



Republic of the Philippines
Department of Education
Region III
SCHOOLS DIVISION OF BULACAN

To: Division Chiefs
Public Schools District Supervisors
Public Schools Secondary School Heads
All Others Concerned

SUBJECT: **THE CONDUCT OF 2026 DIVISION MATHEMATICS FAIR**

Date: September 3, 2026

Please be informed that the 2026 DIVISION MATHEMATICS FAIR, which is currently set at CALUMPIT NATIONAL HIGH SCHOOL, Calumpit, Bulacan, will be relocated to PARADA NATIONAL HIGH SCHOOL, Sta. Maria, Bulacan, as the original venue is still being utilized as an evacuation center. The said activity is scheduled on September 11, 2026.

Please be guided accordingly.

Thank you for your understanding and cooperation.


CECILIA E. VALDERAMA, PhD, CESO VI
Schools Division Superintendent

DIVISION LETTER

No. **095**, s. 2026



Address: Provincial Capitol Compound, Brgy. Guinhawa,
City of Malolos, Bulacan
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Republic of the Philippines
Department of Education
Region III

SCHOOLS DIVISION OF BULACAN

August 13, 2026

DIVISION MEMORANDUM

NO 316 s. 2026

2026 DIVISION MATHEMATICS FAIR

To: Assistant Schools Division Superintendents
Division Chiefs
Education Program Supervisors
Public School District Supervisors
School Heads of Public and Private Elementary and Secondary Schools
Department Heads in Mathematics
All Others Concerned

1. In line with the main goal of the Revised Curriculum in Mathematics, which is to develop competency in mathematical literacy, critical thinking, and problem-solving among learners who can understand, apply, and use mathematics meaningfully in real-life situations, this Office announces the conduct of the **DIVISION MATHEMATIC FAIR (DMF) for the school year 2026-2027** on the following schedules, with the theme, "**Driven by Math, Powered by AI: Empowering Minds to Innovate, Adapt, and Leaf**".

Date	Level	Venue
September 10, 2026 (Thursday)	Elementary Level	Sta Maria Central School, Sta. Maria Central District
September 11, 2026 (Friday)	Secondary Level	Calumpit National High School

2. This activity is designed to support the implementation of programs and projects of the Department of Education (DepEd Regional Office III, in which the main focus is on learning mastery, strengthening confidence, and challenging learners to dream bigger, think critically, innovate boldly, and succeed in a future increasingly shaped by mathematics and artificial intelligence.
3. The activity aims to:
 - a. promote interest and enjoyment in Mathematics by engaging learners in fun, challenging, and meaningful activities;
 - b. develop critical thinking and problem-solving skills through non-routine and higher-order mathematical tasks;
 - c. enhance mathematical confidence and positive attitude toward learning Mathematics across all grade levels;
 - d. identify and nurture mathematically inclined learners who may represent the school in higher-level competitions; and
 - e. encourage healthy academic competition that fosters discipline, perseverance, and sportsmanship.
4. Private Schools are encouraged to participate in this competition. At the elementary level, they can join through the DISTRICT LEVEL. Coordination with the Public Schools District Supervisors must be sought for the smooth conduct

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of the competition. While at the secondary level, they can join the EDDIS LEVEL, and they need to coordinate with the EDDIS Chairs.

5. Participation in the 2026 Division Mathematics Fair is voluntary and strictly observe the instructional blocks under the three-term school calendar and to ensure that participation in this event does not disrupt scheduled instructional time, in compliance with the provisions of DepEd Order (DO) No. 09, s. 2026, titled *Guidelines on the Implementation of the Three-Term School Calendar in Basic Education and Activities*, and DO 09, s. 2005, titled *Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance*, therewith.
6. The schedule of activities is as follows:

DISTRICT LEVEL-ELEMENTARY

Events	Category/KS 1 and KS 2	Date	Venue
Math Quiz Bee	1 per grade level Grades 4-6 (KS2)	September 4, 2026 (with the support of assigned District Math Advisers)	To be arranged and g by the School Heads /PSDSs/EDDIS Chairs
Sudoku Super Challenge	1 Participant per Key Stage 2 Grade 4-6		
Rubik's Cube	1 Participant per Key Stage Grade 4-6		
Shout -Out Video Competition	1 video to be submitted by the coach a week before the competition (for 1 minute only) Sample video has been already distributed during the consultative meeting		

TOTAL NUMBER OF QUALIFIERS

CATEGORIES	CONTESTANTS	COACHES
QUIZ BEE		
Grade 4	31	31
Grade 5	31	31
Grade 6	31	31
Sudoku Super Challenge		
Grade 4, 5, or 6	31	31
Rubik's Cube		
Grade 4,5, or 6	31	31
Shout-Out Video	N/A	31
Total	155	186 / 341



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EDDIS LEVEL- SECONDARY

Events	Category/KS 3 and KS 4	Date	Venue
Math Quiz Bee	1 per grade level Grades 7-12 KS 3 and 4	September 4, 2026 (with the support of Eddis Chairmen, School Heads, Department Heads and BSMTA Officers)	EDDIS I-Sta Peregrina High School
Sudoku Super Challenge	1 Participant per Key Stage 3 (Grade 7-10) and 1 participant per key Stage 4 (Grade 11- 12)		II- Jaime J. Vistan High School
Rubik's Cube	1 Participant per Key Stage 3 (Grade 7-10) and 1 participant per key Stage 4 (Grade 11- 12)		III- Calawitan High School
Shout -Out Video Competition	1 video to be submitted by the coach a week before the competition (for 1 minute only) Sample video has been already distributed during the consultative meeting		IV-AFGBMTS V-Virginia Ramirez-Cruz National High School
Math Trail	4 participants from KS 3 (Learner from Grades 7,8,9, 10)		VI- Minuyan High School
Math Jingle	8-10 participants from KS 3 and KS 4 (Learners from Grades 7-12)		



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TOTAL NUMBER OF QUALIFIERS

CATEGORIES	CONTESTANTS	COACHES
QUIZ BEE		
Grade 7	30	30
Grade 8	30	30
Grade 9	30	30
Grade 10	30	30
Grade 11	30	30
Grade 12	30	30
Sudoku Super Challenge	6	6
KS 3 (Grade 7,8,9 or 10)	6	6
KS 4 (Grade 11 or 12)	6	6
Rubik's Cube	6	6
KS 3 (Grade 7, 8, 9 or 10)	6	6
KS 4 (Grade 11 or 12)	6	6
Math Trail	24 (6x4)	6
Grade 7,8,9 and 10		
Math Jingle	60(6x10)	6
Shout -Out Video	-	6
Total	282	222 / 504

