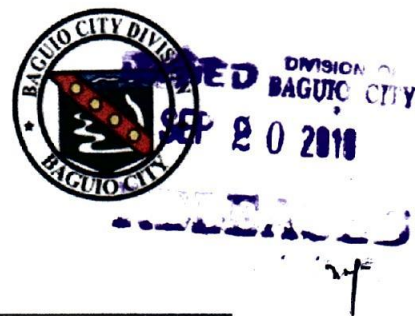




Republic of the Philippines
Department of Education
Cordillera Administrative Region
DIVISION OF BAGUIO CITY
#82 Military Cut -Off, Baguio City
Tel. No.: (074) 442-7819



DIVISION MEMORANDUM

No. 437 s. 2018

GUIDELINES FOR QUEZON AND NORTH QUEZON DISTRICTS SCIENCE FESTIVAL 2018

To:

**All School Heads
Science Coordinators/Representatives
Quezon and North Quezon District
(Public and Private Schools)**

1. Please be informed of the 2018 DISTRICTS SCIENCE FESTIVAL to be held on **September 28-30, 2018** at Mil-an National Science High School, 8 o'clock AM to 5:00 PM.
2. Attached are the Guidelines and Mechanics, Program Paper and List of Working Committees for information and guidelines of all concerned.
3. Immediate dissemination of this memorandum is desired.


FEDERICO P. MARTIN, Ed. D., CESO VI
Schools Division Superintendent



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



GUIDELINES FOR THE SCIENCE FESTIVAL 2018
QUEZON AND NORTH QUEZON DISTRICT
Theme: “Science for the People: Innovation for Collective Prosperity”

- ✚ **DATE:** September 28-30, 2018
- ✚ **TIME:** 7:30 AM-5:00 PM
- ✚ **VENUE:** Mil-an National High School

| CATEGORY | | COMMITTEE | PARTICIPANTS |
|----------|--|--|--|
| I | ● SCIENCE QUIZ & ENVIRONMENTAL QUIZ INDIVIDUAL WRITTEN | | 1 Player per GRADE Level G7- G12 |
| | Grade 7 Chemistry and Biology | Genext School of Leaders Foundation | |
| | Grade 8 Physics and Earth and Space | Bakakeng National High School | |
| | Grade 9 Biology and Chemistry | Greenwood International Heritage School | |
| | Grade 10 Earth and Space and Physics | San Vicente National High School | |
| | Senior High | MNHS/GIHS/Disciples For Christ International School | |
| II | ● SCI-SPELLING BEE | Baguio City Science Foundation | 1 Player per GRADE Level G7- G12 |
| III | ● ON THE SPOT | | 1 Player per GRADE Level G7- G12 |
| | PAINTING | Greenwood International Heritage School /Pines Montessori School | |
| | POSTER MAKING | | |
| | COLLAGE MAKING | | |
| IV | ● IMPROMTU | | 1 Player for Junior High 1 Player for Senior High |
| | SCI-SPEECH | MIL-AN National High School | |
| | SCI-WRITING | | |
| V | ● BOARD GAMES | | JUNIOR HIGH only 3 players per GRADE level G7-G10 |
| | SCI-DAMA | | |
| | - Grade 7 Electro Sci-Dama | Lindawan National High School | |
| | - Grade 8 Dama Sci-Notation | San Vicente NHS/Happy Hallow NHS | |
| | - Grade 9 THI Sci-Dama | Mil-an NHS | |
| | - Grade 10 Thermo Sci-Dama | Bakakeng NHS | |
| | SCI-CHESS | SLU-Laboratory High/DFC/ Mil-an NHS | 1 Player for Junior High 1 Player for Senior High |
| VI | ● TOWER OF HANOI | SLU-Laboratory High | 1 Player for Junior High |
| VII | ● SCI-PHOTOJOURNALISM | SLU-Laboratory High /DFCIS | 1 Player for Senior High |
| VIII | ● SIM | SLU-Laboratory High | SCIENCE TEACHER per year level G7-G12 |
| IX | ● INVESTIGATORY PROJECT | | JUNIOR HIGH LEVEL: INDIVIDUAL AND TEAM (compose of 3 members) for Life and physical science |
| | LIFE SCIENCE | SLU Laboratory High School/ Mil-an NHS | |
| | PHYSICAL SCIENCE | | |
| X | ● GROUP COMPETITION | | 15 to 20 members for Junior and Senior High level |
| | JINGLE | Mil-an NHS | |
| | SAYAWIT | SLU-Laboratory High | |
| | SCI-FOLKDANCE | San Vicente NHS | |
| | CREATIVE SCI MODELLING | Mil-an NHS | |

