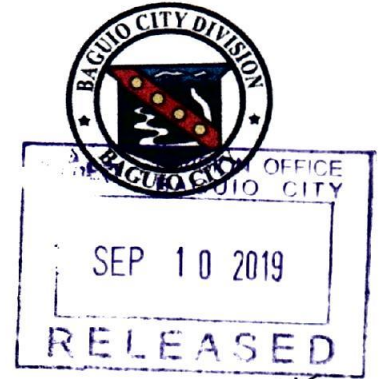




Republic of the Philippines  
Department of Education  
Cordillera Administrative Region  
**DIVISION OF BAGUIO CITY**  
**LUCBAN-MABINI DISTRICT SECONDARY**



**Division Memorandum**

No. 424, s. 2019

**To:**

**All School Heads**  
**Science Coordinators / Representatives**  
**Lucban – Mabini District**  
**(Public and Private Schools)**

1. Please be informed of the **2019 DISTRICT SCIENCE FESTIVAL** to be held on *September 19-20, 2019* at Doña Aurora National High School, 8:00 AM to 5:00 PM.
2. Attached are the Guidelines and Mechanics and list of Working Committees for information and guidelines.
3. Opening program will start at 7:40 am.
4. Immediate dissemination of this memorandum is desired.

**FEDERICO P. MARTIN, EdD, CEEd, CESO V**  
Schools Division Superintendent



Republic of the Philippines  
Department of Education  
Cordillera Administrative Region  
DIVISION OF BAGUIO CITY  
LUCBAN-MABINI DISTRICT SECONDARY



**GUIDELINES FOR THE SCIENCE FESTIVAL 2019**

**LUCBAN – MABINI DISTRICT**

**Theme : “ Science for the People : ENABLING TECHNOLOGIES FOR SUSTAINABLE DEVELOPMENT**

**DATE :** September 19-20, 2019

**TIME :** 8:00 AM to 5:00 PM

**VENUE :** DONA AURORA NATIONAL HIGH SCHOOL

**A. QUIZ BEE**

Level	Type of Question	Score	Time Frame
Easy	Multiple Choices (A,B,C,D)	1 point	10 seconds ➤ Time starts after the second reading ➤ Students should start answering after the second reading
Average	Multiple Choices	2 points	20 seconds ➤ Time starts after the second reading ➤ Students should start answering after the second reading
Difficult	Fill in the blanks Identification / Problem solving	3 points	30 seconds / 1 minute ➤ Time starts after the second reading ➤ Students should start answering after the second reading
Clincher	Fill in the blanks identification / Problem solving	3 points	30 seconds / 1 minute ➤ Time starts after the second reading ➤ Students should start answering after the second reading

• **Coverage**

Grade level	Coverage	Number of participants
Grade 7	Chemistry and Biology	2
Grade 8	Physics and Earth Science	2
Grade 9	Biology and Chemistry	2
Grade 10	Earth Science and Physics	2
Grade 11	1 <sup>st</sup> Semester	Team (3 members)
Grade 12	1 <sup>st</sup> Semester	Team (3 members)



- **The test Construction Mechanics**

- All coaches must submit 2 questions 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 (long)
Paper division	1/4

- Coaches must write the name of the school and references.

**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 the top 3 will represent the division.

**B. SCIDAMA**

**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 the 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/she 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 tops 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 or dama" "Mayor dalawa" "Mayor tatlo", etc.
15. "Dama" chip should be encircled in the score sheet to identify the "dama".
16. Game 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 lesser total scores wins the game.
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.

## **SCIDAMA COMPETITION GROUND RULES**

1. The tournament must be governed by the 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: the tapping of chairs, tables or whistling, etc., shall forfeit his/her game after he/she 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 discussed finished or unfinished games within 10 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 in the playing area while the game is in progress.
6. In taking chips, pass is not allowed. If a player has an option, then he/she 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 rules of the Sci-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 be strictly observed when the move contradicts the general guidelines of SciDamath games.
10. Defaulting time is 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 and sum up the rest.**  
**Silkoff – list down the scores of the opponents and sum it up.**



**C. STRATEGIC INTERVENTION MATERIALS (SIM)**

➤ Open entry

CRITERIA	POINTS	
<b>Subtasking</b>	15	
• Competency – based		5
• Bloom’s Taxonomy followed		6
• SMAR-C		4
<b>Congruence</b>	15	
• Activities in-line with content and skills		5
• Assessment in-line with content and skills		10
<b>Usability / Functionality</b>	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
<b>Replicability</b>	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
<b>TOTAL</b>		<b>100</b>

**D. SCIENCE INVESTIGATORY PROJECT**

1. Category

Category		Number of Participants
<b>Life Science</b>	Individual	1
	Team	3
<b>Physical Science</b>	Individual	1
	Team	3

➤ Each participating school must submit at least 1 investigatory project.

2. IP write-up

- Submit 3 copies of the investigatory write-ups enclosed in a paper folder, fastened at the side.
- Life science (green folder)
- Physical science (white folder)

**E. OTHER COMMITTEES (c/o Doña Aurora National High School)**

1. Registratiton Committee
2. Food and Snack Committee
3. Certificates and Awards Committee
4. Documentation Committee
5. Pysical, Sound and Technical Support Committee

# SCHEDULE OF ACTIVITIES

## QUIZ BEE

GRADE LEVEL	Time	ROOM ASSIGNMENT	QUIZ MASTER
Grade 7	8:30-10:30	AVR	Mary Luz M. Salis (BCU)
Grade 8	8:30-10:30	LOYALTY	Rachel Hamadon (Yesu Mauel Christian Academy)
Grade 9	10:30 – 12:30	AVR	Anne Karen Mae Lagmay (St. Louis Aurora Hill)
Grade 10	10:30 – 12:30	LOYALTY	Russel D. Resuello (Mt. Carmel Montessori)
Grade 11	1:30 – 3:00	AVR	Remma D. Celestino (Baguio Central University)
Grade 12	3:00 – 5:00	LOYALTY	Candice R. Pawid (Guisad Valley National High School)

## SCIDAMA

GRADE LEVEL	ROOM ASSIGNMENT	ARBITER
Grade 7	Science Laboratory	Lilia Mayapit
Grade 8	G10 - Honesty	Julio Canipas
Grade 9	G10 – Diligence	Imee Kate Datoc
Grade 10	G10 – Perseverance	Anthony Bangcado

***Addendum :***

- 1. Final submission of SIP, SIM, registration and list of names of participants is moved on September 12, 2019 at Guisad Valley National High School. Look for Ms. Reina C. Supsup.**
- 2. Chairmen of each event will prepare all the materials needed.**

***Please contact 09107737692 for inquiries.***