7. Separate District and EDDIS Memoranda in the said competition are expected to be issued by the respective PSDSs in Elementary Level and the EDDIS Chair in Secondary Level.
8. Host Schools and Districts will provide necessary materials like printing of test papers, activity Sheets, Tally Sheets, objects needed for the Math Trail, laptop, and printer.
9. This Memorandum shall serve as the Travel Authority of all concerned participants.
10. All expenses to be incurred in the participation from the District/EDDIS to Division Levels shall be charged against school MOOE and local funds, subject to the usual accounting and auditing rules and regulations.
11. The top 3 winners, together with their coaches, in each category shall receive a medal and Certificate of Recognition, and the top 4-10 will receive a Certificate of Recognition, while non-winners will receive a Certificate of Participation.
12. The Top 1 winner in all event categories will compete in the Regional Mathematics Fair on December 11, 2026, per RM No. 280, s. 2026.
13. The following enclosures are attached:
Enclosure No.1: Program of Activities



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- Enclosure No.2: Contest Administration and Proctors in Division Levels
- Enclosure No.3: General Guidelines on the Conduct of 2026 DMF
- Enclosure No.4: Implementing Guidelines of Different Events/Games
- Enclosure No. 5: Parental Consent Form

14. For queries and other information, please contact Mr. Francisco B. Macale, Education Program Supervisor in Mathematics, at francisco.macale001@deped.gov.ph, with Cellphone No. 09602796937.
15. Immediate and wide dissemination of this Memorandum is hereby enjoined.


CECILIA E. VALDERAMA, PhD, CESO VI
Schools Division Superintendent



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Department of Education
Region III

SCHOOLS DIVISION OF BULACAN

Enclosure No. 1 to Division Memorandum No. *346* s. 2026

**2026 DIVISION MATHEMATICS COMPETITION
PROGRAM OF ACTIVITIES**

7:30 – 8:00 a.m.	Registration
8:01 – 9:00 a.m.	Opening Program
	Invocation
	The Philippine National Anthem
	Opening Prayer
	Welcome Remarks
	Inspirational Message
	Statement of Purpose
	Mechanics of the Contest
9:01 – 9:30 a.m.	Health Break
9:01 – 12:00 noon	Contest Proper
12:01 – 1:00 p.m.	Lunch Break
1:01 – 3:30 p.m.	Continuation of the Contest
3:31 – 5:00 p.m.	Closing Program
	Announcement of Winners
	Awarding of Certificates
	Closing Remarks



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Enclosure No. 2 to Division Memorandum No 314 s. 2026

**DIFFERENT WORK COMMITTEES AT THE DIVISION LEVEL
ELEMENTARY**

Co-Chairman: **Cecilia Buenaventura, PhD - PSDS Sta Maria Central District**
Vice-Chair: **Monaliza M. Villanueva, PhD - Principal IV- Sta Maria Central School**

I. MATH QUIZ BEE

JUDGES :

Grade 4	Airene B. Delos Reyes Glenda P. De Jesus Lualhati V. Eleoterio	Sapang Bulak High School Calumpit National High School San Pedro National High School AFGBMTS
Grade 5	Dolores P. Borja Benjamin C. Lizarondo Estelita V. Asuncion	Frances National HS San Roque National High School Pulong Buhangin National High School
Grade 6	Evelyn R. Sicat Sally C. Clemente Shirley M. Nieto	Sta. Lucia High School F.F. Halili NAS

EXAMINERS/PROCTORS:

Grade 4 Ma. Alma V. Balanza	-	San Rafael West District
Grade 4 Alvin S. Tolentino	-	Calumpit South District
Grade 4 Rodella G. Mendoza	-	San Rafael East District
Grade 5 Loida C. Basilio		Marilao South District
Grade 5		Bustos District
Grade 5 Cynthia V. Aguinaldo		
Grade 6 Jessfer John R. Cruz		Obando District
Grade 6 Armando P. Valencia		Paombong District
Grade 6 Richelle SD. Sagum		San Miguel South District

II. SUDOKU JUDGES (SUDOKU)

Key Stage 2	Jonee San Buenaventura	Illuminada Roxas-Mendoza MHS
	Maria Lourdes A. Manandig	Dona Candelaria MDHS
	Imelda A. Porciunculia	Sta Maria NHS
	Antonieta C. Flameno	Dampol 2nd NHS
	Dionisio Magtira	Dampol 1st HS

PROCTORS/SUPPORT STAFF

Angelo S. de Leon	-	Angat District
Rocky C. Mejia		Bustos District



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Gina D. Billones	Marilao North District
Leonardo F. Calderon Jr	San Miguel South District
Candida H. Sincero	Pandi South District

III. RUBIKS CUBE

JUDGES	Ana Rosana G. Victoria	San Miguel National High School
	Rowena L. Rodriguez	Obando School of Fisheries
	Anna Liza B. Abain -	Balagtas National Agricultural HS
	Roberto L. Aquino	Aguinaldo Santos NHS

PROCTORS/SUPPORT STAFF

Reycel S. Jimenez	Pandi South District
Michelle S. Sibulo	Guiguinto District
Erwin S. Santiago	Sta Maria West District
Maria Crisselle D. Santos	Hagonoy East District
Evangeline R. Balajadia	Sta Maria Central District
Babr Love B. Lara	DRT District

IV. SHOUT OUT VIDEO COMPETITION

JUDGES	Rhea S. Policarpio	Engr. Virgilio Memorial High School
	Rosalia V. Bagasala	Banga High School
	Cecilia C. Lopez	Alexis G. Santos NHS

PROCTORS/SUPPORT STAFF

Monique G. Celestino	Sta Maria West District
Adora V. Baltazar	San Miguel Central District
Ma. Delia DR. Geronimo	Hagonoy West District
Arvin Aga S. Dimla	Bustos District



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**DIFFERENT WORK COMMITTEES AT THE DIVISION LEVEL
SECONDARY**

Co-Chairman: **Rosalina DC. Amper, PhD. EdD. - Principal IV, Calumpit NHS**
Vice-Chairman:

**I. MATH QUIZ BEE
JUDGES**

Grade 7	Sally C. Clemente	Sta. Lucia High School
Grade 8	Noemi De Guzman	Parada National High School
Grade 9	Estelita V. Asunsion	San Roque National High School
Grade 10	Jonee San Buenaventura	Illuminada Roxas-Mendoza MHS
Grade 11	Dolores P. Borja	AFGB Memorial Trade School
Grade 12	Shirley M. Nieto	F.F. Halili Nat'l Agriculture School

