



Republic of the Philippines
 Department of Education
 Region VII, Central Visayas
DIVISION OF CITY SCHOOLS - TAGBILARAN CITY
 Tagbilaran City, Bohol



January 23, 2019

Division Memorandum
 No. 041, s. 2019

2019 DIVISION MATH CAMP

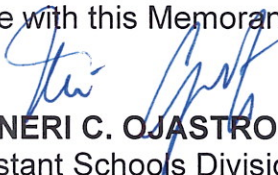
To: OIC, Office of the Assistant Schools Division Superintendent
 Chief Education Supervisors
 Education Program/Public Schools District Supervisors/Division Coordinators
 Heads of Public and Private Elementary and Secondary Schools

1. This Office, through the Curriculum Implementation Division (CID) will conduct the **2019 Division Math Camp** with the theme, **“Math for Life: Creating Problem Solvers and Critical Thinkers”** on February 7-8, 2019 at Cogon Elementary School, San Jose Street, Tagbilaran City.
2. The activity aims to:
 - a. enhance students’ academic excellence in Mathematics;
 - b. hone comprehension, analytical and reasoning skills; and
 - c. inculcate the values of hard work, cooperation, perseverance, honesty and sportsmanship.

3. The following contests will be conducted during the said Math Camp:

Contest	Participants
Day 1, February 7, 2019 (Thursday)	
Division Finals, Metrobank-MTAP-Deped Math Challenge (MMC)	Grades I to VI (Team qualifiers during the Division Elimination)
Damath (Counting Numbers)	Grade I or II pupil (1 contestant per school)
Damath (Whole Numbers)	Grade III or IV pupil (1 contestant per school)
Mathematician Look-Alike	Elementary pupil (1 contestant per school)
Day 2, February 8, 2019 (Friday)	
Division Finals, Metrobank-MTAP-Deped Math Challenge (MMC)	Grades VII to X (Team qualifiers during the Division Elimination)
Damath (Integer)	Grade VII student (1 contestant per school)
Mathsayaw	Junior/Senior High School students (1 entry per school with 10 dancers)

4. The guidelines, mechanics, criteria and rules of the different contests are attached in this Memorandum.
5. Travelling and other incidental expenses incurred by the participants are chargeable against School MOOE/local funds subject to their availability, following the usual accounting and auditing rules and regulations.
6. Immediate dissemination of and compliance with this Memorandum is directed.


NERI C. OJASTRO, Ed.D., CESE
 Assistant Schools Division Superintendent
 Officer-In-Charge

A. MATH CHALLENGE

A.1 Description

Academic competitions have always paved the way to many great things and gave birth too many great people in history.

Math Challenge includes individual written and team orals categories. For the written competition, contestants are provided with test questions based on the competencies for a certain level. Math team orals is to be competed by a team which is composed of two (2) members. There are three sets of questions of different levels with corresponding points. Contestant/Team who will gain the highest score will be declared as a winner. Both categories will hone comprehension, analytical and reasoning skills that are contributory to the attainment of the twin goals of mathematics curriculum.

A.2 Contest Guidelines

A.2.1 Written and Oral Competitions for Grades 6 & 10

(Refer to the existing contest guidelines of the Metrobank-MTAP-Deped Math Challenge)

A. 2.2 Written Competition for Grades 5 & 9

1. Contestants in this competition are the Grades 5 and 6 top scorers in each division during the elimination round.
2. The test consists of three types of questions: Part I-15 questions worth 2 points each; Part II-5 questions worth 3 points each ; and Part III-3 questions worth 5 points each for a total of 60 points.
3. The grade 5 contestants will be given 1.5 hours to answer the test while the Grade 9 will be given 2 hours.
4. There may be more than one corrector for the papers, but only one may correct either Part II or III for the sake of consistency in the giving of partial credit. Each paper must be counter checked by a corrector of another part of the paper.
5. The top five (5) scorers will be declared.
6. The said competition is up to regional level only.

B. MATHSAYAW

B.1 Description

MATHSAYAW is an innovative technique of expressing mathematical symbols through dance steps. It is an expression of one's God-given creativity and talent, incorporating Mathematics and the art of dancing at the same time. Through a combination of precise and body movements, mathematical symbols and expressions are clearly conveyed and catered to its audience. It is an artistic way of conveying the fundamentals of Math like the mathematical symbols which are interpreted through the precise bodily movements with the use of different parts of the body. Truly, **MATHSAYAW** is a unique way of catering to the multi-intelligences of the learners.

