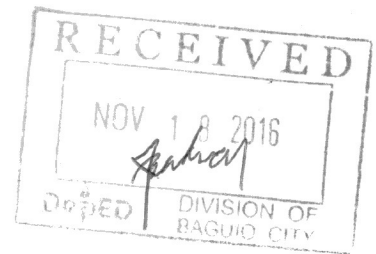Republic of the Philippines
Department of Science and Technology
PHILIPPINE SCIENCE HIGH SCHOOL
Cordillera Administrative Region Campus
Purok 12, Irisan, Baguio City

November 18, 2016

ATTY. AGUSTIN P. LABAN III
Schools Division Superintendent OIC
Department of Education
Division of Baguio City

Dear Sir:

Warm greetings!

The Philippine Science High School-Cordillera Administrative Region Campus (PSHS-CARC) is inviting elementary and high schools in Baguio City and in the neighboring areas of the province of Benguet 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. It is in this light that we are humbly asking for your endorsement and assistance in encouraging schools to participate.

In particular, we are inviting elementary schools to join in PISAYKLABAN 2016 and COMPUTER SCIENCE SKILLS CHALLENGE 2016, which will be held from **8 AM to 5 PM on December 13, 2016**. High Schools are invited to participate in COMPUTER SCIENCE SKILLS CHALLENGE 2016 to be held from **8 AM to 5 PM on December 13, 2016** and the LUMAWIG DEBATE CUP 2016, which will be held from **8AM to 5 PM on December 12 and 13, 2016**. Attached herewith are the letters of invitation to the various schools and the mechanics for each event.

Please note that for the elementary schools, we will accommodate only the first 12 schools who will register. For high schools, we have chosen to invite only the following schools: Baguio City National High School, UB Science High School, Pines City National High School, SLU Laboratory High School, Saint Louis Center High School, Academia de Sofia, UC High School and Berkeley International School.

For further information regarding the activities, please contact the event coordinators through the following numbers:

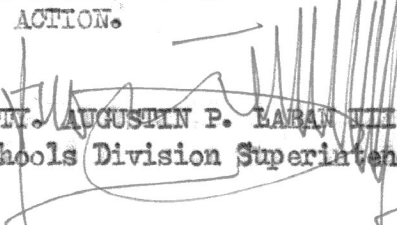|	
Ms. Bhazel Anne R. Pelicano	**0917-726-7598**
Ms. Michelle C. Dalay-on	**0920-738-2559**

Thank you very much for your help and endorsement. We are looking forward to working in harmony with your agency in promoting awareness and interest in STEM.

Yours in service,

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

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

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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 in our COMPUTER SCIENCE SKILLS CHALLENGE 2016 to be held from **8 AM to 5 PM on December 13, 2016** and the LUMAWIG DEBATE CUP 2016, which will be held from **8AM to 5 PM on December 12 and 13, 2016**. 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.

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. PATACSIL
OIC Campus Director
Philippine Science High School-Cordillera Administrative Region

COMPUTER SCIENCE SKILLS CHALLENGE 2016

High School Category

This competition is designed for high school students, from both government and private schools, who are proficient in the use of computer software. It is composed of four skill categories, with each category focused on one of the following: **Adobe Photoshop CS 6**, **Flash Animation CS 6**, **Advanced Web Development**, and **Computer Programming**.

Each interested school must send **one (1) participant for each category**, thus its team must consist of four (4) members. The team members may be from any grade level. They 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.

Adobe Photoshop CS 6

General Specifications:

1. Contestants will design and create a poster advertisement using Adobe Photoshop CS 6.
2. Images will be provided to the contestants. No minimum or maximum use of images will be set.
3. Text and slogans may be added.
4. Contestants may use as many Photoshop tricks and technique.
5. Contestants may bring reference books but e-books are not allowed.
6. Final Image Specifications:

- Size : 8.5 inches x 11 inches
- Orientation : Portrait
- Image Resolution : 72 pixels per inch

Time Limit: 1 hour

Criteria for Judging:

• Creativity	20%
• Relevance to the assigned task	20%
• Effective use of effects and color blending	20%
• Effective use of images and fonts	15%
• Overall visual impact	25%

Flash Animation CS 6

General Specifications:

1. Contestants will create an animated advertisement using Adobe Flash CS 6.
2. Final output must be in *.swf* format.
3. The length of presentation must be at least 20 seconds and at most 25 seconds.
4. Contestants may use other graphic applications such as Paint or Photoshop to edit images.
5. Contestants may incorporate ActionScripts to improve their animation.
6. Contestants may bring reference books, but e-books and handwritten/printed notes/codes are not allowed.

Time Limit: 1 hour

Criteria for Judging:

- Visual Impact   20%
- Mastery of Flash techniques   15%
- Relevance to the assigned task   20%
- Effective use of animations and transitions   20%
- Overall output   25%

Advanced Web Development

General Specifications:

1. Contestants will create a web site using HTML, CSS, JavaScript, and JQuery.
2. Students can only use Notepad/Notepad++
3. Participants can use Cascading Style Sheet for the layout and design of the website.
4. Contestants will be provided with images and articles for the entire site. They can edit images that are provided using any available graphic editor.
5. Contestants may add animated menus using JavaScript or jQuery. The latest version of jQuery Scripting Library will be provided.
6. Contestants can use any JavaScript of jQuery code to provide additional feature/functionality.
7. Contestants may bring reference books, but e-books and handwritten/printed notes/codes are not allowed.