EXAMINERS/SUPPORT STAFF

Vincent B. De Ocampo	F.F. Halili NHS - M.Sapa
Jay-Ar G. Flores	San Gabriel National High School
Cristina P. Castillo	Julian B. Sumbillo High School
Ma. Teresa C. Manansala	Calumpit National High School
Nataniei G. Guevarra	Sta Monica National High School
Bernadette A. Balanon	Dampol 2nd National High School
Levi M. Dela Cruz	Frances National High School
Joy D. Velasquez	Matictic Integrated School
Bernard I. Ramos	GNHVS - Annex
Buenafe S. De Guzman	Aguinaldo Santos NHS
Jefferson Figueroa	San Pedro NHS
Mark Froilan Llanes	FF Halili Agricultural NHS

II. SUDOKU

JUDGES

Key Stage 3	Merlito Tolentino	-	Hagonoy West District
	Josefino G. Saclao	-	Sta Maria West District
	Lorena F. Villalon		Plaridel District
Key Stage 4	Cecilia B. Fajardo, PhD		San Ildefonso North District
	Angelo S. De Leon		Angat District
	Arnel L. Solitario		San Miguel North District

PROCTORS/SUPPORT STAFF

Merenissa D. Santos	Marilao Central Integrated School
Baby Rizza P. Mercado	Tiaong National High School
John Wilson L. Lamorena	Sapang Bulak High School



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Lyn D. Pastrana

San Ildefonso National High School

III. RUBIKS CUBE

JUDGES

Key Stage 3	Armando P. Valencia	Paombong District
	Alex N. Garcia	Pulilan District
	Minerva P. Sarmiento	Marilao North District
Key Stage 4	Joselito M. Javier	Bulakan District
	Michael V. De Sotto	San Ildefonso South District
	Editha F. De Jesus	Guiguinto District

PROCTORS/SUPPORT STAFF

Angelica O. Zafra	Talbak High School
Ronnie Musa Cruz	Dr. Pablito V. Mendoza Sr. HS
Annabelle D. Plamenko	Balagtas NAHS - Annex
Lalaine O. Ringad	Pinagkuartelan Integrated School
Christine C. Cruz	Virginia Ramirez Cruz NHS
Lesly Nopal	Sta Cruz High School

III. MATH JINGLE

JUDGES

Richelle SD Sagum	San Miguel South District
Lolita SD. Pascual	Sta Maria East District
Liza G. Suarez	San Miguel Central District
Ramil G. Pagtalunan	Bocaue District

PROCTORS/SUPPORT STAFF

John Mark DC. Valeriano	Minuyan National High School
Nelia M. Balarao	Binagbag National High School
Sally B. Peroche	Bulihan High School
John Darren D. Reyes	Alexis G. Santos NHS



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V. SHOUT OUT VIDEO COMPETITION

JUDGES	Florante R. Hernandez	Norzagaray East District
	Rodbert M. Santos	Balagtas District
	Maria Luisa G. Estrella	Pandi North District

PROCTORS/SUPPORT STAFF

Joseph Pagtalunan	Guiguinto National High School
Joseph C. Inocencio	Kapitangan High School
Jessie James Villarama	Binagbag National High School

VI. MATH TRAIL

JUDGES	Evangeline G. Pangan, PhD	Caniogan High School
	Ma. Vilma L. Adonis	Kapitangan High School
	Elenita SD Requejo	Lydia D. Villanca Trade School
	Marcial B. Geronimo	Ramona Trillana NHS

PROCTORS/SUPPORT STAFF

Christine M. Cristobal	Gen. Gregorio Del Pilar IS
Joma L. Buluram	Pinalagdan High School
Roman Paolo P. Jarilla	Cambaog National High School
Jaypee Kevin A. Uchi	Esteban Paulino High School
Marvin L. Santiago	Upig High School
Desiree S. Sebastian	Illuminada Roxas Mendoza HS
Raymundo C. Bautista	Gat Francisco Balagtas HS

OVERALL CHAIRMAN:

Francisco B. Macale
Education Program Supervisor in Mathematics

OVERALL CO-CHAIRMAN:

Michael C. Samson, PhD.
President - Bulacan Secondary Mathematics Teachers Association



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SCHOOLS DIVISION OFFICE - BULACAN

Enclosure No. 3 to Division Memorandum No. 316, s. 2026

**IMPLEMENTING GUIDELINES ON THE CONDUCT OF 2026 DIVISION
MATHEMATICS FAIR**

For the guidance of all participants, the general guidelines for the 2026 DMF are listed below:

A. All events of the 2026 DMF shall be conducted under the competition category.

B. Participants of the 2026 DMF are bona fide public elementary (KS 2), junior high school (KS3), and senior high school learners (KS4) in basic education who are expected to showcase their skills, knowledge, and talents in different event categories as authentic pieces of evidence of their learning across academic areas, key stages, inclusion, and special curricular programs. They shall be accompanied by their respective teacher-coaches.

C. Participation is open to learners in basic education who are enrolled in public elementary and secondary schools for SY 2026-2027.

D. All participants and coaches must be endorsed/recommended by their respective School Heads and PSDS.

E. Learner-participants and teacher-coaches shall receive a Certificate of Participation and Appearance from the Division Office.

F. Each learner-participant is allowed to participate only in **one (1)** event category during the 2026 DMF.

G. Each participating school in the Division Level is allowed to send:

No.	Events/Games	Participants	Coach
1.	Math Quiz	1 per grade level (Grades 4.5 and 6)	1 coach per grade level
2.	Math Trail	4 participants per team per division (1 student each grade level from Grade 7 to 10)	1 coach per EDDIS
3.	Sudoku	1 participant per district/school per key stage (Key stages 2.3 and 4)	1 coach per key stage
4.	Rubik's Cube	1 participant per district/school per key stage (Key stages 2.3 and 4)	1 coach per key stage
5.	Math Jingle	8 - 10 students per District/school (Grade 7 - Grade 12)	1 coach per EDDIS
6.	Shout Out Video	1 entry per district/school	1 coach per EDDIS





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Enclosure No. 4 of Regional Memorandum No. 316, s. 2026

Guidelines of the different Events/Games

Math Quiz Bee

The categories, components, number of learner-participants and teacher-coaches, and time allotment per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach (per grade level)	Total Test Items/Time Allotment
Math Quiz Bee (Grade 4-12)	Pen and Paper Test	1 per grade level	1	42 items/120 minutes

CATEGORY Individual Academic Competition

KEY STAGE Key Stage 2-4

NO. OF PARTICIPANT/S One (1) learner per grade level per division

TIME ALLOTMENT Grade 4-12: 2 hours (42 items)

DESCRIPTION The Math Quiz is an individual academic competition that aims to assess and strengthen learners' mastery of mathematical concepts, skills, and processes across all grade levels. It features competency-based questions covering lessons from Term 1 to Term 3 and is designed to develop accuracy, logical reasoning, and problem-solving skills. The activity provides learners with a platform to demonstrate mathematical proficiency under timed conditions while promoting healthy academic competition, critical thinking, and appreciation of Mathematics as a vital tool for lifelong learning and real world application.

