



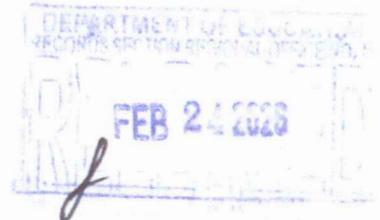
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Republic of the Philippines

Department of Education  
REGION III-CENTRAL LUZON



Republic of the Philippines  
DEPARTMENT OF EDUCATION  
Schools Division Office of Bulacan

**ADVISORY**  
No. 032, s. 2026

To:  PUBLIC  PRIVATE  PSDS  
 ELEMENTARY  JUNIOR HIGH SCHOOL  SENIOR HIGH SCHOOL  
 SECONDARY SCHOOL PRINCIPALS / SCHOOL HEADS  
 SECONDARY SCHOOL PRINCIPALS / SCHOOL HEADS

For information:  
**CECILIA E. VALDERAMA, PhD, CESO V**  
 Schools Division Superintendent  
 Office of the Schools Division Superintendent

**Advisory No. 032, s. 2026**  
February 20, 2026

In compliance with DepEd Order (DO) No. 08, s. 2014

This advisory is issued not for endorsement, as per DO No. 28, s. 2001 but only for the information of DepEd officials, personnel/ staff, as well as the concerned public.

(Visit [region3.deped.gov.ph](http://region3.deped.gov.ph))

**INVITATION TO PARTICIPATE IN THE INTERNATIONAL MATHEMATICAL SCIENCE AND CREATIVITY COMPETITION (IMSCC)**

The Foundation for the Advancement of STEAM invites schools in Region III to participate in the International Mathematical Science and Creativity Competition (IMSCC), an international STEAM-based program that develops creativity, problem-solving skills, teamwork, and convergence learning across Science, Technology, Engineering, Arts, and Mathematics. The program includes a 4D FRAME teacher training and orientation, school-based creativity competitions (School Head's Cup), and progressive participation of trained teachers and selected learners in future international IMSCC events.

Interested schools and participants may coordinate with the designated contact persons and await the official announcement of the 2026 IMSCC schedule and venue.

For more information, please refer to the attached document.



**RONNIE S. MALLARI, PhD, CESO III**  
Regional Director

CLMD1/clmd2  
February 20, 2026



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Foundation for the Advancement of STEAM

융합과학문화재단

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Tel: +82-31-553-1011, Fax: +82-31-553-1013

## LETTER OF INVITATION

Ref. No: 2601-001

To: **RONNIE S. MALLARI, Ph.D. CESO V**  
Regional Director, Region III  
Department of Education  
Republic of the Philippines



Greetings in Peace!

The **International Mathematical Science and Creativity Competition (IMSCC)**, organized by the **Foundation for the Advancement of STEAM**, is pleased to extend this letter of invitation to the schools under your distinguished supervision in **Region III**.

The IMSCC is an international STEAM-based competition that encourages students to develop creativity, problem-solving skills, and teamwork through convergence learning across **Science, Technology, Engineering, Arts, and Mathematics (STEAM)**.

The **official schedule and venue of the 2026 IMSCC will be formally announced in due course.**

As an initial and strategic step, we propose to begin our collaboration in **Region III of the Philippines** through the following phased program:

1. **4D FRAME Teacher Training & Orientation**
  - A 1-day **online training program**, for selected teacher-coaches
  - Training includes:
    - Introduction and application of **4D FRAME**
    - Competition mechanics and STEAM convergence methodology
2. **School-Based Competitions (School Head's Cup)**
  - Participating schools may conduct **in-school STEAM creativity competitions**
  - Outstanding teams may be selected for further regional or international participation
3. **Progressive Participation in IMSCC**
  - Trained teachers and selected students will be guided toward participation in future IMSCC events, including the **2026 International Competition**, once officially announced

Through this step-by-step approach, we aim to build sustainable STEAM capacity among teachers and students while fostering creativity, collaboration, and innovation at the school and regional levels.

We kindly invite your office's support in disseminating this information to schools in **Region III** and encouraging interested educators and students to participate in this meaningful educational initiative.

We sincerely look forward to your cooperation and partnership.

Thank you very much in advance.

**For further details, please contact:**

- **Ms. Norily C. Baluyut / 4D FRAME Directress / Philippines Coordinator**  
Mobile: +63 969 642 4306 Email : [norimbel\\_baluyut@hotmail.com](mailto:norimbel_baluyut@hotmail.com)
- **Ms. Jenny Yoon / Korea/Philippines Coordinator**  
Email: [yoonyjenny324@gmail.com](mailto:yoonyjenny324@gmail.com) Mobile : +82 10 2603 0324

**# Attachment : 2025 IMSCC Posters ( for your reference only )**

1. 2025 International **Conference** on the Advancement of STEAM
2. 2025. 19<sup>th</sup> International Mathematical Science Creativity **Competition**
3. 2025 IMSCC Competition and Conference
4. Web Site : 4 D Land ( [www.4dframe.com](http://www.4dframe.com) ) Foundation for the Advancement of STEAM ( [www.fasteam.or.kr](http://www.fasteam.or.kr) )