Time Limit : 1 hour

Criteria for Judging:

- Content and Layout   20%
  - Organization of information
- Structure and Navigation   20%
  - Consistency across browsers
- Visual Design   20%
- Functionality   15%
  - All links must be working
- Overall   25%

Programming Competition

General Specifications:

1. **Language:** Borland C++, Java 8 with JCreator Pro or DrJava as Editor
2. The problems to be given are limited to effective use of data types, console I/O operations, arrays, methods/functions, sequence, selection, and looping structures.
3. Contestants may choose from Borland C++ or Java 8 or both – i.e., the contestant may solve some problems using Java and others using Borland C++.
4. Each contestant must solve as many programming problems as he/she can within **2 hours**.
5. Each problem has corresponding points. Winners will be determined NOT BY THE NUMBER OF PROBLEMS SOLVED but by the TOTAL POINTS GARNERED.
6. Once a problem is solved, players must raise their hand to have their programs scored. A problem will be given and the first contestant to solve it will be awarded the points for that problem.
7. A death-match round will be used as tie breaker.
8. Contestants may bring reference books, but e-books and handwritten/printed notes/codes are not allowed.

Technical requirements for every program:

- Program must meet all constraints as specified in the problem.
- Programs must have prompt messages and output labels.

Sample Problem:

Create program that determines and prints the highest value that can be derived from the digits of N wherein N is a three (3) digit integer supplied by the user.

Assume that $99 < N < 1000$.

Sample Run

```
Enter three(3) digit number : 427

Highest possible number : 742
```

The winners for each category will be awarded the following prizes.

First Place:	*Gold medal + 300.00 worth of token*
Second Place:	*Silver medal + 300.00 worth of token*
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 students.

1st Lumawig Debate Cup

Schedule of Activities

Time	Day 1	Time	Day 2
8:00 – 8:30	Registration and assembly of teams	8:00 – 8:30	Assembly of teams
8:30-9:00	Release of motions and preparation for the first round	8:30-9:00	Release of motions and preparation for quarter finals
9:00-11:00	Debate proper, 1st round	9:00-11:00	Debate proper, quarter finals
11:00 – 11:50	Lunch break	11:00 – 11:20	Announcement of breaking teams
11:50 – 12:20	Release of motions and preparation for the second round	11:20 – 12:10	Lunch break
12:20 – 2:20	Debate proper, 2nd round	12:10 – 12:40	Release of motions and preparation for the semi-finals
2:20 – 2:50	Release of motions and preparation for the third round	12:40 – 2:00	Debate proper, semi-finals
2:50 – 4:50	Debate proper	2:00 – 2:30	Announcement of reminders and breaking teams
4:50 – 5:00	Announcement of reminders and breaking teams	3:00-4:30	Finals round
		4:30-5:00	Announcement of winners

1st Lumawig Debate Cup

Mechanics

1. The Asian Parliamentary Format of Debating will be followed over the course of the Debate Competition.

2. Each invited institution can send a maximum of two teams comprising of three of the institution's students per team. The teams can be a combination of students from both junior and senior high school. For example: one grade 7, one grade 10 and one grade 11. Also, every institution has the option of sending one reserve team. Only one coach per institution is allowed.

3. The release of motions will be done 30 minutes before the start of each round. The scope of the motions would include but are not necessarily limited to issues in relation to local and world politics, international relations and economics, religion, pop-culture and media, sports, science and technology and the state of the environment.

4. A Mandatory Point-of-Information rule will be applicable throughout the competition. This rule will ensure that each speaker would accept at least one point of information during his/her constructive speech.

5. The use of online and/or softcopy resources such as internet articles, saved pdf's, the use of phones and tablets, and anything of like nature is strictly prohibited.

6. Sharing of matter and information during the given 15 minute preparation time with any person other than a teammate is also prohibited.

7. To determine the results of the competition the adjudicators for the debate rounds will adhere to the use of issue-based standards of adjudication, evaluating the debate using basic manner, matter and method standards.

8. Results are deemed final and irrevocable. Proper action will be taken if any complaint is channeled by the competitors (and not by any other person) to the adjudication core. The tournament directors take a stand for a no harassment policy towards adjudicators.

9. The tournament will comprise of three elimination rounds, the last being a silent round.

10. Ironing(the act of only one team member representing an entire team) will only be allowed during the first round of the first day.

11. Snacks and Lunch will be provided during the competition proper for the participants (participating teams and coaches).

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

COMPUTER SCIENCE SKILLS CHALLENGE 2016
(High School)

Name of School				
School Address			Contact No.	
Name of Teacher Chaperone (1)			Contact No.	

Adobe Photoshop CS 6

Name of Participant			Year Level	Signature
First Name	Middle Initial	Last Name		
(1)				

Flash Animation CS 6

Name of Participant			Year Level	Signature
First Name	Middle Initial	Last Name		
(1)				

Advance Web Development

Name of Participant			Year Level	Signature
First Name	Middle Initial	Last Name		
(1)				

Programming Competition

Name of Participant			Year Level	Signature
First Name	Middle Initial	Last Name		
(1)				

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

LUMAWIG DEBATE 2016
(High School)

Name of School				
School Address			*Contact No.*	
Name of Teacher Chaperone **(1)**			*Contact No.*	
TEAM 1				
Name of Participant			**Year Level**	**Signature**
First Name	**Middle Initial**	**Last Name**		
(1)				
(2)				
(3)				
TEAM 2				
Name of Participant			**Year Level**	**Signature**
First Name	**Middle Initial**	**Last Name**		
(1)				
(2)				
(3)				
RESERVE TEAM *(Optional)*				
Name of Participant			**Year Level**	**Signature**
First Name	**Middle Initial**	**Last Name**		
(1)				
(2)				
(3)				