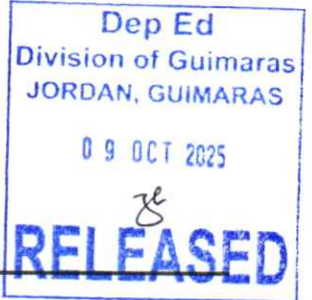




Republic of the Philippines
Department of Education
REGION VI – WESTERN VISAYAS
SCHOOLS DIVISION OF GUIMARAS



October 7, 2025

DIVISION MEMORANDUM

No. 395, s. 2025

2025 DIVISION SCIMATHLYMPICS

**To: OIC-Assistant Schools Division Superintendent
Chief Education Supervisors
Elementary and Secondary Public and Private School Heads
All Others Concerned**

1. This Office, through the Curriculum Implementation Division will conduct the **2025 Division SciMathlympics** at Cresente P. Chavez Central School and SDO Human Resource and Development Center on **November 4, 2025** to start at **7:30 a.m.**
2. This year's theme is "Harnessing the Unknown: Powering the Future Through Science and Innovation".
3. This activity aims to:
 - a. provide opportunities for participants to apply theoretical knowledge of science and mathematics to complex and real-world problems, thereby strengthening their analytical, computational, and investigative competencies;
 - b. cultivate higher-order thinking skills by engaging learners in tasks that require logical reasoning, scientific inquiry, and qualitative analysis; and
 - c. foster spirit of healthy competition and teamwork by stimulating professional and academic environments.
4. The official participants in this activity are the Science and Mathematics Teachers, SciMathlympics coordinators, coaches, and contestants in the different contest categories. Below is the number of contestants per category.

a. With Higher Level Competitions

Contest Categories and Number of Participants		
TUKLAS (Grade 9-12)	Life Science Category (4)	
	Individual	1
	Team	Maximum of 3
	Physical Science Category (4)	
	Individual	1
	Team	Maximum of 3
	Robotics and Intelligent Machines Category (4)	
	Individual	1
	Team	Maximum of 3



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Mathematics and Computational Science Category (4)		
	Individual	1
	Team	Maximum of 3
STEM INNOVATION EXPO (4)		
Grade 9-12	Individual	1
	Team	Maximum of 3
	Total	20

b. Regional Initiatives

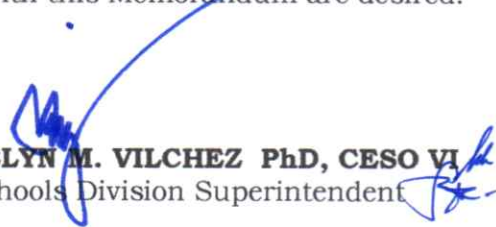
	Contest Categories	Number of Participants
SCIENCE	Mega Quiz (Science)Elementary	4
	Create, Show and Tell (Science) Elementary	4
MATHEMATICS	Quiz Bee (Math) Elementary	3
	Tangram (Math) Elementary	2
	DaMath High School	2
	Total	15

5. The Technical Working Group and guidelines of this activity are found in Enclosure 1 and 2 of this Memorandum.
6. Meals of the Technical Working Group is chargeable against Division Funds while travel expenses of all participants shall be charged against local funds subject to the usual accounting and auditing rules and regulations.
7. A registration fee of One Hundred Pesos (P100.00) shall be charged to each learner participant to defray expenses for the medals, certificates and other contest materials.



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8. It is understood that the conduct of the activity adheres to the Equal Opportunity Principle (EOP), thus there should be no discrimination as to sex, gender, civil status, ethnicity, religious beliefs, and political affiliations.
9. For queries, contact **MINDA L. SOLDEVILLA**, Education Program Supervisor in Science at mobile number **09201343189**.
10. Immediate dissemination of and compliance with this Memorandum are desired.


