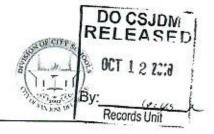


Republic of the Philippines DEPARTMENT OF EDUCATION

Region III - Central Luzon

SCHOOLS DIVISION OF SAN JOSE DEL MONTE CITY

San Ignacio St., Poblacion, City of San Jose del Monte 3023



October 9, 2018

DIVISION MEMORANDUM

No. 17 1, s. 2018

TO:

Assistant Schools Division Superintendent

Division Chiefs

Education Program Supervisor Public School District Supervisors Public Secondary School Heads

2018 DIVISION SECONDARY MATHEMATICS COMPETITION (MATHCOM)

- This Office announces the conduct of the 2018 Division Secondary Mathematics Competition (MathCom) with the theme "Empowering People Through Mathematics Education" on November 5, 2018 (Monday), 7:30 AM at Marangal National High School.
- The competition aims to:
 - a. promote interest and appreciation in Mathematics among secondary students;
 - encourage students to strive for excellence in Mathematics;
 - provide students' opportunities for leadership and cooperative undertaking;
 - select the Best Strategic Intervention Materials (SIMs)/Instructional Materials in Math; and
 - recognize the Division Outstanding Coach in Mathematics.
- 3. The contest categories for the MathCom are as follows:
 - a. Math Quiz
 - b. Rubik's Cube Challenge
 - c. Sudoku Challenge
 - d. Strategic Intervention Materials (SIMs)/Instructional Materials in Math
 - e. Search for Division Outstanding Coach in Mathematics
- Each school shall send the following:
 - a. Three (3) students per grade level for Math Quiz
 - One (1) student for Sudoku Challenge and One (1) student for Rubik's Cube Challenge;
 - c. At most three (3) entries for Strategic Intervention Materials (SIMs)/Instructional Materials in Math; and
 - Finalists for the Search of the Division Outstanding Coach in Mathematics.
- 5. Details of the contest are shown in:
 - a. Enclosure No. 1: Contest Guidelines
 - b. Enclosure No. 2: Criteria in the Evaluation of Instructional Materials
 - c. Enclosure No. 3: Criteria for the Search of the Division Outstanding Coach in Mathematics
- Travel expenses, meals of the contestants and their coaches, and other incidental expenses shall be charged to the school MOOE/canteen or other available sources of fund. However, meals of the judges, facilitators, proctors, and support staff shall be charged to Division MOOE subject to the usual accounting and auditing rules and regulations.
- 7. School Heads and teacher-participants are enjoined to make prior arrangements to avoid disruptions of classes.
- 8. Immediate and wide dissemination of this Memorandum is desired

GERMELINA H. PASCUAL, CESO V Schoole Division Superintendent

CONTEST GUIDELINES

A. Math Quiz

- 1. Mathematics Quiz in all grade levels is an individual contest.
- 2. The quiz shall consist of the following items per grade level with corresponding time allotment:

Grade Level	Number of Items	Time Allotment 80 minutes	
Grade 7- Grade 12	35 items		

- Only the final answer shall be written on the test question. Extra sheets of papers shall be provided by the proctor if needed.
- No calculator is allowed during the test proper. All mobile phones of contestants shall be turned off while the test is going on.
- 5. Awards shall be given to students who will qualify under the following conditions:

Award	Grade 7 to Grade 12		
1st Honors	For those who get 31 or more correct answers For those who get 27 to 30 correct answers		
2 nd Honors			
3 rd Honors	For those who get 24 to 26 correct answers		

- Top three (3) scorers per grade level will be awarded as the First Placer, Second Placer, and Third Placer
- 7. The decision of the judges is final and irrevocable.

B. Sudoku Challenge

- Sudoku Challenge will use the 2 levels only Medium and Hard.
- This is an individual contest. All Math contestants from Grade 7 to Grade 12 can join the Sudoku Challenge.
- The first set of Sudoku will be the level Hard. If nobody beats the time in the first set then the level Medium will be given.
- Participants who can beat the specified time will be declared winners.

