



Republic of the Philippines
Department of Science and Technology
PHILIPPINE SCIENCE HIGH SCHOOL
Cordillera Administrative Region Campus
Purok 12, Irisan, Baguio City

November 18, 2016

Dear Sir/Madam:

Warm greetings!

The Philippine Science High School-Cordillera Administrative Region Campus (PSHS-CARC) is inviting your school to join in the celebration of our Science, Technology, Engineering, Arts and Math (STEAM) Week on **December 12-14, 2016**. The activities would engage students to be interested in sciences and mathematics and would provide them rich experiences.

Join us in our PISAYKLABAN 2016 and COMPUTER SCIENCE SKILLS CHALLENGE 2016 on **December 13, 2016**. The activities would be conducted from **8 AM to 5 PM**. Please see attached mechanics for every event. Schools may opt to join only in one event.

Interested participants are requested to completely fill out the attached registration form, scan it and send through email as a PDF file. Save the file as: *STEAM Registration for (name of school)*. (Example: STEAM Registration for Harvard Elementary School) Please send the file to pisaycarsteam@gmail.com on or before **11:59 PM of December 7, 2016**. Please note that due to our limited facilities and equipment, we will accommodate only the first 12 schools who will register.

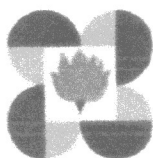
In case the school would want to change the names of their participating students after having registered, please inform us through text or email on or before **December 12, 2016**. We need this so we could make the necessary adjustments. Please contact the event coordinators through the following numbers:

Ms. Bhazel Anne R. Pelicano **0917-726-7598**

Ms. Michelle C. Dalay-on **0920-738-2559**

Yours in service,


MELBA C. PATACASIL
OIC Campus Director
Philippine Science High School-Cordillera Administrative Region



Department of Science and Technology
PHILIPPINE SCIENCE HIGH SCHOOL
Cordillera Administrative Region

PISAYKLABAN 2016

- Whole day event
- December 13, 2016 (Day 2 of STEAM Week Celebration)
- Consists of a Practicum (STEAM Trail) and a Quiz Bee
- Participants: Elementary School students from private and public schools in Baguio City and nearby Benguet municipalities. 1 team with 3 members each may be delegated per school. The following are the specific qualifications for the participants:

(3 members) Students with high or good proficiency in Science, Mathematics, and Computer/ Information Technology

1 from grade 4

1 from grade 5

1 from grade 6

I. STEAM Trail (A.M.)

This activity consists of several sets of short experiments and laboratory-based activities in Science, Math, and Computer Science. The topics covered will be based on the competencies prescribed by the Department of Education for grades 4 - 6 of the K-12 curriculum. Execution of activities will be by groups and materials for the activities will be provided by PSHS-CARC.

- a. Science (Biology Laboratory)
- b. Mathematics (P.E. Room)
- c. Computer Science (MIS Office)

Top three (3) performing teams after the STEAM TRAIL will be awarded with gold, silver, and bronze medals and gifts.

II. Quiz Bee (P.M.) (Ampitheatre)

A culminating STEAM activity for the elementary student guests. This will test the learnings of student contestants in Science, Mathematics, Computer Science, General Information, and Current Events (July 2016 - present, Philippine and International settings). For Science, Mathematics, and Computer Science Subjects, the questions will be based on the competencies prescribed by the Department of Education for grades 4 - 6 under the K-12 curriculum.

- The quiz bee will comprise three (3) rounds, - the Maalam (easy) round, the Madunong (average) round, and the Dalubhasa (difficult) round.
- All teams will participate in all 3 rounds. Ten (10) questions will be given in every round.