**Kee-Hyun Shin,**

**Chairman of the Foundation for the Advancement of STEAM**



# 2025 International Conference on the Advancement of STEAM

## Main agenda

Ecosystems and Environments for Creative Learning

## Sub-agenda

- Collaborative Learning Ecosystems: Methods, Tools, and Partnerships Across Educational Sectors
- Student-Centered Creative Learning: Co-Design, Future Skills, and AI Integration
- Interdisciplinary Convergence for Global Sustainability: STEAM, Humanities, and Planetary Responsibility
- Wellbeing in Learning Environments and Ecosystems

**October 17th, 2025**

Zoom based On-line Conference

K S T(UTC+9) 16:00-20:30

CEST(UTC+2) 09:00-13:30

E S T(UTC- 4) 03:00-07:30

Hosted by

**CERI** Convergence Education  
Research Institute

**FA** Foundation for the  
Advancement of STEAM

Co-hosted by

**KERIS** KOREA EDUCATION AND RESEARCH  
INFORMATION SERVICE

Organized by

**ISSE** The International Society  
for the Advancement of STEAM

Conjunction with the International Mathematics  
Science and Creativity Competition (IMSCC 2025)  
to be held on October 18th, 2025



# 2025 19th International Mathematical Science & Creativity Competition

Sat. Oct 18, 2025 • Gyeonggido Business & Science Accelerator



Pioneering Space :  
Go to the Moon and Mars  
Together



## 19th IMSCC 2025



Host Foundation for the Advancement of STEAM

Organizer Association for 420brain / Seoul Elementary & Middle School 420 Mathematical Science STEAM Education Research Association



## 2025 19th 'Enlightening Imagination' IMSCC Competition and Conference

Competition Category	Category		Topic	Evaluation
	Play	Age	Topic	
Creativity	Play I	Under 3 years old (Infants)	Space-Themed Block Play Activities	Online Evaluation
	Play II	3-5 years old	"Space" Daycare Centers	
	Creativity I	Special Education students	Exciting and Fun Spaceship	On-site Exhibition + Q&A
	Creativity II	Grades 1-3	Lunar Theme Park Rides	
	Creativity III	Special Education students	From Mars to the Moon - Robbing Ball	
Creativity IV	60 years old and above	Imaginary Family Trip to the Space	Online Evaluation	
Mechanics	Mechanics I	Grades 1-6	Robot Mission Challenge	On-site Demonstration + Mission
	Mechanics II	Grades 7-9		
	Mechanics III	Grades 10-12		
Convergence	Invention & Maker	Grades 7-9	Designing a Space Debris Removal System	On-site Presentation + Q&A
	Software	Grades 10-12	Building a Space City	
	STEAM	All ages	Designing an Efficient Water Circulation System in Space	
	Capstone Design	High school, college students, general participants	Pioneering Space: Go to the Moon and Mars Together!	

Award Level	Award Name		Divisions	Prize
	Award Name	Divisions		
Grand Award	Minister of Science and ICT Award	Creativity (I, II, III, IV)	1 team each	5
	Minister of Trade, Industry and Energy Award	Convergence(STEAM, Capstone Design)	1 team each	2
	Minister of SMEs and Startups Award	Invention & Maker, Software(SW)	1 team each	4
	Foundation for the Advancement of STEAM Chairman's Award	Play (I, II), Creativity (I, II, III, IV)	1 team each	4
Gold Award	Commissioner of the Korean Intellectual Property Office Award	Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW)	1 team each	7
	Director of the Institute for Basic Science Award	Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW)	1 team each	8
	Chairman of the Korea Foundation for the Advancement of Science & Creativity Award	Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW), Convergence(STEAM, Capstone Design)	1 team each	11
	Foundation for the Advancement of STEAM Chairman's Award	Play (I, II)	1 team each	2
Silver Award	Foundation for the Advancement of STEAM Chairman's Award	Play (I, II), Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW), Convergence(STEAM, Capstone Design)	2 teams each	26
Bronze Award	Foundation for the Advancement of STEAM Chairman's Award	Play (I, II), Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW), Convergence(STEAM, Capstone Design)	3 teams each	39
Convergence Award	Director of the 4D Mathematical Science Creativity Research Institute Award	Play (I, II), Creativity (I, II, III, IV), Mechanic (I, II, III, IV), Invention & Maker, Software(SW), Convergence(STEAM, Capstone Design)	5 teams each	65
Special Award	Foundation for the Advancement of STEAM Chairman's Award	International participating teams (Certificates issued online)		30
		Special division participants (Certificates issued online)		30
Teacher Award	Foundation for the Advancement of STEAM Chairman's Award	Mentor(teacher) of the Grand Prize winners. 9 in Total (Certificates issued online)		13
TOTAL				244

\*The prize list is subject to change

[www.ngfsteam.org](http://www.ngfsteam.org)