



**DIVISION MEMORANDUM**

No. 66, s. 2011

To : Education Supervisors, Public Schools District Supervisors  
 School Administrators, Principals, Head Teachers, Teacher In-Charge  
 (Public & Private)

From :  **ELLEN B. DONATO, Ed.D. CESO IV**  
 Schools Division Superintendent

Subject : **2011 DIVISION MATHEMATICS FESTIVAL**

Date : August 8, 2011

1. This is to announce to the field the conduct of the 2011 Division Mathematics Festival with the theme “**Moving Forward Through Excellence in Mathematics**” on October 8, 2011 and 15, 2011 at Baguio Central School for Elementary and Baguio City National High School for Secondary. Competitions starts at 7:30 a.m. onwards.

2. **The activity aims to:**

- Encourage pupils and students to master the basic Mathematics Skills and strive for excellence
- Enhance the interest in Mathematics among pupils, students and teachers.
- Select participants to the Regional Math and Science Festival
- Promote leadership, collaboration, cooperation, sportsmanship and camaraderie among participants.

3. **Mechanics of the Festival**

A. **Written Math Competition**

**A.1 Elementary (Whiz kid Challenge)** – The participants are the top two winning teams per District which shall be composed of a four (4) member team, two (2) per grade level:

- a. lower Primary level (Grades 1 & 2)
- b. Middle Primary Level (Grades 3 & 4)
- c. Upper Primary Level (Grades 5 & 6)

**A.2 Secondary Level (Math Trail Problem Solving Competition)**

The secondary level shall be composed of a four (4) member team. One (1) batch per year level except for Phil. Science High School which shall be composed of 7. First year, 1 – second year and 2 – third years)

- Baguio City National HS (Its annexes should \_\_\_\_\_ top 2 winning teams. Compete with the main)
- Private Schools Group \_\_\_\_\_ Top 2 winning teams
- Pines City National HS (Its annexes \_\_\_\_\_ Top 1 winning team should compete with the main)
- Loakan National HS \_\_\_\_\_ Top 1 winning team
- Roxas National HS \_\_\_\_\_ Top 1 winning team
- Guisad Valley NHS \_\_\_\_\_ Top 1 winning team
- Magsaysay NHS \_\_\_\_\_ Top 1 winning team
- Joaquin Smith NHS \_\_\_\_\_ Top 1 winning team
- Pinsao NHS \_\_\_\_\_ Top 1 winning team
- Irisan NHS \_\_\_\_\_ Top 1 winning team
- Philippine Science HS \_\_\_\_\_ Top 1 winning team
- \_\_\_\_\_

**B. Oral Math Quiz**

**B.1 Elementary** – The participants are the top five (5) winners per grade in the District Level Competition.

**B.2 Secondary** – The number of participants per year level shall be as follows:

- Baguio City NHS (annexes to compete with the main) 3
- Private Schools group 3
- Loakan NHS 2
- Roxas NHS 2
- Guisad Valley NHS 2
- Magsaysay NHS 2
- Joaquin Smith NHS 2
- Pinsao NHS 2
- Irian NHS 2
- Philippine Science HS 2
- Pines City NHS (Annexes to compete with the main) 3

25 per year level

**C. Damath Competition**

**C.1** Participants to the Damath Competitions are the top two (2) winners in the District Level Competitions for elementary. The secondary group shall have the following number of participants per year level:

- Baguio City NHS (annexes to compete with the 4 main) 2
- Pines City NHS (annexes to compete with the main) 2
- Private Schools Group 2
- Loakan NHS 1
- Roxas NHS 1
- Guisad Valley NHS 1
- Magsaysay NHS 1
- Joaquin Smith NHS 1
- Pinsao NHS 1
- Irian NHS 1
- Philippine Science HS 1

14 per year level

**C.2 Categories**

**Elementary**

|           |                 |                           |
|-----------|-----------------|---------------------------|
| Level I   | Grades I & II   | Counting Damaths          |
| Level II  | Grades III & IV | Whole Number Damaths      |
| Level III | Grades V & VI   | Positive Fraction Damaths |

**Secondary**

|             |                    |
|-------------|--------------------|
| First year  | Integer Damaths    |
| Second year | Rational Damaths   |
| Third year  | Radical Damaths    |
| Fourth year | Polynomial Damaths |

Note: The use of calculator is allowed in Damath

**C.3** Contestants are advised to bring with them their Damath Board, chips, calculator, ballpen/pencil.

**D. Sudoku Challenge**

D.1 participants to this activity are the top five (5) winners in the District Level Competition for the Elementary regardless of the grade level, while the Secondary Group should have the following number of participants, regardless of the year level.