- Questions in the Maalam round are in the Multiple-Choice format and correct answers will garner 3 points each.
- Questions in the Madunong round are in Multiple-Choice and Identification formats; and each correct answer garners 5 points.
- For the dalubhasa round, the student contestants are asked to work on problem solving questions of which their answers are identified/ cited. In this round, each correct answer garners 10 points.
- In case of ties, clincher questions will be given at the final (Dalubhasa) round to break the ties. In such cases, the first team which is able to answer correctly gets another 10 points.
- All participating teams will be provided with an answer board, a chalk/marker pen, and an eraser; which they will use for all three rounds.
- Ten (10) seconds is given to answer Multiple-Choice and Identification questions; while 30 seconds is given for problem solving questions.
- All the quiz questions will be read twice. The 10 or 30-second duration starts after the second reading.
- The contestants are allowed to start solving and writing their answers on their answer boards as soon as the quiz master starts to read a question.
- When the allotted time to answer is over, the contestants are given a cue to raise their answer boards for checking and tabulating of scores.
- Quantitative answers, especially those of the identification types should have units when necessary.
- Queries and clarifications may be raised by the contestants and their coaches during the contest proper, of which invited experts will address appropriately.
- At the end of all three (3) rounds, winners are qualified as follows:

Total score gained is from: 75 - 105 points (Bronze Medal)
 106 - 125 points (Silver Medal)
 126 - 180 points (Gold Medal)

The team with the highest score at the end of the quiz will also be awarded a Platinum plaque.

Top three (3) scorers will also be given cash prizes.

COMPUTER SCIENCE SKILLS CHALLENGE 2016

Elementary Category

This competition is designed for primary school pupils, from both government and private schools, who are proficient in the use of basic computer software. It is composed of three skill categories, with each category focused on the use of one of the following software: **Microsoft PowerPoint 2010**, **Microsoft Excel 2010** and **Basic Web Design**.

Each interested school must send **one (1) participant for each category**, thus its team must consist of three (3) members. The team members must be from **Grades 4 – 6** and must be duly enrolled in the school they are representing. The participants must bring their school IDs during the event for confirmation of the information given in the registration forms.

PSHS-CARC will provide all necessary equipment, software, and files to be used in the competition. Specific tasks and additional guidelines for each skill category will be given during the event, prior to the start of the competition. In case of discrepancies, all appeals must be in written form and submitted to the category head.

The basic guidelines and criteria for judging outputs for each skill category are as follows.

Microsoft PowerPoint 2010

Guidelines:

1. Contestants may use any design template and layout they prefer.
2. Contestants may use available (built-in) MS PowerPoint themes.
3. All animations and slide transitions must be automatic.
4. Duration must be at least 15 seconds and at most 20 seconds.
5. Contestants will be provided with set of images.

Criteria for Judging:

- | | |
|----------------------------------|-----|
| • Layout Design | 20% |
| • Relevance to the assigned task | 20% |
| • Visual Effects | 20% |
| ○ Effective use of Images | |
| ○ Effective use of Animation | |
| • Creativity and Organization | 25% |
| • Overall Impact | 15% |

Third Place:

Bronze medal + 300.00 worth of token

All participants will be given certificates of participation. Likewise, all coaches will be given certificates of appreciation for mentoring their pupils.



PHILIPPINE SCIENCE HIGH SCHOOL
Cordillera Administrative Region
Lime Kiln, Purok 12, Irisan, Baguio City

PISAYKLABAN 2016
(Elementary)

Name of School				
<i>School Address</i>			<i>Contact No.</i>	
Name of Teacher Chaperone(s)			<i>Contact No.</i>	
Name of Participant				
First Name	Middle Initial	Last Name	Grade Level	Signature
1)				
2)				
3)				

COMPUTER SCIENCE SKILLS CHALLENGE 2016
(Elementary)

Name of School				
<i>School Address</i>			<i>Contact No.</i>	
Name of Teacher Chaperone (1)			<i>Contact No.</i>	
Microsoft Powerpoint 2010				
Name of Participant			Grade Level	Signature
First Name	Middle Initial	Last Name		
(1)				
Microsoft Excel 2010				
Name of Participant			Grade Level	Signature
First Name	Middle Initial	Last Name		
(1)				
Basic Web Desi 2010				
Name of Participant			Grade Level	Signature
First Name	Middle Initial	Last Name		
(1)				