✚ **REGISTRATION:** Php 100/Contestant and Coaches

✚ **REMINDERS:**

- All concerned Committee will be responsible to assign their time keeper and Score keeper.
- All participants will provide their own materials on their selected categories.
- The working committee of each categories will assign their panel of judges.

GAME RULES & MECHANICS:

I. SCIENCE & ENVIRONMENTAL QUIZ BEE INDIVIDUAL WRITTEN CATEGORY

a. Questions

| Level | Type of Questions | Score | Time Frame |
|-----------|--|----------|--|
| Easy | Multiples Choices (A, B, C, D) | 1 point | 10 seconds ✓ time starts after the second reading ✓ students should start answering after the second reading |
| Average | Fill in the blanks Identification | 2 points | 20 seconds ✓ time starts after the second reading ✓ students should start answering after the second reading |
| Difficult | Fill in the blanks Identification | 3 points | 30 seconds ✓ Students may start answering after the second reading |
| Clincher | Fill in the blanks Identification (Questions must be easy) | | |

Note: For difficult round, students may start answering after the first reading.

b. Coverage: First and second grading based from the K to 12 Curriculum

| Grade level | Coverage | Number of participant per school |
|-------------|-----------------------------|----------------------------------|
| Grade 7 | Chemistry and Biology | 1 |
| Grade 8 | Physics and Earth and Space | 1 |
| Grade 9 | Biology and Chemistry | 1 |
| Grade 10 | Earth and Space and Physics | 1 |

c. The test Construction Mechanics

- ✓ All coaches must submit 1 question in each category (easy, average, Difficult, clincher)
- ✓ All Coaches must follow the format for the test construction:

| | |
|-----------------|-----------------|
| Font Style: | Times New Roman |
| Font Size: | 12 |
| Paper size: | 8.5 x 13 |
| Paper division: | ¼ crosswise |

- ✓ No marks must be present in the paper (like: name of school, name of coach, etc.)

Note:

- ✓ Before the quiz bee proper, all coaches must be present and on time for the questionnaire deliberation. During the deliberation, all questions will be read by the Quiz Master. Any contests and reactions after the deliberation will not be entertained. Thus, all questionnaires are deemed final after the deliberation.
- ✓ All participants must be in the assigned room on time. And wait for the quiz master to come.
- ✓ Coaches are not allowed to enter the Quizzing room before and during the quiz bee proper.
- ✓ All questions will be read during the quiz bee proper.
- ✓ The quiz bee will happen simultaneous.
- ✓ Only the top 5 winners will be awarded and will represent/proceed to the division level.

II. SCI-SPELLING BEE

➤ Rules & Mechanics

1. Before the event, all coaches must be present for the word spell deliberation.
2. All contestants will spell the same words in writing. Before a word is read, all marking pens will be raised.
3. The pronouncer will read the word twice, give its meaning and use it in the sentence. The word will be read again, then the pronouncer will say "GO"; only then the contestants can write the word.
4. The contestants will write the WORD in ALL CAPITAL LETTERS for clarity. Failure to do so, will make the answer invalid.
5. After 10 seconds, the bell will ring to signal that the time is up. The contestants will raise the slate board to | display their answers.
6. Judges will declare correct answers.

c. Collage Making

➤ Rules & Mechanics:

1. Participants are bonafide Junior and Senior high students.
2. Waste materials will be used in collage and ½ illustration board.
3. All artworks must be done on-the-spot and must be completed the allotted time of two hours.
4. Criteria
 - Creativity 30%
 - Originality 20%
 - Relevance to the Theme 25%
 - Symbolic/Visual Impact 25%Total: 100%