- Baguio City NHS (its annexes to compete with the main) 3
- Private Schools Group 3
- Pines City NHS (Its annexes to compete with the main) 3
- Loakan NHS 2
- Roxas NHS 2
- Guisad Valley NHS 2

|                         |    |
|-------------------------|----|
| - Magsaysay NHS         | 2  |
| - Joaquin Smith NHS     | 2  |
| - Pinsao NHS            | 2  |
| - Irisan NHS            | 2  |
| - Philippine Science HS | 2  |
|                         | 25 |

Participants to the Professional Group (Teachers, college students and 15  
 And other professionals) shall be Elementary teachers shall join the  
 Elementary Level at Baguio Central School while the Secondary teachers,  
 College students and other professionals shall join the Secondary level at  
 Baguio City National High School.

E.Math Investigatory Projects

- E.1 There will be as many entries for Mathematics Investigatory Projects for both the Elementary and Secondary.
- E.2 All entries must be endorsed by the District Supervisors for Elementary and Secondary must be endorsed by the school principal.

F.Action Research in Mathematics

- F.1 Participants to this activity are the top three (3) winners in the District Level and the top two (2) winners from the fourteen (14) groups Secondary School participants.
- F.2 The action researchers are per subject area.

G. Strategic Intervention Materials (SIM) for Teachers

- G.1 Participants to this activity are the top three (3) winners from the District Level in Elementary Level (Grades III, IV, V, VI) and the top three winners for grouped Secondary Level (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> years).

4.Additional Guidelines and Mechanics per activity are found in Enclosures.

5.Participants and coaches are advised to bring their own snacks and lunch.

6. A registration fee of P100.00 shall be collected from each pupil/student participant to defray expenses for the contest materials, certificates, judges, prizes and other incidental expenses to be charged against local funds, school canteen, PTA funds and other sources subject to the usual accounting and auditing rules and regulations.

7.Officiating officials will be taken from the pool of coaches/trainers.

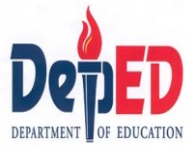
8.Reading of the mechanics shall be done in their respective room/venue.

9.Submission of the list of participants shall be on September 16, 2011 to the Division Office c/o Mrs. Teresita D. Mayam or you may call (074)442-7819 and look for Mrs. Teresita Mayam form confirmation. Late registrants shall not be entertained.

10.All teaching and non-teaching staff who will render overtime services on October 8 & 15, 2011 shall be granted two (2) days Service Credits and Compensatory Overtime Credit (COC) respectively. Grant of Service Credits is subject to existing DepEd and Civil Service Commission (CSC) rules while grant of COC shall be governed by CSC-DBM Joint Circular No. 2, s. 2004, Non-Monetary Remuneration for Overtime Services Rendered.

11.To ensure the smooth conduct of the competition officers of the Division Baguio City Association of Math Teacher (BCAMT), Elementary and Secondary Math Officers (Public and Private) District Math Coordinators, Secondary Coordinators will have a meeting on September 15, 2011 at 2:30 p.m.

12.Immediate and wide dissemination of this Memorandum is desired.



Republic of the Philippines  
 Department of Education  
 Cordillera Administrative Region  
**DIVISION OF BAGUIO CITY**  
 Baguio City



## **DIVISION MTG MATH TRAIL PROBLEM SOLVING COMPETITION**

### **I. Pre-Contest Procedures:**

1. The participation to the Division MTG MATH TRAIL PROBLEM SOLVING COMPETITION is for the 1<sup>st</sup> to 4<sup>th</sup> year public and/or private high school students. Then contestants must be bonafide students of the school/group they represent.
2. The number of participating teams is mentioned in Division Memo No. 66, s. 2011, A.2
3. The use of calculator in the competition is needed in all of the problems for their solutions. The use of scientific calculator is very much encouraged to facilitate the problem solving tasks. It is advisable to use the SHARP CALCULATOR model EL W531 or EL W506 since the said device can help the contestants to solve complicated expressions easily. Graphical Calculators are not allowed to be used in this competition.
4. The organizers will allow substitution in the event any of the registered participants cannot make it to the competition due to unforeseen circumstance.

