Republic of the Philippines
DEPARTMENT OF EDUCATION
Region III
DIVISION OF CITY SCHOOLS
City of San Jose del Monte

September 11, 2017

Division Memorandum
No. 154 s. 2017

To: Assistant Schools Division Superintendent
Division Chief
Public Schools District Supervisors
Public Secondary/Elementary School Heads
All Others Concerned

DIVISION ELEMENTARY MATHEMATICS COMPETITION (MATHCOM)

1. This Office is pleased to announce the conduct of the **Division Elementary Mathematics Competition (MathCom)** for SY 2017-2018 on October 10, 2017 (Tuesday), 7:30 AM at San Rafael "BBH" Elementary School.

2. The competition aims to:
   a. promote interest and appreciation in Mathematics among elementary pupils;
   b. encourage pupils to strive for excellence in Mathematics;
   c. provide pupils opportunities to leadership and cooperative undertaking;
   d. select the Best Strategic Intervention Materials (SIMs) in Mathematics; and
   e. foster camaraderie among math contestants and coaches.

3. The contest categories for the **MathCom** are as follows:
   a. Math Quiz
   b. Math Puzzles
   c. Sudoku Challenge
   d. Rubik's Cube Challenge
   e. Strategic Intervention Materials (SIMs) in Math

4. Each school shall send the following:
   a. Two (2) pupils per grade level;
   b. Two (2) additional pupils for Sudoku Challenge & Rubik's Cube; and
   c. At most two (2) entries for Strategic Intervention Materials (SIMs).

5. Enclosure No. 1 contains the contest guidelines.

6. Enclosure No. 2 presents the criteria in the evaluation of Instructional Materials.

7. Meals of the judges, facilitators, proctors, and support staff shall be charged to Special Educational Fund (SEF) while expenses that will be incurred by the participants relative to this activity shall be charged against school/local fund, subject to the usual accounting and auditing rules and regulations.

8. Immediate and wide dissemination of this Memorandum is desired.

GERMELINA H. PASCUAL, CESO V
Schools 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
Grade 1-Grade 2	25 items	70 minutes
Grade 3-Grade 4	30 items	75 minutes
Grade 5-Grade 6	35 items	85 minutes

3. Only the final answer shall be written on the test question. Extra sheets of papers shall be provided by the proctor if needed.
4. 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 1 and 2	Grade 3 and 4	Grade 5 and 6
1st Honors	For those who get 21 or more correct answers	For those who get 26 or more correct answers	For those who get 31 or more correct answers
2nd Honors	For those who get 18 to 20 correct answers	For those who get 22 to 25 correct answers	For those who get 26 to 30 correct answers
3rd Honors	For those who get 15 to 17 correct answers	For those who get 19 to 21 correct answers	For those who get 23 to 25 correct answers

6. Top three (3) scorers per grade level will be awarded as the Champion, 1st Runner-up, and 2nd Runner-up.
7. The decision of the judges is final and irrevocable.

B. Math Puzzles

1. Math Puzzles in Grade 3 and Grade 4 levels are group contest.
2. Each team will work as one to solve the given puzzles.
3. Team with the highest points in Math Puzzles will be declared winner

C. Sudoku Challenge

1. Sudoku Challenge will use the 2 levels only – Easy and Medium. The Hard and Evil level will not be used in this contest.
2. This is an individual contest. All Math contestants from Grade 5 and Grade 6 can join the Sudoku Challenge.
3. The first set of Sudoku will be the level Medium. If no body beats the time in the first set then the level Easy will be given.
4. Participants who can beat the specified time will be declared winners.

D. Rubik's Cube Challenge

1. Contestants are required to bring a 3 x 3 regular Rubik's Cube during the competition.
2. 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.
3. In the Final Round, the finalists will be using three (3) Rubik's Cube. He/She will solve the cubes rearranged by the facilitator/s. They will be ranked according to least time consumed. The Top three (3) finalists will be the winners.
4. In case of a tie, the contestants will solve one (1) Rubik's Cube puzzle. The fastest Rubik's Cube solver will win.

Enclosure No. 2 to Division Memorandum No. 154 s. 2017

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.
4. Free from bias.
5. Promotes manipulation of data and digital information, and encourages personal responsibility for learning.

EQUITY AND ACCESSIBILITY

1. 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.
3. Materials work properly without purchase of additional components
4. Materials can be used by all students without extensive supervision or special assistance
5. 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
3. Assessment is suited to goals and student ability and easily assesses what has been learned.
4. 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.
5. There are pre and post assessments, and positive, meaningful feedback and prescriptive guides for remediation are provided.

ORGANIZATION AND PRESENTATION

1. Content and directions are clear and understandable and distinguish between important and trivial information.
2. 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

1. 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.