IV. IMPROMPTU

a. SCI-SPEECH

1. Participants are bonafide Junior and Senior high students.
2. Facilitators/Judges will give the theme to the participants.
3. Participants will be given 15 minutes to develop their content.
4. The content will be focused on the theme to be given by the facilitator/judge with science implication.
5. Participants will be given a total of 3 minutes for their impromptu.
6. The facilitator/judge may notify the contestant when they fully consumed their time.
7. Criteria
 - Substance and Content 25%
 - Relevance to the theme 20%
 - Organization on the clarity of Ideas 30%
 - Stage Presence 10%
 - Enunciation, Distinction & Gesture 15%Total 100%

b. SCI-ESSAY WRITING (ENGLISH & FILIPINO)

1. Participants are bonafide Junior and Senior high students.
2. Participants may bring their own yellow paper, ballpen and ruler, however the official bond paper to be used will be provided by the facilitator/judge.
3. There will be a total of two (2) hours to write the contents with science implication not exceeding 250 words.
4. The content will be focused on the theme to be given by the facilitator/judge.
5. Criteria
 - Substance of the content 50%
 - Relevance to the Theme 25%
 - Organization or Quality of the Ideas 25%

V. TOWER OF HANOI

➤ Rules:

1. Participants are bonafide Junior and Senior high students.
2. The number of rings and pegs will be assigned by the facilitator/judges
3. Only one disk can be moved from one peg to another peg at a time.
4. A disk can be placed only on top of a larger one.
5. A disk can be moved from top only.
6. First player to move all disks in the last peg with the least time consumed wins the game.

VI. SCI-PHOTO JOURNALISM

➤ Rules:

1. Participants are bonafide Junior and Senior high students.
2. Participants must bring their own camera. Only a Digital Camera with blank memory card will be used during the photo contest.
3. Participants will be given (2) hours to capture the image and formulate the title and content on the captured image.
4. The theme will be assigned by the board of judges.
5. Editing of photos is strictly prohibited.
6. The dimension/size of the photo will be 6R (152cm x 203cm).
7. Use ¼ illustration board to display photo output.
8. Criteria

| | |
|---|------|
| • Originality | 25% |
| • Quality of photo/picture (clear & implies excellent ideas) | 25% |
| • Implications with the Theme | 25% |
| • Neatness, dimension & impact | 25% |
| Total | 100% |

VII. GROUP COMPETITION

a. JINGLE-MAKING CONTEST

➤ Rules and Mechanics:

1. Participants are 12 - 20 members Costume attire must be with Science Implications. The copy of the song must be submitted to the judge.

2. Criteria:

| | |
|-------------------------------|------|
| • Originality | 30% |
| • Harmony with music | 25% |
| • Difficulty of lyrics & tone | 25% |
| • Relevance | 20% |
| Total | 100% |

b. TUGSAYAWIT/SAYAWIT

➤ Rules and Mechanics:

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

2. Criteria:

| | |
|------------------------|------|
| • Mastery | 25% |
| • Coordination | 25% |
| • Costume/Props | 25% |
| • Stage Presence | 10% |
| • Science implications | 15% |
| Total | 100% |

c. SCI-FOLK DANCE

➤ Rules and Mechanics:

1. Participants must be bonafide secondary students, senior high and teachers.
2. Participants must be 12 - 25 dancers.
3. Costume and attire should have science implications.

4. Criteria:

| | |
|--|------|
| • Mastery | 25 % |
| • Coordination and Projection | 25% |
| • Costume and attire with Science Implications | 25% |
| • Stage presence, harmony & difficulty of execution | 25% |
| Total | 100% |

d. CREATIVE SCI-MODELLING

➤ Rules and Mechanics:

1. Participants must be bonafide secondary students, senior high and teachers.
2. Participants must be 12 - 25 dancers.
3. Costume and attire should have science implications.
4. Criteria:

| | |
|--|------|
| • Personality (Beauty & handsomeness) | 25 % |
| • Coordination and projection | 25% |
| • Stage presence / difficulty of movement | 25% |
| • Recycled attire and audience impact with harmony | 25% |

Total 100%

VIII. BOARD GAMES

a. SCI-DAMA

➤ Rules and Mechanics:

1. Participants are bonafide Junior high students.
2. Set the starting positions of the chips.
3. The two players alternately will take turns in moving a piece (pass is not allowed).
4. Touch move shall be observed in the games. A player who touches a chip is required to move that chip unless it is an illegal move.
5. After making a move, a player shall record his/her 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, record the move and score.
8. A warning is given to a player by the arbiter if no move is made in one minute, and consequently, is forced to move a chip.
9. Continuous violation of rule #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 a chip or the chip is "dama"
11. A chip is declared "dama" if it reaches and stops in any of the following opponent's square: (1,0) (3,0) (5,0) (7,0)
12. Similarly, if an ordinary opponent's chip reaches the following squares, it is declared as "dama". (0,7) (2,7) (4,7) (6,7)
13. Once a piece/chip is declared as 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.
14. In taking chip/chips, the following shall prevail: "Mayor dama" "Mayor dalawa" "Mayor tatlo", etc.
15. "Dama" chip should be encircled in the score sheet to identify the "dama".
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 chips.
 - » A player resigns."Save by the bell" is not applicable in the end game. Continuation of the move shall be enforced when taking a chip/s.
18. The remaining chip/chips of a player is/are 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, except in the sci-dama when the player with lesser score wins.
21. 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.
22. Arbiter's decision is final.

SCI DAMA COMPETITION GROUND RULES

1. The tournament shall be governed by Sci-damath Swiss rules and those stated in the following ground rules.
2. The 5-round Swiss shall be adopted. The first player is determined by the table of pairings.
3. Players annoying or causing disturbing acts, for example; tapping the chair, tables or whistling etc., shall forfeit his game after he fails to observe the first warning by any of the tournament managers.
4. Players, coaches and spectators are not allowed to make post game analysis or play against other players/coaches/spectators and discuss finished or unfinished games within ten meter radius of the playing area. Coaches are only allowed within the playing area if requested by the arbiter/tournament managers.
5. Players are not allowed to eat or drink at the playing area while the game is in progress. However, he/she may ask permission to leave the playing area at his own time.
6. In taking chip, pass is not allowed. If the player has an option, then he may use 1 minute but has to take the chip/s right away without consuming the 1 minute time.
7. " Save by the Bell" , is not applicable in the last minute of the game. Continuation of the move contradicts the general guidelines on Damath games.
8. A player records his/her own move. Computation of scores may be done after the game.
9. In moving a chip, touch move should strictly be observed except when the move contradicts the general guidelines on Damath games.
10. Defaulting time is ten (10) minutes.
11. No complaints will be entertained after the players have signed the score sheets.
12. The breaking rules:
 - a. Winner over the other (for simple tie)
 - b. Median
 - c. Silkoff
 - d. SB

Note: Computation of the Tie Breaks

Median –list down the scores of the opponents, cancel the highest and the lowest scores and sum up the rest
Silkoff-list down the scores of the opponents and sum it up.

b. SCI-CHESS

1. Participants are bonafide Junior and Senior high students.

GAME MECHANICS

1. Participant must be a bona-fide pupil/student enrolled in the current school year.
2. First and Second Place winner for the boys and First and Second Place winners for the girls for every level from Grade 3 to Grade 11.
3. Double Elimination will be followed as a standard rule of elimination. Other system may apply upon the agreement of the coaches.
4. One (1) hour as a total time is given to the players (20 minutes for the player A and 20 minutes for player B)
5. A point system will apply to determine who wins the game.
6. The game ends when
 - A. The highest official is captured.
 - B. The time allocation was consumed or lapses
 - C. The opponent commits 2 illegal moves
7. In the event of stale-mate (no more moves) point system will apply, each player will count their points and whoever has the highest score wins the game.
8. In the event of perpetual moves (both players move the same location and pieces 5x) each player will count their points and whoever has the highest score wins the game.
9. When the time lapses or the opponents timer drops the highest officials will be considered captured by the opponent.
10. In the event of an illegal move, a 15 point deduction will be given to the player who committed the illegal and the piece that was moved illegally will be returned to the original location. On the second illegal move, the highest official will be considered captured by the opponent.
11. In the event that there will be no movement but the score is tied, there will be another game for the 2 players.
12. There will be no CHECK and OPEN CHECK for this game. You can directly capture the highest official whenever possible.
13. Castling is allowed, be sure to move the highest official first.
14. When the lowest official reaches the opponents side it can be replaced by an official as desired by the player (from the lowest to the highest rank).