### **II. General Instructions of the Contest:**

These are the General Instructions that must be observed by team members during the competition:

1. All four members of the team must wear their IDs at all time for easy identification.
2. Only ballpen or sign pen is allowed to be used in solving all the contest problems.
3. Borrowing or lending of calculators between or among teams is strictly prohibited and is a ground for automatic disqualification.
4. Solution to all the problems must be well presented and clearly written down.
5. Competitors should take care for their own safety during the competition. They should be obedient and/or complaint in following instructions of teachers, staffs, and judges to prevent any unwanted accidents.
6. Only proctors are allowed to enter the contest area so as not to disrupt the conduct of the contest.
7. The participating teams should be careful in moving from one checkpoint to the other prevent any unfavorable situation/circumstance during the competition.
8. Bringing or using of mobile phone, MP3/4, Ipod or any gadgets for that matter is not allowed during the competition.
9. The Technical Committee reserves the right to change or improve any procedure, instructions and mechanics of the contest without prior notice to the school provided the change/s will not affect the purpose or objective of the endeavor.

### **III Mechanics:**

#### **A. Individual Written Contest:**

1. The competition will start with the individual written contest. Each participant will be given six (6) problems, arranged in ascending difficulty, to be solved in forty (40) minutes.
2. This contest is purely a written contest, that is, a paper and pen contest, with no use of measuring device and other props or materials. Calculators are allowed.

## **B. Team Activity Contest:**

1. All team members should work closely together during the entire contest to achieve the desired results of the contest problems which are arranged in ascending difficulty.
2. Each team should bring their own protractor, ruler and other measuring devices for use in the contest. The team captain should be responsible in keeping the contest materials to be used in the competition.
3. All competitions should bring their own calculators preferably the sharp calculators mentioned in #3 in the Pre-contest procedures.
4. The competition is composed of 8 checkpoints or stops, that is, stations containing different data or important information needed to answer a particular problem. All contest problems from all the checkpoints require the participants to write their final answer on the answer sheets. Moreover, the contest problems of the last three checkpoints necessitate the participants to write the final answer and their complete solution on their answer sheet.
5. Initially, all teams will be assigned to go to a designated checkpoint/stop, after which the teams can freely proceed to any checkpoint of their preference to gather data/information.
6. The competition is good for one hour, inclusive of the gathering data and answering of the contest problems.
7. Every team must read the instructions carefully about what ought to be done in every checkpoint. After gathering all the available or needed data from the 8 stations/checkpoints, proceed to the problem solving area and get the contest problems with the answer sheets from the proctor. Look for an available area in this problem solving area and solve the problems using the data gathered.
8. Each team is allowed to stay in every checkpoint for only two (2) minutes to gather the data and other pertinent information. The designated proctor will announce the starting and ending time for the team to be in particular station. Staying in a checkpoint more than the allowed time will mean points against the overstayed team.
9. A team will be denied entrance to any of the checkpoints if members are incomplete. Thus, all members of the team must move in and out of every checkpoint as one team.
10. It should be carefully noted that teams are not allowed reentrance in any checkpoint where they have come from.
11. There should be no more than two teams allowed to be in one checkpoint and there should be no two teams to crowd in one contest material to gather data/information. In the event a team has finished gathering data ahead of the other teams in a particular checkpoint, and there is no available checkpoint for the said team to get into to gather data, then the said team, before entering, has to wait until either of the teams leaves or moves out from any checkpoint.
12. Every member of the team is not allowed to mark, erase, deface, tear, crease, add or alter any figures, arrangements, lines, positions or any materials placed for the purpose of measurement. Any member of the team who is caught violating this rule means disqualification of the whole team.
13. In this process, all the team members are expected to gather data from one station to another. In no case should any member of the team go to another stop/station ahead of the other members or else such act will be considered a major violation which leads to automatic team disqualification.
14. In any event a situation arises not covered by any rules or mechanics of this contest, it will be referred to the members of Contest Committee for their judgment and pronouncement. The decision of the Board of Judges is final.