B.2 Contest Guidelines

1. Each group will be composed of 10 JHS and/or SHS dancers.
2. Participants should perform series of dance steps resembling mathematical symbols and formations which are given life through body movements utilizing their arms, legs, hands, and head. Only hand props are allowed. Any type of music will do (medley, remix, etc.)
3. Each participating division shall prepare 3 folders containing the order of the mathematical symbols as to their appearance during the performance.
4. Performance time shall be at least 4 minutes but must NOT exceed 5 minutes excluding entrance and exit. A point shall be deducted from the total score for every 30 seconds that exceeds.
5. Stunts are strictly prohibited. Violation of such will automatically be disqualified from the contest.
6. Decision of the Board of Judges shall be final and unappealable.

B.3 Criteria

The following are the criteria for judging:

- | | | |
|----|---|------------|
| a. | Mathematical Appeal
(includes the clarity of symbols interpreted and appeal of steps) | 40% |
| b. | Choreography
(uniqueness of steps and appropriateness to math symbols) | 25% |
| c. | Synchronization | 25% |
| d. | Costume and Overall Impact | <u>10%</u> |

Total 100%

C. MATHEMATICIAN LOOK –ALIKE

C.1 Description

Mathematician Look-Alike competition offers a more comprehensive view of great mathematicians. This is an opportunity of our learners to have a role model and be inspired to learn the importance of mathematics and connect their remarkable achievements for them to build their own life.

C.2 Contest Guidelines

1. Only one (1) bonafide elementary pupil per division can join the contest.
2. The contestant should select a Mathematician to be impersonated.
3. During the contest, the contestant shall bring with him/her a one short size bond paper picture of the chosen Mathematician pasted in an illustration board and a soft copy to be projected at the screen.
4. The participant shall prepare at most two (2)-minute introduction regarding the life, works and contribution of the mathematician he/ she is impersonating.

C.3 Criteria For Judging

A. Resemblance to the Face (costume & make-up)	- 40%
B. Showmanship (stage presence & over-all impact)	- 30%
C. Introduction about the Mathematician (mastery, confidence & rapport)	- <u>30%</u>
TOTAL:	100%

D.DAMATH

D.1 Description

Learning Math can be made more interesting and easier for Filipino school children through a new board game. DaMath is a math board game coined from the word *dama*, a Filipino checker game, and mathematics.

It was invented by Jesus Huenda, a high school teacher from Sorsogon, Philippines. It became very popular in the 1980s and until now played in many schools in the Philippines.

DaMath can be used to practice the four fundamental operations and also the order of operations. It has numerous variations, but this year's competition involves only the Integers Damath.

There will be three (3) categories which will be competed namely:

- **DAMATH-LEVEL 1-** a player must be a bonafide elementary pupil either grade 1 or grade 2.
- **DAMATH-LEVEL 2-** a player must be a bonafide elementary pupil either grade 3 or grade 4.
- **DAMATH-GRADE 7-** a player must be a bonafide grade 7 student.

D.2 Rules of DAMATH Game

The following rules must be strictly followed by the players and coaches in the whole duration of the game.

1. Each player must bring their own Damath Board with red and blue chips.
2. Set the starting position of the chips.
3. The players will be divided into 4 brackets and will play the game following the single round robin. After the first round, top two (2) of each bracket will proceed to the second round and will follow again a single round robin. Top two (2) of the second round will proceed to the third round and will follow the cross over format. And then, winners of the cross over will fight for the championship and losers will battle for the third place.
4. Toss a coin to determine which player will have the first 'move'.
5. The player who will make a move will do first the recording before moving the chip.
6. Moving a chip means sliding it diagonally in the forward direction only except when taking an opponent's chip or if a 'dama' chip takes an opponent's chip.
7. The two players alternately take turns in moving a chip (pass is not allowed). A player who touches a chip ('touch move') is required to move unless it is not possible to do so. After each 'move', a player has to record his or her 'move' in a scoresheet (only one scoresheet will be used by the two players).
8. Each player is allotted one minute per 'move' including the recording of the 'move' and the corresponding score in the scoresheet. In taking an opponent's chip, the 'taker' chip jumps over the 'taken' chip and uses any of the four operation symbols of +, -, x, and :- where the taker chip lands.