IX. STRATEGIC INTERVENTION MATERIALS (SIM)

- 1 Science Teacher per year level G7-G12

| CRITERIA | POINTS |
|---|------------|
| Subtasking | 15 |
| • Competency-based | 5 |
| • Bloom's Taxonomy followed | 6 |
| • SMAR-C | 4 |
| Congruence | 15 |
| • Activities in-line with content and skills | 5 |
| • Assessment in-line with content and skills | 10 |
| Usability/Functionality | 45 |
| • Language | 3 |
| • Title Card | 2 |
| • Guide Card | 4 |
| • Activity Card | 14 |
| • Assessment Card | 3 |
| • Enrichment Card | 3 |
| • Reference Card | 3 |
| • Answer Card | 2 |
| • Packaging | 8 |
| Replicability | 25 |
| • Validated before classroom use | 5 |
| • Dev. Mat. Based on least mastered skills LC | 5 |
| • Mat. Used improved mastery level | 10 |
| • Handy and easy to copy | 3 |
| • Cost | 2 |
| TOTAL | 100 |

X. SCIENCE INVESTIGATORY PROJECT (SIP)

a. Category

| Category | | Number of Participant |
|------------------|------------|-----------------------|
| Life Science | Individual | 1 |
| | Team | 3 |
| Physical Science | Individual | 1 |
| | Team | 3 |

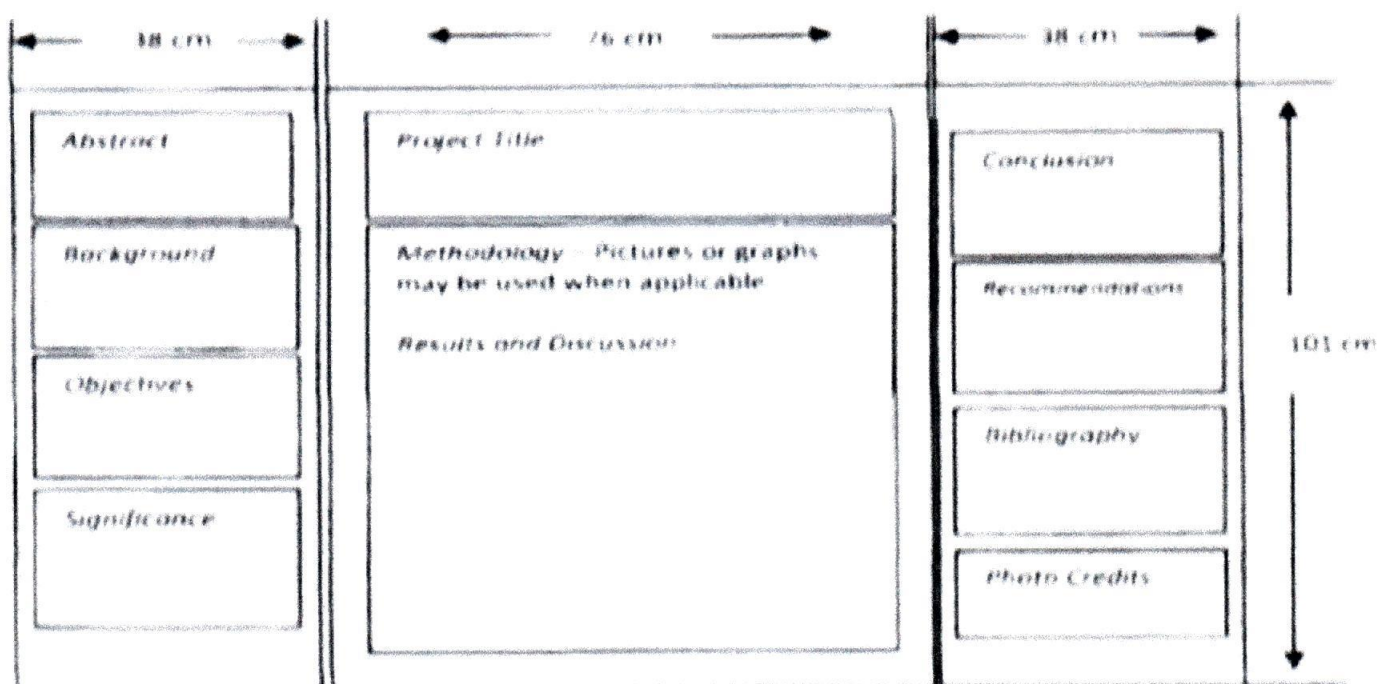
- ✓ Each participating school must at least submit 2 investigatory project (1 individual and 1 team), regardless of its category but it is not limited to it.