### **III. Score/Rank/Award System:**

1. The first four (4) problems in the individual and team activity contests are worth 10 points each while the last two (2) problems are worth 20 points each. Total Score in each contest is 80 points.
2. All participating teams should answer all contest questions using the data/information taken from the different checkpoints. The first five teams that finish answering correctly all contest questions earn corresponding bonus of 25 points, 15 points, 10 points and 5 points respectively. In order to claim the bonus the team must submit their answer sheet/s to the duly designated person.
3. The total score of the activity contest plus the total score of the individual contest equals to team score.
4. The team scores of all participating teams shall be ranked to determine the top three teams with the highest team scores.
5. In case two or more teams have incurred a tie in their team scores for any places, (that is, the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> places), then whichever team solves correctly the most difficult problem in the team contest will take the place. If a tie continues, then the technical committee will provide a scheme to break it.
6. Whichever team gets the top three places, that is, the first, second and third places shall be qualified to join the Regional SHARP-MTG Math Trail Problem Solving Competition.
7. The top three teams will be awarded with a gold, silver and bronze medals respectively plus certificate of recognition. Non-winners will be presented with certificates of participation.
8. In the event a situation arises not covered by the rules of this contest, it will be referred to the Contest Committee for the judgment and pronouncement. The decision of the Board of Judges is final.



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**Pre Contest Procedures, General Instructions and Mechanics**  
**DIVISION MTG WHIZ KID CHALLENGE**

**I. Pre Contest Procedures**

1. The number of contestants are stated in Division Memo. No. 66, s. 2011, under A.1
2. The use of calculator in the competition is needed in all the problems for their solutions. It is advisable to use the SHARP CALCULATOR model EL 1235 since the said device can help the contestants to solve complicated expressions easily. **Graphical and scientific calculators are not allowed to be used in this competition.**
3. The organizers will allow substitution in the event any of the registered participants cannot make it to the Division competition due to unforeseen circumstance.
4. Then contest is of two parts: a team activity contest and individual written contest.

**II. General Instructions of the Contest:**

These are the General Instructions that must be observed by participants during The competition:

1. All four members of the team must wear their IDs at all time for easy identification.
2. Pencil, ballpen or sign pen is allowed to be used in solving all the contest problems.
3. Borrowing or lending of calculators between or among teams is strictly prohibited.
4. Only six problems are given and solutions must be well presented and clearly written down.
5. Only the proctor is allowed to enter the contest area so as not to disrupt the conduct of the contest.
6. Bringing or using or mobile phone, MP3/4, ipod or any gadget for that matter are not allowed during the competition.
7. The Technical Committee reserves the right to change or improve any procedure, instructions and mechanics of the contest without prior notice to the school provided the change/s will not affect the purpose or objective of the endeavor.

**III. Mechanics of the Contest**

**A. Individual Written Contest:**

1. The competition will start with the individual contest. Each participant will be given six (6) problems arranged in ascending difficulty to be solved in 40 minutes.

**B. Team Activity:**

1. In the team activity, the participants shall be given six (6) problems, arranged in ascending difficulty, to be solved in 30 minutes.
2. Every team is given ten minutes to assess, analyze and distribute the 8 problems. After which, each member gets the problem/s he/she thinks of answering it/them. Monopoly to answer the most number of problems is allowed provided that the other members of the team must have at least one (1) problem to solve. It will be points against the team where any member/s is/are caught having no problems to solve.

3. At the end of the 10-minute assessment and distribution of the contest problems, the members of the team shall be taken apart to solve their respective math problems.
4. After the official time has been announced that the contest is over, all writing instruments shall be placed on the table while the 4 participants will gather to arrange the 8 problems in their proper order (that is, problem 1 first, problem 2 second and so on....) and wait for the proctor to collect them.

#### **IV. Points/Rank/Award System:**

1. The first four (4) problems in the individual and team activity are worth 10 points each while the last two (2) problems are worth 20 point each. Total score is 80 points in each contest.
2. The total scores of all teams shall be ranked top determine the top teams with the highest group scores.
3. The team scores of all teams shall be ranked to determine the top two teams with the highest group scores.
4. In case two or more teams have incurred a tie in their team scores for any places, (that is, the 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> places), then whichever team solves correctly the most difficult problem in the team contest will take the place. If a tie continues, then the technical committee will provide a scheme to break it.
5. Whichever team gets the top three places, that is, the first and second and third places shall be qualified to join the Regional Finals of the MTG Whiz Kid Challenge.
6. The top three winners will be award with a gold, silver, and bronze medals respectively plus certificate of recognition. Non winners will be presented with certificate of participation.
7. In the event a situation arises not covered by the rules of this contest, it will be referred to the Contest Committee for its judgment and pronouncement. The decision of the Board of Judges is final.