9. A chip is declared 'dama' if it stops in any of the following squares of the opposing player: (1,0) (3,0) (5,0) (7,0) Similarly, the opposing player's chip is declared 'dama' if it stops in any of the following squares: (0,7) (2,7) (4,7) (6,7)
- A 'dama' chip can slide diagonally forward or backward in any unoccupied square as long as no opponent's chip blocks its path. It could take a chip or chips whereby its corresponding sum, difference, product or quotient is doubled. Similarly, if an ordinary chip takes an opponent's 'dama' chip, its score is also doubled. Correspondingly, if a 'dama' chip takes an opponent's 'dama' chip, then its score is quadrupled.
 - A 'taker' chip can take one chip or more than one chips with the required option to take the greater number of chips.
 - Between "a 'dama' chip taking an opponent's chip" and "a chip taking an opponent's chip", the former prevails.
 - A 'taker' or 'taken dama' chip should be identified by encircling it in the scoresheet.
10. There will be 5 - minute interval every game.
11. The player who will commit two (2) violations will lose the game.
12. Violations includes incorrect entry of the score sheets, more than one (1) minute in recording or doing a move, or any act that would be detrimental to the smooth conduct of the game.
13. Only the player can raise questions/protest and must be done before the next game will be played.
14. The game ends if: the 20-minute game period lapsed; · the moves are repetitive; · a player has no more chips to move; · an opponent's chip is 'cornered'.
15. The remaining chip or chips of the players are to be added to their respective scores. If the remaining chip is a 'dama', then its score is also doubled.
16. The player with the greater accumulated total score wins the game.

DAMATH BOARD

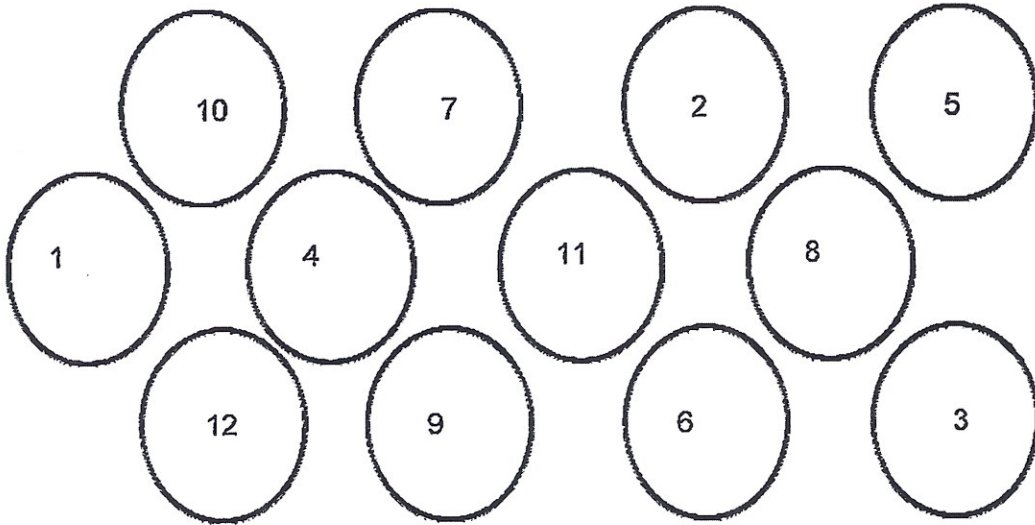
	7	6	5	4	3	2	1	0	
7	x	÷	÷	-	-	+	+	0	
6	÷	÷	x	+	+	-	-	1	
5	-	+	+	x	+	÷	÷	2	
4	+	+	-	÷	÷	x	x	3	
3	x	÷	÷	-	+	+	+	4	
2	÷	÷	x	+	+	-	-	5	
1	-	+	+	x	+	÷	÷	6	
0	+	÷	-	÷	÷	x	x	7	
	0	1	2	3	4	5	6	7	

