



Republic of the Philippines  
 Department of Education  
 Cordillera Administrative Region  
**DIVISION OF BAGUIO CITY**  
 #82 Corner Military Cut-off, Baguio City  
 Tel. No.: 442-7819 Fax: (074) 442-7819



**ENCLOSURE 1. 2017 DIVISION CAMP PROGRAM OF ACTIVITIES**

| Time/Date   | Jan. 27,2017   | Jan.28, 2017   |
|-------------|--|--|
| 8:00-8:30   | Opening Program  |  |
| 8:30-:12:00 | Workshop on the use of Innovative learning Materials                             | Workshop on Innovative learning materials  |
| 8:00-10:00  |  | Search for Ginoo at Binibining Kalikasan Little Prince and Princess                |
| 10:00-12:00 | On the Spot Collage Making, SCI-ART and Poster Making / Painting per grade level | SCI-DOKU (Elementary / Secondary ) Per grade level                                 |
| 12:00-1:00  | Lunch Break  |  |
| 1:00- 5:00  | Workshop on the use of Innovative learning materials                             | SAYAWIT (Elementary only) Elem/secondary<br>Sci-cheer, Jingle Making, Speech choir |
| 1:00- 3:00  | SCI-Folk (Elem/Secondary)  | Robotics / Science trail<br>SCI-Cheer, Jingle making, Sayawit, Speech choir        |
| 3:00-5:00   | SCI-Photo journalism<br>SCI-Folk/ Sci-writing (Elem/secondary)                   | Closing Program  |

**WORKSHOP SCHEDULE ON THE USE OF INNOVATIVE LEARNING MATERIALS**

| DATE /Time              | District   |
|-------------------------|--|
| <b>January 27,2017</b>  |  |
| 8:00-10:00 AM           | Lucban & Mabini Districts (Elem)                 |
| 10:00-12:00 AM          | Quezon & North Quezon Districts ( Elem)          |
| 1:00- 3:00 PM           | Baguio & West Baguio Central Districts (Elem)    |
| 3:00-5:00 PM            | BCHS/ West / Baguio Centrla District (Secondary) |
| <b>January 28, 2017</b> |  |
| 8:00-10:00 AM           | Lucban /Mabini District (Secondary)              |
| 10:00- 12:00 PM         | Quezon/ North Quezon Disrict ( Secondary)        |

CRITERIA FOR JUDGING

1. ON THE SPOT PAINTING:

Rules & Mechanics – Participants are bonafide Elementary, Secondary students and teachers  
The materials to be used in the Contest:

\*Elementary – Crypas

\*Secondary - Pastel

\*1/2 illustration board

|                               |      |
|-------------------------------|------|
| a) Creativity -               | 25%  |
| b) Relevance to the Theme -   | 20%  |
| c) Color harmony -            | 25%  |
| d) Neatness -                 | 15%  |
| e) Uniqueness/Visual Impact - | 15%  |
|                               | 100% |

2. COLLAGE MAKING:

Rules and Mechanics – Participants are bonafide Elementary Secondary students and teachers.

\*Waste materials will be used in collage making

\*1/2 illustration board

|                             |      |
|-----------------------------|------|
| a) Creativity -             | 30%  |
| b) Originality -            | 20%  |
| c) Relevance to the Theme - | 25%  |
| d) Symbolic/Visual Impact - | 25%  |
|                             | 100% |

3. SCI-CHEER DANCE:

Rules and Mechanics – Participants are bonafide Elementary & Secondary students

- The total of 20 and more dancers
- Costume/attire must be with Science implications
 

|                               |      |
|-------------------------------|------|
| a) Mastery -                  | 30%  |
| b) Group Harmony & Projects - | 20%  |
| c) Difficulty of Execution -  | 25%  |
| d) Costume & Props -          | 25%  |
|                               | 100% |

4. JINGLE-MAKING CONTEST:

Rules and Mechanics - Participants are 12 – 20 members

- Costume attire must be with Science Implications
- The copy of the song must be submitted to the judge.
 

|                                  |      |
|----------------------------------|------|
| a) Originality -                 | 30%  |
| b) Harmony with music -          | 25%  |
| c) Difficulty of lyrics % tone - | 25%  |
| d) Relevance -                   | 20%  |
|                                  | 100% |

5. ROBOTICS DANCE:

Rules and Mechanics – The total participants will be 15 – 25 Robotic dancers.  
Costume & attire must be with Robotic implications.