### **Mechanics for the Division Oral Competition**

1. The oral competition shall be a written – oral contest.
2. The Division Math Quiz shall be conducted in a quiz Show Format wherein all contestants are seated and shows their answers to the audience at the same time, to be checked by the proctors for recording.
3. Each contestant will be provided with slips of paper for the answer to each question. Before the first question they will write individual identification on each slip.
4. There will be 20 questions. **10-second** questions worth **2 points**, **5-15 second** questions worth **3 points** and **5-20 second** questions worth **5 points** each for a total of **60 points**. In case of a tie, Two Lead Rule will be followed. One quizzier who answers the first two questions correctly out of 3 questions will be the winner.
5. The difficult questions must be reproduced according to the number of participants.
6. The Quiz Master will read each questions **twice** after which he/she gives the **GO** signal.
7. Answers will be written on the official answer slips provided. As soon as the buzzer rings, everybody must stop writing and raise their answer sheets with the proctor and recorder verifying and recording them.
8. If the proctor cannot determine the validity of the Answer, the Board of Judges will decide on the matter. The decision of the judges is final.
9. Answer 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.
10. The teams will be ranked according to their total score in the three parts to determine the winners.
11. In case of a tie among any of the teams vying for the first three (3) places, a set of three (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.
12. Complaints or Clarifications:
  - 12.1 The duly registered coach of the contestants is the only person authorized to make a protest.
  - 12.2 Complaints/protests on a given question should be made before the next Question is asked. This should be directed to the judges.
13. The Competition for each grade/year level shall require the following support staff, which will be selected from the pool of coaches/trainers.
14. Any violation of the aforementioned rules shall cause the disqualification of the contestant concerned.

## RULES OF DAMATH COMPETITION

Basically, the rules in playing the Filipino Checkboard game called “Dama” will be used with some modifications in integrating Mathematics and Science as Follows:

1. As Agreed during the pre-planning conference, the following will be observed during the Division Damath Competition.
  - a. Chips – 3 cm by 3 cm or 3 cm in diameter
  - b. Board – dimension of the squares must be 3 cm by 3 cm
  - c. Elimination process – Round Robin
2. First number in the table of pairing will make the first move.
3. The two players alternately will take turns in moving a piece (pass is not allowed).
4. Touch moves shall be observed in the game. A player who touches a chip is required to move the chip unless it is an illegal move.
5. After making a move, a player shall record his move in the score sheet.
6. Only one score sheet will be used by the players in a game.
7. Each player is allowed one minute to move and record the move and score.
8. The arbiter gives a warning to a player if no move is made in one minute, and consequently, he is forced to move a chip.
9. Continuous violation of Rule no. 7 will mean disqualification (after 3 warnings) of the player even if he is leading in the score sheet.
10. All moves should be in the forward direction except when taking chip or if the chip is “dama”.
11. A chip is declared a “dama” if it reaches and stops in any of the following opponents’ squares:  
 (1,0) (3,0) (5,0) (7,0)  
 Similarly, if an ordinary opponents’ chip reach the following squares, it is declared as “dama”.
12. Once a piece/chip is declared a “dama”, it could slide diagonally, forward, or backward in any vacant square. If a “dama” takes a chip, the score is doubled, similarly if a chip takes a “dama” the score is also doubled. If the “dama” takes a “dama”, the score is Quadrupled.
13. In taking chip/chips, the following shall prevail:
  - “Mayor dalawa” # takes 0 vs # takes 0 and 0
  - “Mayor tatlo” # takes 0 and 0 vs takes 0 and 0 and 0
  - “Mayor dama” # takes 0 vs “dama” takes 0
  - “Mayor dalawa” #”dama” takes 0 and 0 and over “mayor dama”
14. Dama Chips should be encircled for identification purposes.
15. The remaining chip/chips of a player is added to his total score algebraically.
16. Games duration should not exceed twenty minutes.
17. The game also ends if:
  - The moves are repetitive
  - A player has no more chips to move
  - A player has no more chip
18. The remaining chip/chips of a player is added to his total score algebraically.
19. If the remaining chip is a “dama” the value is doubled.
20. The player with the greater total score wins the game.
21. The players may use calculators for the Fraction Damath.
22. Only players are allowed to raise questions during the game through the arbiter and questions should be settled immediately. No questions will be entertained after the game.
23. In case of a tie, the following tie breaking system shall be used in all rounds in the competition:
  - a. Win over the other. If they have played together, the player who won the game is ranked higher.
  - b. In case win over the other cannot be applied, SB will be used. Add the scores of all won opponent and the highest wins tiebreak.
  - c. In case SB cannot be applied, arithmetic progression will be applied.