POSITION OF CHIPS

DAMATH ELEMENTARY CATEGORY

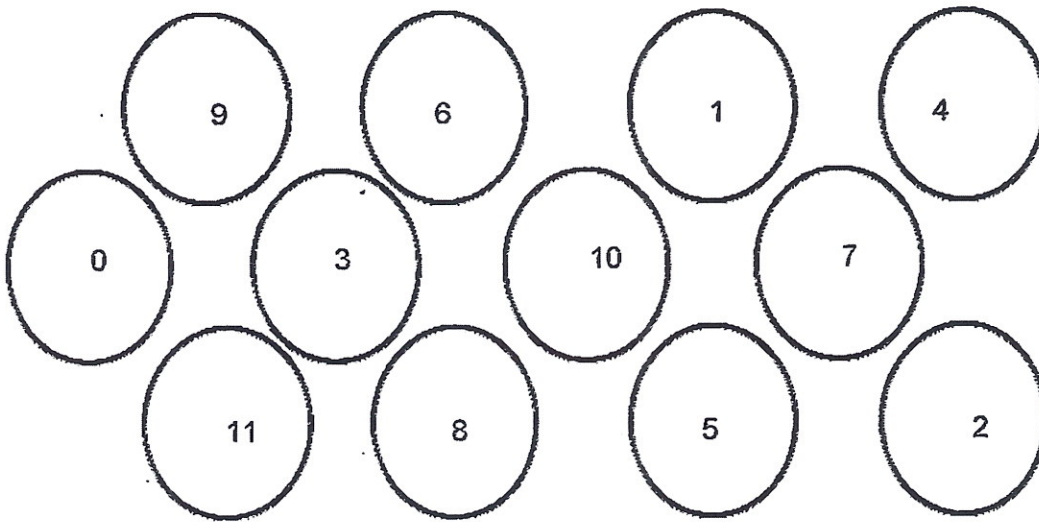
Grades 1-2

- Counting Damaths

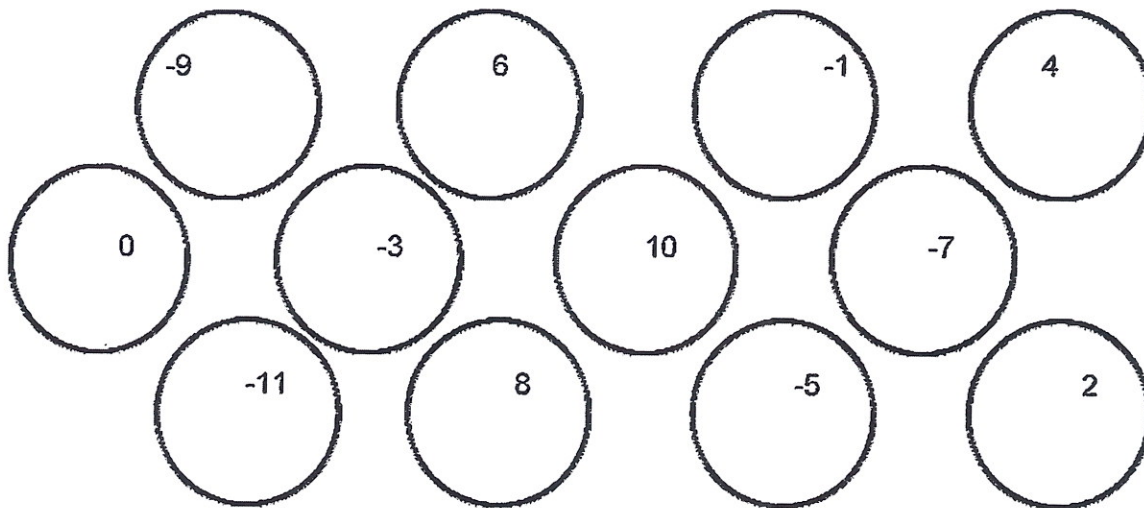


Grades 3-4

- Whole Damaths



Integer (Grade 7)



CONTEST MECHANICS

1. All participants should be at the designated venue 30 minutes before the event starts.
2. The participants will draw lots before the contest proper.
3. Briefing of the participants will be done 15 minutes before the scheduled time.
4. The event secretary will give the signal for the event to begin.
5. Only the event administrators, secretaries,, judges, officials, photographers and contestants are allowed in the venue.
6. The decision of the board of judges/ tabulators/arbiters is final.