CRITERIA FOR JUDGING Accuracy of answer- 100%
1 point per item
Scores shall be based on the total number of correct responses.
Incase of a tie, clincher questions shall be administered to determine the final ranking.
A. Clincher questions shall be read aloud by the proctor. A copy of the question will be given to the students who qualified for the clincher round. c. Learners shall be given thirty (30) seconds to answer verbally.



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B. The learner who gives the correct answer first shall be declared the winner.

Final Provisions

The decision of the Board of Judges and the Division Math Quiz Committee shall be final and irrevocable.

TECHNICAL SPECIFICATIONS

EVENT RULES AND MECHANICS

Nature of the Contest

The Math Quiz Bee is an individual academic competition. Each EDDIS/School shall be represented by one (1) learner per grade level.

Coverage of Questions

All test questions shall be competency-based and shall cover Mathematics lessons from Term 1 to Term 3, aligned with the current curriculum standards.

- Grade 4-10 coverage: 1st to 3rd Terms
- Grade 11 coverage: General Mathematics (old curriculum)
- Grade 12 coverage: Probability and Statistics; answers must be quantitative in nature

Pre-Contest Conference

a. An orientation shall be conducted for the test constructors, members of the technical working group, and teacher-coaches to discuss the contest objectives, scope and coverage of questions, test construction guidelines, mechanics, and other technical concerns to ensure uniform understanding and smooth implementation of the Regional Math Quiz.

b. A separate orientation shall be conducted for the participants to explain the contest rules and mechanics, time allotment, scoring system, prohibited materials, and other important reminders to ensure fairness and proper conduct during the competition.

Contest Proper

Contest Rules and Mechanics

- All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants will be allowed to take the test using the remaining time. No time extension will be given.



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- All Mathematics contests will start simultaneously, thus a contestant participating in more than one contest is prohibited.
- The written examination shall consist forty - two (42) items for Grade 4 to 12, contributed by the different districts and schools in the Division of Bulacan

The proctors shall distribute first the scratch papers where the contestants shall solve the problems. Contestants should write their names in all the scratch papers.

- Test papers will be distributed (facedown) to each contestant one at a time, to be answered within a given period (120 minutes for Grade 4-12) as determined by the judge. Reading and answering of the questions will be done as soon as the signal is given.
- The proctor tells the contestants that only the final answers must be written on a separate answer sheet with their given code. All solutions shall be placed on the scratch papers which should also be turned over to the proctors together with the test paper.
- Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, smartwatches and other gadgets inside the testing room.
- If any student submits the paper before the time, the proctor shall accept it and ask the contestant to leave the classroom. The proctor shall collect all papers when the time is up and will not allow any extension.
- The papers shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins. Each correct answer merits one point.
- The first, second, third, fourth and fifth place winners will be determined by ranking each contestant's score. In case of ties for these places, tie-breaking questions will be administered by the proctor with the aid of the assigned supervisor.
- In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee (assigned Supervisors) for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.

- Only the top 1 winner per district, total of 31 learners per Grade Level KS 2 Grades 4,5 & 6 and 30 learners per Grade Level KS 3 Grades 7, 8, 9, & 10 and KS 4 Grades 11 & 12, shall advance to the Division-Level Mathematics Fair. Each EDDIS shall identify and endorse their official representatives based on the prescribed number of participants indicated in the table below. Selection shall be based on learners' performance and ranking during the qualifying round.



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EDDIS	Number of Division Qualifier- Math Quiz Bee (Sec)
I	8
II	3
III	6
IV	2
V	5
VI	6
Total	30

Implementing Guidelines on Math Trail

The category, components, number of learner-participants and teacher coach, and time allotment in the Math Trail are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
MATH TRAIL	in-person	4	1	2 hours
KEY STAGE	Key Stage Three (3): Grades 7 – 10			
EVENT TITLE	Math Trail			
NO. OF PARTICIPANT/S	4 learners per team (only one learner per grade level is allowed)			
TIME ALLOTMENT	2 hours total Navigation round: 1 hour Final round: 1 hour			
TECHNICAL SPECIFICATIONS				
MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: To be provided by the event organizers: • Measuring tools (ruler, tape measure, meter stick, protractor, etc.) • Writing materials • Team identification badges			



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	• Scoring sheets and evaluation forms • Investigation tools and materials • Data collection forms • Emergency and first aid equipment • Digital tracking system • Maps and route guides School grounds or designated competition area with:																																				
	• Multiple data-gathering stations • Problem-Solving Area • Rest areas and first aid stations																																				
Criteria for Judging	Rubric																																				
	<table><tr><th>Criteria</th><th>5-Excellent</th><th>4-Very Good</th><th>3-Good</th><th>2-Fair</th><th>1-Poor</th></tr><tr><td>1. Planning</td><td>...</td><td>...</td><td>...</td><td>...</td><td>...</td></tr><tr><td>2. Implementation</td><td>...</td><td>...</td><td>...</td><td>...</td><td>...</td></tr><tr><td>3. Evaluation</td><td>...</td><td>...</td><td>...</td><td>...</td><td>...</td></tr><tr><td>4. Reflection</td><td>...</td><td>...</td><td>...</td><td>...</td><td>...</td></tr><tr><td>5. Overall Quality</td><td>...</td><td>...</td><td>...</td><td>...</td><td>...</td></tr></table>	Criteria	5-Excellent	4-Very Good	3-Good	2-Fair	1-Poor	1. Planning	...	...	...	...	...	2. Implementation	...	...	...	...	...	3. Evaluation	...	...	...	...	...	4. Reflection	...	...	...	...	...	5. Overall Quality	...	...	...	...	...
Criteria	5-Excellent	4-Very Good	3-Good	2-Fair	1-Poor																																
1. Planning	...	...	...	...	...																																
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EVENT RULES AND MECHANICS



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C. Competition Structure

D.