- |                                     |      |
|-------------------------------------|------|
| a) Robot Costume -                  | 25%  |
| b) Gracefulness of Robotics Style - | 20%  |
| c) Stage Presence -                 | 25%  |
| d) Coordination/Mastery -           | 30%  |
|                                     | 100% |

6. TUGSAYAWIT/SAYAWIT:

- Participants must be 15 – 25 dancers
- Costume and attire should have science implications

- |                           |      |
|---------------------------|------|
| a) Mastery -              | 25%  |
| b) Coordination -         | 25%  |
| c) Costume/Props -        | 25%  |
| d) Stage Presence -       | 10%  |
| e) Science implications - | 15%  |
|                           | 100% |

7. SEARCH FOR G. AT BB. KALIKASAN:

- |                              |      |
|------------------------------|------|
| a) Beauty and handsomeness - | 20%  |
| b) Talent -                  | 20%  |
| c) Intelligence -            | 20%  |
| d) Costume -                 | 40%  |
|                              | 100% |

School Uniform - 5%  
Casual wear - 5%  
Sports wear - 10%  
Formal wear - 20%  
(Indigenous attire)

8. IMPROMPTU SPEAKING:

- |   |      |
|---|------|
| a) Substance and Content -                | 25%  |
| b) Relevance to the theme -               | 20%  |
| c) Organization on the clarity of Ideas - | 30%  |
| d) Stage Presence -                       | 10%  |
| e) Enunciation, Distinction & Gesture -   | 15%  |
|   | 100% |

9. ESSAY WRITING:

- |  |      |
|--|------|
| a) Substance of the content --             | 50%  |
| b) Relevance to the Theme -                | 25%  |
| c) Organization or Quality of the Ideas -- | 25%  |
|  | 100% |

**10. SCI-FOLK DANCE**

\* Rules and Mechanics-participants are bon elementary, secondary stdnes and teacher s

\* At least 12-15 participants

\* Costume/ Attire with Science Implications

- a) Mastery-----25 %
  - b) Coordination and projection-----25%
  - c) Costume and attire with Science Implications -----25%
  - d) Stage presence, harmony & difficulty of execution----25%
- 100%**

**11. SCI-MOD-TECH:**

\*Rules & Mechanics-participants are bonafide elementary , secondary students & teachers

\*At least 15-20 members

\* Costume /attire with Science Implications

- a) Mastery-----25 %
  - b) Coordination and projection-----25%
  - c) Costume and attire with Science Implications -----25%
  - d) Stage presence, harmony & difficulty of execution----25%
- 100%**

**12. CREAIVE SCI-MODELLING**

\*Rules & Mechanics-participants are bonafide elementary , secondary students & teachers

\*At least 12-15 members

\* Costume /attire with Science Implications

- a) Personality (Beaty & handsomeness)-----25 %
  - b) Coordination and projection-----25%
  - c) Stage presence / difficulty of movement -----25%
  - d) attire and audience impact with harmony-----25%
- 100%**

\*Recycled materials attire -----15%

\* Modern dress attire for teachers -----15%

\* Fantasy attire for teachers -----15%

\* Cosway attire for students -----15%

**13. SCIENCE TRAIL**

- \* Props/ Costume -----25%
  - \*Relevance to the topic -----50%
  - \*Creativity -----25%
- 100%**



**ASSOCIATION OF SCIENCE EDUCATORS  
IN THE PHILIPPINES (ASEP)**

c/o Region IV-A, CALABARZON  
Summerfield Subd., Brgy. Osorio  
Trece Martires City, Cavite (Main Office)



**GENERAL GUIDELINES FOR RUBIK'S CUBE & SUDOKU COMPETITION**

**A. RUBIK'S CUBE**

Rubik's Cube is a toy in the shape of a cube with nine squares on each side, each side a different color. The game is to mix up the colors then put them back in order. When the puzzle is solved, each face of the cube is a solid color.