b. IP write-up

- ✓ Submit 3 copies of the investigatory project write-ups enclosed in a paper folder, fastened at the side.
- ✓ The forms can be downloaded at Intel ISEF website

c. Display boards

- ✓ No tarpaulins
- ✓ Use 1 whole illustration boards or the "balik-bayan" box for the display.
- ✓ No decoration needed for the display.



OTHER COMMITTEES

A. Registration Committee

Chair: PAULINE PUNASEN

Members: MNHS SCIENCE CLUB

B. Food & Snack Committee

Chair: JULIE ROQUE

Members: MNHS GSP/YES-O

C. Certificates and Awards Committee

Chair: ESTHER PAYAP-A

Members: MNHS RED CROSS CLUB

D. Documentation Committee

Chair: JULIE ANN SIONG

Members: MNHS SSG

E. Physical, Sound & Technical Support

Chair: CHRISTOPHER CORAL

Members: MNHS BSP/James Ramos



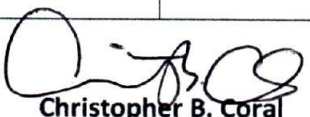
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QUEZON AND NORTH QUEZON DISTRICT SCIENCE FESTIVAL 2018
Theme: "Science for the People: Innovation for Collective Prosperity"
PROGRAMME & SCHEDULE OF EVENTS



| Date | Time | Venue | Activity | Activity Chair |
|-----------------------|-----------------|-----------------------------------|--|-------------------------------|
| September 28, 2018 | 7:30 – 8:00 am | School Grounds | Registration | Pauline S. Punasen |
| September 28, 2018 | 8:00 – 9:00 am | School Grounds | Opening Program | District Science Committee |
| September 28-29, 2018 | 9:30 – 5:00 | Senior High Bldg 2 Social Hall | Sci-DAMA | Gary Farrong |
| September 28, 2018 | 9:30 -12:00 am | | Sci-WRITING | Pauline S. Punasen |
| September 28, 2018 | 9:30 – 12:00 am | Library | Sci-SPEECH | Veronica Gomez |
| September 28, 2018 | 9:30 – 12:00 am | Stage | Sci-CHESS | Christopher Coral |
| September 28, 2018 | 1:00 – 5:00 pm | Stage | Tower of Hanoi | John Michael Guerzon |
| September 28, 2018 | 1:00 – 5:00 | Computer Lab 1 | Sci-Photojournalism | Pamela Casulla |
| September 29, 2018 | 9:30 – 12:00 | JICA and Senior High Bldg 2 | ENVIRONMENTAL QUIZ | Bryan John Torrefranca |
| September 29, 2018 | 1:00 – 5:00 | JICA and Senior High Bldg 2 | SCIENCE QUIZ | Michael de Aro |
| September 29, 2018 | 9:30 – 12:00 | Senior High Building 1 | Sci-SPELLING | Jonas Roy |
| September 28-29, 2018 | 8:00 – 5:00 | He Laboratory | Investigatory Project Congress (Saturday 1-5 pm) | John Michael Guerzon |
| September 29, 2018 | 1:00 – 5:00 pm | School Grounds | Group Competitions | Marina Apayo |
| September 30, 2018 | 9:00 – 12:00pm | School Grounds | Closing Program and Awarding | District Science Committee |

Prepared by: 
Christopher B. Coral
 District Science Coordinator

Noted by:  **Brendalee C. Awingan**
 District Supervisor