Contest Rules and Mechanics

1. This contest is open to Junior High School Students, Grades 7 to 10.
2. The team is composed of 4 members from different Grade levels.
3. All four members of the team must come from the same junior high school or integrated school.
4. Contestants must wear comfortable clothes (P.E. or any comfortable school uniform) and must wear their I.D.s at all times.
5. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.
6. Bringing and/or using of calculators, cellphone, iPad, iPod, laptop, and other gadgets are not allowed during the competition.
7. Each team is required to bring measuring devices like, ruler, meter stick, protractor, compass, measuring tape.
8. Coaches or teachers are not allowed to enter the contest area and/or stations so as not to disrupt the conduct of the contest.
9. The competition is composed of seven (7) stations. There will be a task card in each station as guide in gathering data or important information needed to answer a particular problem. Every team must get whatever information that each station may provide or suggest.
10. Each team is allowed to stay in every station for only five (5) minutes to gather the data and other pertinent information. The designated proctor will announce the starting and end time for the teams to be in a particular station.
11. Every team must read the instructions carefully about what ought to be done in every station. After gathering all the available or needed information from the seven stations, the team must proceed to the problem-solving area designated and get the questions and answer sheets from the judges. Look for an available space in this problem-solving area and solve the problems using the information gathered.
12. Teams cannot go back to the data gathering stations this time.
13. There should be no more than three (3) teams allowed to be in one station. All teams will move to the next station at the same time.



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14. No member of the team is allowed to mark, erase, deface, tear, crease, add or alter any figures, arrangements, lines, positions of any materials placed for the purpose of measurement. Any member of the team who is caught violating this rule would mean disqualification of the whole team.
15. All answer sheets, solutions, and scratch papers must be submitted to the judges.
16. The top 3 winners will be determined by ranking each team's score.
17. In the event of a tie, the entry with the earliest recorded submission time shall be declared the winner.
18. In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the contest committee for their judgment and pronouncement. The decision of the Board of Judges is final and irrevocable.

**Implementing Guidelines on
SUDOKU SUPER CHALLENGE**

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Sudoku per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coal hour and 30 minutes	Time Allotment
Elementary Key Stage 2	In-person	1	1	1 hour and 35 minutes
Secondary Key Stage 3	In-person	1	1	1 hour and 35 minutes
Secondary Key Stage 4	In-person	1	1	1 hour and 35 minutes
Total per key Stage		3	3	1 hour and 35 minutes



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CATEGORY	Sudoku for Elementary (KS 2) Sudoku for JHS (KS3) Sudoku for SHS (KS4)
KEY STAGE	Key Stage 2: Grades 4 to 6 Key Stage 3: Grades 7 to 10 Key Stage 4: Grades 11 to 12
NO. OF PARTICIPANT/S	Sudoku for Elementary: Key Stage 2, 1 participant only (any learner from Grade 4 to Grade 6) Sudoku for Secondary: Key Stage 3, 1 participant only (any learner from Grade 7 to Grade 10) Sudoku for Secondary: Key Stage 4, 1 participant only (any learner from Grade 11 to Grade 12)
TIME ALLOTMENT	1 hour and 35 minutes
DESCRIPTION	Sudoku is a logic-based number puzzle game played on a 9×9 grid divided into nine smaller 3×3 boxes. Some numbers are already given in the grid. The goal is to fill in the empty squares so that each row, each column, and each 3×3 box contains all the numbers from 1 to 9 exactly once, without repeating any number in the same row, column, or box. Sudoku does not require computation or mathematics beyond recognizing numbers; instead, it develops logical reasoning, pattern recognition, concentration, and problem-solving skills. Puzzles vary in difficulty from easy to very challenging, depending on how many numbers are given and how much logical deduction is needed.
TECHNICAL SPECIFICATIONS	
The Sudoku Super Challenge contest is composed of three (3) rounds. The participants are given 20 minutes for the 1st Round, 30 minutes for the 2nd	



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round and 45 minutes for the final round to answer two (2) puzzles. There will be no elimination of contestants in any of the given rounds.

The puzzles will come in the following variants: Classic/Standard, Diagonal, Killer Sudoku and Samurai.

CRITERIA FOR JUDGING

The points per puzzle is 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3.

Bonus points shall be computed and considered at the end of every round. Any contestant who finished answering correctly all the puzzles for a given round before the allotted time will get the corresponding bonus points.

The first, second, and third place winners will be determined by ranking each contestant's scores.

EVENT RULES AND MECHANICS

1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.
2. All Mathematics contests will start simultaneously, thus a contestant participating in more than one contest is prohibited.
3. The Sudoku Super Challenge contest is composed of three (3) rounds. The participants will answer 2 puzzles for each round with the following variants and time allotment per round:



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Round	Sudoku Variant	Time Allotment
Round 1	Standard/Classic Sudoku	20 min
Round 2	Diagonal Sudoku	30 min
Round 3	Killer and Samurai Sudoku	45 min

4. Participants will be given two puzzles for the designated round and must complete them within the allotted time.

5. There will be no elimination of contestants in any of the given round.

6. Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, and other gadgets inside the contest room.

7. The points per puzzle is 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3.

8. Bonus points shall be computed and considered at the end of every round. Any contestant who finished answering correctly all the puzzles for a given round before the allotted time will get the corresponding bonus points. Bonus points will be computed based on the given table

Speed (Submitted the correct answer in the shortest time)	Points
1	10
2	8
3	6
4	4

Bonus Points for Speed



Address: Provincial Capitol Compound, Brgy. Guinhawa,
City of Malolos, Bulacan
Website: www.deped.gov.ph
Email: bulacan@deped.gov.ph



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5 - 21	2
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9. The puzzles shall be corrected using the answer keys provided. Answer keys shall only be opened just before correction begins.
10. A puzzle with one spot-error (1 cell) will have a deduction of 4 points on the score of the given puzzle while a puzzle with two spot-errors (2 cells) will have a deduction of 9 points on the score of the given puzzle. A puzzle with 3 or more spot-errors (3 or more cells) will be scored zero.
11. In determining the top scorers, the sum of the scores in every round of each contestant shall be added.
12. The first, second, and third place winners will be determined by ranking each contestant's score.

TIE-BREAK GUIDELINES

EVENT RULES AND MECHANICS

1. All contestants should be at the designated venue at least fifteen (15) minutes before the contest starts. Late contestants without valid reasons shall be disqualified.
2. All Mathematics contests will start simultaneously, thus a contestant participating in more than one contest is prohibited.
3. The Sudoku Super Challenge contest is composed of three (3) rounds. Participants will answer 2 puzzles for each round with the following variants and time allotment per round:

ROUND	SUDOKU VARIANT	TIME ALLOTMENT
Round 1	Standard/Classic Sudoku	20 minutes
Round 2	Diagonal Sudoku	30 minutes
Round 3	Killer and Samurai Sudoku	45 minutes

4. Participants will be given two puzzles for the designated round and must complete them within the allotted time.
5. There will be no elimination of contestants in any of the given rounds.
6. Contestants are not allowed to bring cellphone, iPad, iPod, camera, calculator, laptop computer, and other gadgets inside the contest room.
7. The points per puzzle is 10 points for Round 1, 15 points for Round 2, and 20 points for Round 3.



