
Secondary	1
TOTAL	**2**

III. Science Quizzers

Maximum Number of Participants			
Elementary Level			
Category	Participants (Quizzers)	Coach	Total
Grade 3	1	1	2
Grade 4	1	1	2
Grade 5	1	1	2
Grade 6	1	1	2
Secondary Level			
Grade 7	1	1	2
Grade 8	1	1	2
Grade 9	1	1	2
Grade 10	1	1	2
TOTAL	**8**	**8**	**16**

IV. Technical Working Group

No.	Name	Designation	In-charge
1.	Nancy M. Burgos	Master Teacher – I	Registration and Hall Preparation
2.	Rene Heart A. Basoc	Master Teacher – I	
3.	Mabelle M. Fernandez	Head Teacher – II	
4.	Kristi M. Apiag	Teacher – II	Awards and Recognition
5.	Dyna Grace S. Madanlo	Teacher – I	Documentation
6.	Irish M. Macahine	Master Teacher – I	SIP/Overall Tabulator
7.	Jo-Ann C. Josol	Master Teacher – II	SIP/Program and Invitation
8.	Dinna F. Jamin	Master Teacher – I	SIP
9.	Claudette H. Alberca	Master Teacher – I	SIP
10.	Janneth T. Acosta	Master Teacher – II	SIM/Certificates Overall Tabulator
11.	Franco Gil A. Vega	Master Teacher – II	SIM
12.	JR. C. Dubluis	Master Teacher – I	SIM
13.	Maricris F. Deypalubos	Master Teacher – II	SIM
14.	Melda A. Botea	Master Teacher – III	SIM
15.	Priscilla F. Agbay	Master Teacher – I	SIM
16.	Rowela A. Buctuanon	Master Teacher – II	SIM
17.	Jo-Marie R. Colicot	Master Teacher – II	Quiz Bee – Grade 3 Overall Tabulator
18.	Jeanly D. Manlatican	Master Teacher – I	Quiz Bee – Grade 3
19.	Jhoenalene Y. Pardillo	Master Teacher – I	Quiz Bee – Grade 3
20.	Grace A. Cabrera	Master Teacher – I	Quiz Bee – Grade 4
21.	Jeremy L. Ambit	Teacher – I	Quiz Bee – Grade 4
22.	Ketlyn A. Albite	Teacher – II	Quiz Bee – Grade 4
23.	Marichu D. Benito	Master Teacher - II	Quiz Bee – Grade 5

24.	Geneva G. Amora	Master Teacher – III	Quiz Bee – Grade 5
25.	Roudabeh G. Pauliño	Master Teacher – I	Quiz Bee – Grade 5
26.	Jeanny T. Boiser	Master Teacher – II	Quiz Bee – Grade 6
27.	Ann Marie F. Calanza	Master Teacher – II	Quiz Bee – Grade 6
28.	Kathleen C. Yaranon	Master Teacher – II	Quiz Bee – Grade 6 Overall Tabulator
29.	Jeseyl D. Cadayday	Teacher – I	Quiz Bee – Grade 7
30.	Rosalie C. Villablanca	Master Teacher – I	Quiz Bee – Grade 7
31.	Feblyn S. Dahab	Teacher – II	Quiz Bee – Grade 7
32.	Eldefonso B. Liban	Teacher – III	Quiz Bee – Grade 8
33.	Dian L. Manog	Teacher – II	Quiz Bee – Grade 8
34.	Richiline D. Paguio	Teacher – III	Quiz Bee – Grade 8
35.	Warren Grace C. Duay	Head Teacher – I	Quiz Bee – Grade 9
36.	John Paul C. Olbinar	Teacher – III	Quiz Bee – Grade 9 Awards and Recognition
37.	Aileen L. Asoque	Teacher – I	Quiz Bee – Grade 9
38.	Patrick Jules E. Pal	Teacher – II	Quiz Bee – Grade 10 Overall Tabulator
39.	Hayde S. Trinidad	Master Teacher – I	Quiz Bee – Grade 10
40.	Marjoree A. Villaruz	Teacher – III	Quiz Bee – Grade 10 Overall Tabulator
41.	Abegail B. Idong	Nurse 2	Medical and Safety

Enclosure 3: The Division and District Team

a. Division Team

Name	Designation
Dr. Josephine L. Fadul	Schools Division Superintendent
Christian N. Sango	Assistant Schools Division Superintendent
Nancy P. Sumagaysay	CID Chief
Ernesto H. Cabanes	SGOD Chief
Boyshin B. Rebalde	Education Program Supervisor – Math
Alvin C. Anliban	Education Program Supervisor – Science

b. District Team

Name	Designation	District
Chryza D. Reyes	PSDS	Baganga North
Manuel P. Vallejo	PSDS	Baganga South
Estela P. Montejo	PSDS	Boston
Cherry Jane B. Tapiz	Coordinating Principal	Caraga North
Arther Dick S. Pagulong	Coordinating Principal	Caraga South
Josephine G. Lastrado	PSDS	Cateel I
Melvin B. Rodilla	PSDS	Cateel II
Arjay Nino M. Bautista	PSDS	Manay North
Alvin G. Lancian	PSDS	Manay South
Zaldy T. Pido	Coordinating Principal	Tarragona
Vanessa T. Duot	PSDS	Banaybanay
Martial L. Arles	PSDS	GovGen North
Ariel P. Tan	PSDS	GovGen South
Renato N. Adlawan	Coordinating Principal	Lupon East
Julieta L. Sumalinog	PSDS	Lupon West
Florifes A. Colmenares	PSDS	San Isidro North
Angelo Rey V. Susosco	PSDS	San Isidro South