C. Rubik's Cube Challenge

- 1. Contestants are required to bring a 3 x 3 regular Rubik's Cube during the competition.
- In the Elimination Round, the contestants will solve one (1) Rubik's Cube puzzle. The time will start
 immediately after the administrators announces the "GO" signal. The time will stop when the contestant
 completely solve the puzzle. An official timer will be assigned to monitor each contestant's speed in
 solving the Rubik's Cube puzzle. The Top ten (10) contestants will qualify on the Final Round.
- In the Final Round, the finalists will be using three (3) Rubik's Cube. He/She will solve the cubes rearranged by the facilitators or fellow contestants. They will be ranked according to least time consumed. The Top three (3) finalists will be the winners.
- In case of a tie, the contestants will solve one (1) Rubik's Cube puzzle. The fastest Rubik's Cube solver will win.

Criteria in the Evaluation of Instructional Materials

CONTENT

- 1. Aligns with curriculum and standards, and is current, valid and reliable, with real-world examples.
- 2. Age appropriate and is designed to meet the needs of individual learners from various skills levels.
- 3. In-depth and enhances conceptual understanding and engages higher order of thinking skills.
- Free from bias.
 Promotes manipulation of data and digital information, and encourages personal responsibility for learning.

EQUITY AND ACCESSIBILITY

- Materials are durable, easily stored, transported and are universally accessible
- 2. Materials are easily updated and are adaptable and customizable to match the resources of the school.
- Materials work properly without purchase of additional components
 Materials can be used by all students without extensive supervision or special assistance
 Materials meet the requirements and accepted technical standards.

ASSESSMENT

- 1. There is an observable performance that is relevant to real world experience and that can be used to measure student engagement
- 2. Assessment methods are appropriate and suited to the learning objectives
- Assessment is suited to goals and student ability and easily assesses what has been learned.
 The materials keep an on-going record of students' progress and allows the teacher full access to individual student monitoring of activities, assignments, assessments, and grades.
- There are pre and post assessments, and positive, meaningful feedback and prescriptive guides for remediation are provided.

ORGANIZATION AND PRESENTATION

- Content and directions are clear and understandable and distinguish between important and trivial information.
- Materials are easy to navigate through.
- 3. Requirements for the instructors are clearly stated.
- 4. There are provisions for the practice of old and new skills, and for students to enter and exit materials easily.
- 5. Materials are interactive and provide high quality sensory experiences for all users.

INSTRUCTIONAL DESIGN AND SUPPORT

- The delivery method is used appropriately and successfully engages the student.
- 2. Technical procedures, such as installation and setup are easy and error free.
- 3. Technical specifications and limitations are adequately described and noted.
- 4. Adequate professional development is provided, with reasonable time and numerous opportunities.
- 5. Assistance is readily available at any point in the website and many supplemental resources are available.

Criteria for the Search & the Division Most Outstanding Coach in Mathematics

Name of Teacher :	School:
Name of School Head:	
CONTRACTOR	

Instruction: The search is open to all Mathematics Teachers/Coaches in the elementary and secondary public schools with four (4) years teaching experience in public school.

Basic Qualification

A. Performance Rating	School Year (4 years)	Numerical Rating		Descriptive Rating			
	Total						
B. Achievements in Mathematics Competition/Math Challenge (for the past 5 years) 1. Math Quiz (Merit Award, Team Oral)	LEVEL	1st 2nd		RANK 3rd 4th 5 th			
	National	20	19	18	17	16	
	Regional	15	14	13	12	11	
	Division	10	8	6	4	3	
	Total						
Sudoku/Rubik's Cube Challenge	LEVEL	1st		RANK 2nd 3		3rd	
	National	15		14	13		
	Regional	12		11		10	
	Division	8		5	3		
	Total						
Math Puzzles/Games/ Math Trail/ MMC Elimination Round (Team)	LEVEL	RANK 1st 2nd				3rd	
	Division	6		4	3		
	Total						
C. Participation to Search for Best Strategic Intervention Materials (SIMs) /Instructional Materials (IMs) in Mathematics	LEVEL	Date	Tir	le of the SIM/IM in Math			
	Regional						
	Division			-520 - 255			