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8. Bonus points shall be computed and considered at the end of every round. Any contestant who finished answering correctly all the puzzles for a given round before the allotted time will get the corresponding bonus points. Bonus points will be computed based on the given table

Bonus Points for Speed

Speed (Submitted the correct answer in the shortest time)	Points
1	10
2	8
3	6
4	4
5 - 21	2

9. The puzzles shall be corrected using the answer keys provided after every round. Answer keys shall only be opened just before the correction begins.
10. A puzzle with one spot-error (1 cell) will have a deduction of 4 points on the score of the given puzzle while a puzzle with two spot-errors (2 cells) will have a deduction of 9 points on the score of the given puzzle. A puzzle with 3 or more spot-errors (3 or more cells) will be scored zero.
11. In determining the top scorers, the sum of the scores in every round of each contestant shall be added.
12. The top 10 winners will be determined by ranking the contestants' total score.

TIE - BREAK GUIDELINES

13. **For complete puzzle:** The puzzler who finished the puzzle in **shortest total time** will be the winner.
14. **For incomplete puzzle:** The checkers will Spot-Check (i.e. check every cell containing the correct value) the puzzles in Round 3. The winner will be the contestant with the most number of correct values after the spot-check. The spot-check procedure will be repeated to rounds 2 and 1 as needed. After checking all the rounds and there is still a tie, the puzzler who finished the puzzle in shortest total time will be the winner.
15. In any event that a situation arises, which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee/Board of Judges for their judgment and pronouncement. The decision of the Contest Committee/Board of Judges is final and unappealable.

IMPLEMENTING GUIDELINES ON RUBIKS CUBE

The categories, components, number of learner-participants and teacher-coaches, and time allotment Rubik's cube per district are provided as follows:



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Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Rubik's Speed Cubing	In - Person	1 per KS 2, KS 3, and KS 4	1 coach per KS	120 min

CATEGORY	Rubik's Speed Cubing
KEY STAGE	KS 2, KS 3 & KS 4
NO. OF PARTICIPANT/S	Elementary 1 per District - 31 (Champion) Secondary Top 3 per EDDIS
TIME ALLOTMENT	120 min
PERFORMANCE STANDARD	• Applies logical and sequential thinking to solve Rubik's Cube correctly • Demonstrate solving speed, accuracy, and efficiency through repeated practice. • Display discipline, focus, and sportsmanship during timed challenges. • Reflects on performance to improve strategies and identify areas for improvement.
21ST CENTURY SKILL/S	• Critical Thinking - Analyzing patterns, algorithms, and problem-solving steps • Creativity - Discovering alternative solving strategies and personal techniques • Collaboration - Sharing tips, coaching peers, and group challenges • Communication - Explaining algorithms and solving processes • Digital literacy - Using online tutorials, timers, and apps responsibly.
CREATIVE INDUSTRIES DOMAIN	• Design & Innovation - Algorithm creation, cube mechanics • Education & Training - Instructional strategies, peer teaching • Media & Digital Content - Tutorials, competition, and documentation • Sports & Recreation - Competitive cubing events and exhibitions • Technology & Gaming - Digital simulations and puzzle -based learning.



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DESCRIPTION	Rubik's Speed Cubing is a three-dimensional (3D) combination puzzle invented by Ernő Rubik, originally called the Magic Cube. The contest requires participants to recognize patterns and apply algorithms, thereby enhancing problem-solving skills and logical thinking. Contestants shall solve the Rubik's Cube as efficiently and quickly as possible. Note: The participants are prohibited to use the magnetic LED Rubik's cube.		
TECHNICAL SPECIFICATIONS			
A. MATERIALS, TOOLS AND EQUIPMENT	<table><tr><td data-bbox="528 755 1193 1050"> - Any 3 x 3 non-magnetic Rubik's cube can be used - Magic Cube Speed Timer; - Laptop, (Google Sheet, for entering (visible) scores - Notes - Pen </td><td data-bbox="1193 755 1316 1050">Number of Rooms : 3</td></tr></table>	- Any 3 x 3 non-magnetic Rubik's cube can be used - Magic Cube Speed Timer; - Laptop, (Google Sheet, for entering (visible) scores - Notes - Pen	Number of Rooms : 3
- Any 3 x 3 non-magnetic Rubik's cube can be used - Magic Cube Speed Timer; - Laptop, (Google Sheet, for entering (visible) scores - Notes - Pen	Number of Rooms : 3		
B. VENUE			
C. EVENT RULES AND MECHANICS			
10. In 3rd crack (Round 3) , the contestants will solve four (4) Rubik's Cubes. Scrambling of the Rubik's Cubes will follow the same procedure as that of Round 2.			
11. In 4th crack (Final round) , the contestants will solve five (5) Rubik's Cube. At the end of four (4) rounds, the composite rank will be computed to determine the winner of the contest.			
12. After completing/solving the cube, contestants must place down the Rubik's carefully. Any contestant who place down the Rubik's Cube in a manner that causes it to slide, resulting in any part of the cube becoming misaligned or partially turned after each round shall be dealt with as follows:			
First Offense: The attempt shall be recorded as the maximum allowable time for specific round, and the contestant shall receive an official warning. Second Offense: The contestant shall be disqualified from the competition.			
Note: Contestants are expected to handle the Rubik's Cube with due care at all times. Any action that causes the cube to become misaligned may be subject to this rule, as determined by the Contest Committee.			



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13. In case of a tie in the composite rank, the **total time consumed** by the contestants in the four rounds will be the basis for the determination of the winner of the contest. The fastest Rubik's Cube solver will prevail.

14. To preserve the integrity, fairness, and orderly conduct of the competition, only the members of the Technical Working Group (TWG), contest committee, contestants, shall be allowed inside the contest venue during the conduct of the event.

Non-members of the TWG and unauthorized individuals are strictly prohibited from entering the contest venue or from interrupting, questioning, or interfering with the proceedings while the competition is in progress.

15. In any event that a situation arises which is not covered by these rules or mechanics, it will be referred to the members of the Contest Committee for their judgment and pronouncement. The decision of the Contest Committee is final and unappealable.

IMPLEMENTING GUIDELINES IN THE REGIONAL MATHEMATICS COMPETITION FOR MATH JINGLE

The categories, components, number of learner-participants and teacher-coaches, and time allotment per school are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Math Jingle Competition	Live Performance	8-10 students per division (Grade 7-12)	1 coach per school	3-5 minutes

CATEGORY	MATH JINGLE COMPETITION
KEY STAGE	3 and 4
NO. OF PARTICIPANT/S	8 – 10 student performers and 1 teacher-coach per Schools Division
TIME ALLOTMENT	Performance: Minimum of 3 minutes; Maximum of 5 minutes
PERFORMANCE STANDARD	Learners demonstrate mastery of Mathematics concepts through creative expression, music, and rhythm.