Rubik's Cube is a mechanical puzzle invented by Hungarian sculptor and professor of architecture Ernő Rubik. Originally called the Magic Cube by its inventor, this puzzle was renamed Rubik's Cube by Ideal Toys in 1980 and won special award for Best Puzzle.

**Mechanics:**

1. Each participating division should have only one contestant regardless of what year level. The contestant should be a bonafide student enrolled in the current school year.
2. It is a "race to three" competition. Each contestant will solve 3 Rubik's cube continuously.
3. Each contestant will provide their own Rubik's cube during the contest proper.
4. There will be three elimination rounds for every year level:

**Round 1 – Race to Three.** The contestants will be divided into three (3) groups.

Game 1: Three contestants (group 1)

Game 2: Three contestants (group 2)

Game 3: Four contestants (group 3)

The time of each contestant will be recorded. All the contestants will be ranked according to the least time consumed. The top 6 can proceed to Round 2.

**Round 2 – Race to Three.** The top six (6) contestants will be divided into two (2) groups.

Game 1: Three contestants (group 1)

Game 2: Three contestants (group 2)

The time of each contestant will be recorded. All the contestants will be ranked according to the least time consumed. The top three (3) can proceed to Round 3.

**Round 3 – Race to Three.** The contestants will be ranked according to the least time consumed in the Rubik's puzzle. The contestants will be declared as first, second or third place winner.

5. The time keeper having stop watch shall check the stop watch for every contestant. There shall be one time keeper for every contestant.

6. The time starts immediately after the contest administrator announces the GO signal.
7. The time keeper shall only press STOP on the watch after the puzzle has been solved and places down the Rubik's cube on top of the table. The contestant is no longer allowed to continue if he/she happened to place down the Rubik's cube before the puzzle was solved.
8. The Rubik's cube puzzle is said to be SOLVED after putting it back in proper order, each face will have only one color.
9. Winners will be determined through the consumed time in the Rubik's cube puzzle. Any contestant who have the least time in the solving the puzzle will be declared winner.
10. The decision of the contest administrator will be official and final.

## 6. 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:

1. Each participating division should have only one contestant regardless of what year level. The participant shall be a bonafide student enrolled in the current school year.
2. There will be three elimination rounds:

**Round 1 - EASY ROUND (15 minutes)**

Each contestant will solve only one SuDoKu Easy Level  
Only the top 7 contestants can proceed to Round 2

**Round 2 - AVERAGE ROUND (30 minutes)**

The top 7 contestants will solve only one SuDoKu Average Level  
Only the top 5 contestants can proceed to Round 3

**Round 3 - DIFFICULT ROUND (40 minutes)**

The top 5 contestants will solve only one SuDoKu Difficult Level  
Each contestant will be ranked according to the time consumed in the puzzle. Only the Top 3 shall be declared as winners.

3. The SuDoKu grid will be provided during the contest proper.
4. The time starts immediately after the contest administrator announces the GO signal.
5. The contestants shall immediately submit their solved SuDoKu and the contest administrator will record the time consumed for each contestant.
6. 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 contains the numbers 1 to 9.
7. Numbers written whether in pencil or ballpen and in whatever sizes shall be deemed final and constitutes an answer of the puzzle grids.
8. Winners will be determined through the consumed time in the SuDoKu puzzle. Any contestant who have consumed least time in the puzzle will be declared winner.
9. The decision of the contest administrator is official and final.