- d. In case arithmetic progression cannot be applied, a 10-minute knockout game will be played until the winner is determined.
24. Arbiter's decision is final.

## Division Sudoku Challenge

### Mechanics for the Elimination Round

1. The elimination round has three (3) rounds and the qualifiers at this stage are given 100 minutes or 1 hour and 40 minutes to answer all the given puzzles which come in ascending difficulty at least 50% of the Sudoku puzzles given in each round. Thus a qualifier is considered disqualified to move to the next round if he/she fails to answer correctly at least 50% of the puzzles given in a particular round.
2. The qualifiers of the three categories will have different sets of various degrees of difficulty of Sudoku Puzzles.
3. In Round I, the qualifiers of the elimination round are given 25 minutes to solve the 5 types of Sudoku Puzzles namely: **Mini Sudoku, Standard Sudoku, Chain Sudoku and Irregular Sudoku**. Each puzzle is worth 5 points and the qualifiers can have a score of 20 points plus whatever bonus points that will be added to them. The first five fastest puzzlers who incur no mistakes in their solutions will receive corresponding bonus of 25 points, 15 points, 10 points, and 5 points respectively.
4. In Round II, six (6) more challenging Sudoku puzzles are provided to be accomplished in 45 minutes. The contestants can obtain an aggregate score of 60 points plus whatever bonus points that will be added to them. The different kinds of Sudoku puzzles worth 10 points each are as follow: **Standard Sudoku, Diagonal Sudoku, Irregular (Jigsaw) Sudoku, Chain Sudoku, Mini Sudoku and Even Sudoku**. The first five fastest puzzlers who incur no mistakes in their solutions will receive bonus of 50, 40, 30, and 10 points respectively.
5. Round III contains six (6) puzzles which must be solved in 45 minutes. The participants may earn a score of 60 points plus whatever bonus points that will be added to them. The Sudoku puzzles which contain 15 points each in this phase are as follow: **Standard Sudoku, Killer Sudoku, Irregular Sudoku, Chain Sudoku, Signature Sudoku and Greater or Less Than Sudoku**. The first five puzzlers who incur no mistakes in their solutions will receive bonus of 40,30,20,10 and 5 points respectively.
6. In determining the 1<sup>st</sup> placer of each category, the sum of score in every round of every qualifier shall be added and ranked accordingly.
7. The 1<sup>st</sup> placer of each category will be qualified to represent the Division to the Regional Competition.
8. In case of a tie-up, a tie-breaker round shall be conducted.
9. The decision of the Board of Judges is final. In any event that situation arises not covered by the rules of this contest; they will be referred to the Contest Committee.



Republic of the Philippines  
DEPARTMENT OF EDUCATION  
Cordillera Administrative Region  
**DIVISION OF BAGUIO CITY**  
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Enclosure 06

**DIVISION MATH FESTIVAL**  
Schedule of Activities

| Time          | October 8, 2011   | October 15, 2011  |
|---------------|---|---|
| 7:30 – 8:00   | Opening Program<br>(respective venues)  | 8:00 – 10:30 – Sudoku<br>- Continuation of unfinished<br>Activities |
| 8:00 – 10:30  | Viewing of Projects (Investigatory<br>Projects, Strategic Intervention<br>Material, Action Research) by the<br>board of judges                  | 10:30 – 12:00 – Math Trail &<br>Problem Solving                     |
| 10:30 – 12:00 | Written Math Quiz   |   |
| 12:00 – 1:00  | LUNCH BREAK   | 2:00 p.m. – Closing Program   |
| 1:00 – 5:00   | . Oral Math Quiz<br><br>. Damath Competitions<br><br>. Awarding ceremony to winners<br>for completed/finished activities<br>(respective venues) |   |

**\*Note:**

Chairman, Technical Committee – Secondary Level  
Ms. Edith Laop  
Head Teacher VI – Mathematics  
Baguio City National High School

Chairman, Technical Committee – Elementary level  
Dr. Samuel Egsaen, Jr.  
Principal  
Pinsao Elementary School