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21 ST CENTURY SKILL/S	Critical thinking, teamwork, collaboration, and creativity.	
CREATIVE INDUSTRIES DOMAIN	MATH JINGLE COMPETITION	
DESCRIPTION	A competition where teams present an original jingle (lyrics and tune) highlighting mathematical concepts and a positive attitude toward learning.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	• Decent, school-appropriate, and safe costumes and props	• Sound system and venue coordination provided by the committee.
B. VENUE	Competition: Hall; Coaches' Area: Covered Court.	
CRITERIA FOR JUDGING	• Relevance & Accuracy of Math Content: 30% • Creativity & Originality: 15% • Musicality & Rhythm: 20% • Stage Presence & Performance: 35% TOTAL: 100%	
EVENT RULES AND MECHANICS		
1. Members of the competing team must be a Bonafide learner of the school for SY 2026-2027 and certified by the School Head. 2. Teams must arrive at least 30 minutes before their scheduled performance. Each team must submit an original softcopy of the lyrics/composition 3 days before the competition through g-drive to be provided by TWG. File Name Format: Schools Name_MathJingleCompetition 3. Competing team must provide a Certificate of Plagiarism certified by the school head and Division ITO unit. 4. No backdrop/no confetti/popper/firework techniques/ props/ decors are allowed during the contest. 5. Preparations and set-up time of competing team is only 3 minutes. 6. The jingle must be performed live in English without the use of any musical instruments. Participants are not allowed to hold the microphones during the performance. The host SDO will provide three (3) microphones. 7. The use of pre-recorded vocals, lip-syncing, background music, mobile applications for playback music, or any electronic music accompaniment is strictly prohibited. 8. Costumes are not allowed; participants must wear either their PE uniform or school uniform. Background music is not permitted. 9. Content must highlight mathematics domains. 10. Provide the printed copy of the validated lyrics and certification issued on the day of the contest. 11. Plagiarism results more than the given percentage mean automatic disqualification. (at least 85% originality will be acceptable).		



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12. To ensure fairness and compliance with copyright laws, all submitted jingles must contain **original lyrics** created specifically for this competition. The following procedures shall be observed:
- All participating teams must submit a printed copy and a soft copy (Microsoft Word/PDF) of their jingle lyrics 3 days before the competition.
 - The lyrics shall be screened by the Technical Working Group (TWG) for originality before the competition.
 - The TWG shall verify the originality of the lyrics using online plagiarism detection tools. In addition, key phrases and lines from the lyrics shall be searched through **Google Search** to identify possible matches with published songs, poems, or other copyrighted materials.
 - If the lyrics are found to be substantially copied or closely resemble existing copyrighted works, the **SDO Education Program Supervisor (EPS)**, through the **Technical Working Group (TWG)**, shall notify the concerned school to submit a new set of original lyrics.
13. Each competing team must be given 5 minutes performance proper. There will be a deduction of 1 point for each 1 second in excess of the performance proper.
14. The decision of the judges (3-member committee) is final and irrevocable.

CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Relevance & Accuracy of Math Content	The math concepts presented are correct, clearly explained, and aligned with the topic or grade-level standards. Mathematical terms, examples, and ideas are used properly and meaningfully throughout the performance.	30%
Creativity & Originality	The jingle shows originality in lyrics, theme, and presentation. Ideas are new, engaging, and demonstrate creative thinking in connecting mathematics with music.	15%
Musicality & Rhythm	The song has a clear melody, consistent rhythm, and appropriate tempo. Lyrics fit well with the music, and the performance shows good timing and coordination.	20%
Stage Presence & Performance	Performers show confidence, proper expression, clear voice projection, creative choreography, and effective use of the stage. Audience engagement and teamwork are evident during the performance.	35%



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Criteria	Description	Percentage
TOTAL		100%

MATH JINGLE COMPETITION - SCORE SHEET

Schools Division: _____

Judge: _____

Criteria	Description	Max Score	Score Given
Relevance & Accuracy of Math Content	Math concepts are correct, clear, and properly integrated into the jingle lyrics.	30	
Creativity & Originality	Lyrics, melody, and presentation show originality and creativity in presenting math ideas.	15	
Musicality & Rhythm	Melody, rhythm, timing, and coordination are clear and consistent throughout the performance.	20	
Stage Presence & Performance	Confidence, voice projection, expression, teamwork, creative choreography, and audience engagement are evident.	35	
TOTAL SCORE		100	

Judge's Signature: _____



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**IMPLEMENTING GUIDELINES ON MATH SHOUT-OUT VIDEO
COMPETITION**

The categories, components, number of learner-participants and teacher-coaches, and time allotment for each division per division are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Shout-out Video	Video presentation	n/a	1 teacher coach	1 minute

CATEGORY	Shout-out Video
Key Stage	Key Stages 2-4
NO. OF PARTICIPANT/S	1 teacher per SDO
TIME ALLOTMENT	1 minute
PERFORMANCE STANDARD	Learners are able to conceptualize, produce, and present a creative math-themed shout-out video that effectively promotes appreciation, motivation, or awareness of Mathematics by demonstrating clarity of expression, mathematical relevance, creativity, teamwork, and responsible use of media, following the given theme, technical requirements, and ethical standards.
21ST CENTURY SKILL/S	• Critical Thinking and Problem Solving • Creativity and Innovation • Communication Skills • Collaboration and Teamwork • Media and Information Literacy
CREATIVE INDUSTRIES DOMAIN	• Educational Media • Digital Content Creation • Communication Arts
DESCRIPTION	A one-minute math shout-out video competition where participants creatively highlight the importance, beauty, or real-life applications of Mathematics. The activity aims to strengthen learners' appreciation of math concepts while fostering creativity, collaboration, and responsible digital citizenship.
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS, AND EQUIPMENT	Smartphone, tablet, or digital camera



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	Basic video editing application/software Tripod or stable stand (optional) Printed or digital math visuals (charts, formulas, props – optional)
B. VENUE	TBA
CRITERIA FOR JUDGING	• Relevance to the Mathematical Contents - 30% • Creativity and Originality - 25% • Clarity of Message and Delivery - 20% • Video Quality and Technical Presentation - 25%

EVENT RULES AND MECHANICS

1. The competition is open to **official regional entries**, with **one (1) entry per schools division**.
2. Video recording must be done **within the school premises**.
3. Each entry shall submit a **shout-out video with a maximum length of one (1) minute**.
4. The video content should be but not limited to:
 - Highlight the **importance, beauty, and fun of Mathematics**;
 - Include a math-related message, chant, yell, choreography or creative shout-out; and
 - Promote **positive values** such as teamwork, perseverance, and love for learning.
5. The video may be presented in **English, Filipino, or a combination**. Subtitles may be added when necessary for clarity.
6. All entries must be **original, not AI-generated, and not previously submitted** to any other competition or platform.
7. The video must be saved in **MP4 or MOV format, in landscape orientation, with clear audio and visuals**.
8. The use of background music, graphics, and effects is allowed, provided that these elements do not overpower the main message and are **free from copyright issues or properly credited**.
9. Entries containing **inappropriate language, gestures, or content** contrary to school policies shall be **automatically disqualified**.
10. Videos must be submitted a week before in the official submission link.
File Name Format: **SchoolsDivisionName_MathShoutOutVideo**
11. Failure to comply with any of the above rules shall result in the **disqualification**.
12. The **decision of the Board of Judges is final and irrevocable**.



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CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and clearly highlights the importance, beauty, and fun of Mathematics.	30%
Creativity & Originality	The video shows originality in concept, script, and presentation. The shoutout, chant, or jingle is engaging and creative.	25%
Clarity of Message & Delivery	The message is well-organized and easy to understand. Voice, pacing, and expression are clear and appropriate.	20%
Video Quality & Technical Presentation	Audio and visuals are clear. Proper framing, lighting, and simple editing enhance the overall presentation.	25%
TOTAL		100%



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MATH SHOUT-OUT VIDEO COMPETITION – SCORE SHEET

Schools Division: _____

Judge: _____

Criteria	Description	Max Score	Score
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and highlights the importance, beauty, and fun of Mathematics.	30	
Creativity & Originality	The video concept, script, and presentation are original, engaging, and creative.	25	
Clarity of Message & Delivery	The message is clear and easy to understand; voice, pacing, and expression are effective.	20	
Video Quality & Technical Presentation	Audio and visuals are clear; proper framing, lighting, and editing are observed.	25	
TOTAL		100	

Judge's Signature: _____



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CATEGORY	Shout-out Video
Key Stage	Key Stages 2, 3 and 4
NO. OF PARTICIPANT/S	8-10 participants 1 coach
TIME ALLOTMENT	1 minute
DESCRIPTION	A one-minute math shout-out video competition where participants creatively highlight the importance, beauty, or real-life applications of Mathematics. The activity aims to strengthen learners' appreciation of math concepts while fostering creativity, collaboration, and responsible digital citizenship.
TECHNICAL SPECIFICATIONS	
CRITERIA FOR JUDGING	• Accuracy and Relevance of Math - 30% • Creativity and Originality - 25% • Clarity of Message and Delivery - 20% • Video Quality and Technical Presentation - 25%
EVENT RULES AND MECHANICS	
1. The competition is open to official division entries, with one (1) entry per EDDIS. 2. Video recording must be done within the school premises. 3. Each entry shall submit a shout-out video with a maximum length of one (1) minute. 4. The video content must: • Highlight the importance, beauty, and fun of Mathematics; • Include a math-related message, chant, or creative shout-out	



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EVENT RULES AND MECHANICS

5. The competition is open to **official division** entries, with **one (1) entry per EDDIS**
6. Video recording must be done **within the school premises**.
7. Each entry shall submit a **shout-out video with a maximum length of one (1) minute**.
8. The video content must:
 - Highlight the **importance, beauty, and fun of Mathematics**;
 - Include a **math-related message, chant, jingle, or creative shout-out**; and
 - Promote **positive values** such as teamwork, perseverance, and love for learning.
9. The video may be presented in **English, Filipino, or a combination**. Subtitles may be added when necessary for clarity.
10. All entries must be **original, not AI-generated, and not previously submitted** to any other competition or platform.
11. The video must be saved in **MP4 or MOV format, in landscape orientation, with clear audio and visuals**.
12. The use of background music, graphics, and effects is allowed, provided that these elements do not overpower the main message and are **free from copyright issues or properly credited**.
13. Entries containing **inappropriate language, gestures, or content** contrary to school policies shall be **automatically disqualified**.
14. Videos must be submitted a week before in the official submission link.
File Name Format: **Schools School District Name Math ShoutOutVideo**
15. Failure to comply with any of the above rules shall result in the **deduction of points or disqualification**, subject to the discretion of the screening committee.
16. The **decision of the Board of Judges is final and irrevocable**.



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CRITERIA FOR JUDGING (100%)

Criteria	Description	Percentage
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and clearly highlights the importance, beauty, and fun of Mathematics.	30%
Creativity & Originality	The video shows originality in concept, script, and presentation. The shoutout, chant, or jingle is engaging and creative.	25%
Clarity of Message & Delivery	The message is well-organized and easy to understand. Voice, pacing, and expression are clear and appropriate.	20%
Video Quality & Technical Presentation	Audio and visuals are clear. Proper framing, lighting, and simple editing enhance the overall presentation.	25%
TOTAL		100%



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MATH SHOUT-OUT VIDEO COMPETITION - SCORE SHEET

Schools / District: _____

Judge: _____

Criteria	Description	Max Score	Score
Accuracy & Relevance of Math Content	The math message is correct, meaningful, and highlights the importance, beauty, and fun of Mathematics.	30	
Creativity & Originality	The video concept, script, and presentation are original, engaging, and creative.	25	
Clarity of Message & Delivery	The message is clear and easy to understand; voice, pacing, and expression are effective.	20	
Video Quality & Technical Presentation	Audio and visuals are clear; proper framing, lighting, and editing are observed.	25	
TOTAL		100	

Judge's Signature: _____



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Enclosure No. 5 of Regional Memorandum No. 316, s. 2026

Parental Consent Form

Activity: _____
Date: _____
Venue: _____

To Whom It May Concern,

I, _____, the parent/guardian of _____, a student at _____, give my full consent for my child to participate in the Regional mathematics Fair on _____.

I understand that this event offers a valuable opportunity for my child to showcase their mathematical skills and engage in friendly competition with peers from other schools.
Acknowledgment of Event Details:

- **Activity:** Regional Mathematics Fair
- **Date:** _____

Medical Information:

I have indicated below any relevant medical conditions, allergies, or special needs that event organizers and school staff should be aware of:

Emergency Contact

Name: _____
Contact Number: _____

I understand that the school and event organizers will take reasonable measures to ensure the safety of all participants. However, I acknowledge that unforeseen incidents may occur, and I agree not to hold the school or event organizers liable for any such incidents beyond their control.

Parent/Guardian's Name: _____
Signature: _____
Date: _____