NOVELYN M. VILCHEZ PhD, CESO VI
Schools Division Superintendent

Enclosure : As stated
Reference: Regional Memorandum CLMD-2025-139
To be indicated in the perpetual index
Under the following subjects:

CONTEST

LEARNERS



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Enclosure No. 1 to Division Memorandum No. 95, s. 2025

SCIMATHLYMPICS TECHNICAL WORKING GROUP

Chairman	-	Minda L. Soldevilla
Co-Chairman	-	Rosemarie D. Aclan
Registration- Elementary	-	Narlu Edullan
High School	-	Phoemy Joy Galanza
Accommodation	-	Rose E. Corpuz, Jelyn B. Bilbao
	-	Collin G. Sales, Roda G. Sasi
Program	-	Ray B. Endencio, Dolly A. Leguro
Documentation	-	Ruthchele G. Fresco, April Joy P. Poblacion
		Rhemia C. Galve, Dominique Louise L. Solis
		Shane S. Salao
Foods	-	Elizabeth Garganera Mae Lou T. Pugaja, Mary Grace F. Gamutea
Criteria Sheets	-	Analyn G. Andanar, Reggie Ann G. Alandre,
		Cheryl A. Molomog
Tabulators (SIP)	-	Genie G. Rimpillio, Jenny Anne L. Gange,
		Loren G. Muega, Janet J. Padernal,
		Rosebel G. Gumiran, Dolly Rose F. Gange,
		Annabel M. Occena, Jesus P. Sayson
Numbers	-	Lieza Mae M. Logronio, Rhemia Galve
		Mae Leslie P. Tabaosares, Ailen Mavel O. Ganzon
Medals and Certificates	-	Genie G. Rimpillo, Jenerose Togan, Charlotte C. Galon,
		Lynie Galve
Science Mega Quiz	-	
Chairman	-	Albert D. Manuel
Judges	-	Ronelo Camarista, Dominique Louise L. Solis
Scorer/Tabulator	-	Pherlando Aranas, Nora G. Eluriaga,
Quizmaster	-	Daryl Caro
Timekeeper	-	Marilou Omilig
Math Quiz Bee	-	
Chairman	-	Rodel M. Bullo
Judges	-	Rhemia C. Galve, Chiryl G. Serilo
Scorer/Tabulator	-	Carla Mae Bullo, Dolly Rose F. Gange
Time Keeper	-	Rose T. Palao
Facilitators	-	Hanna Grace G. Orpilla, Evangeline G. Sunio
Quiz Master	-	Rowie G. Gedalanga
Create Show and Tell -	-	
Chairman	-	Narlu Edullan
Facilitators/Timers	-	Charlotte C. Galon, Lynie L. Galve,
		Shiella Mae M. de los Reyes, Reyes, Mariane Roxanne G. Masacote,
		Carol G. Nabayat, Romel
Judges	-	Phoemy Joy Galanza, Lieza Mae Logronio, Teresita Gina Cabioc
Tabulator	-	Levy T. Monreal, Ariel Gajeto



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Tangram

Chairman - Collin G. Sales
Judges - Lynie L. Galve, Annabel Occena, Janet Padernal
Scorer/Tabulators - Analyn G. Andanar, Karen T. De Los Santos
Facilitators - April Joy P. Poblacion, Ma. Conniebelle Gabayeron

Damath

Chairman - Mary Grace F. Gamutea
Judges - Anvel Gange, Rosa D. Claur
Scores - Honey Lyn Aguidado, Maria Theresa Galvez
Facilitators/Monitors - Novylyn S. Aguirre, Je-an Occenola, Karen DeLos Santos

Physical Science /Life Science- Ray Endencio, Michel Casco
Robotics and Intelligent Machine/- Jenerose Togan, Mae Lou Pugaja
STEM Innovation Expo
Mathematics and Computational - Genie Rimpillo, Loren Muega, Jenny Anne Gange
Scientific Review Committee -

Rubylee M. Bilog	Jenerose Togan	Rhemia Galve
Michael Bolano	Genie Rimpillo	Rose Palao
Michel T. Casco	Jenny Anne Gange	Janet Padernal
Donnabel Gamlangga	Dolly Leguro	
Mae Lou Pugaja	Ma. Elena Ecle	
Elizabeth Garganera	Mary Grace Gamutea	
Ray Endencio	Loren Muega	
Phoemy Joy Galanza	Marvi Aguilar	



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Enclosure No. 2 to Division Memorandum No. 395, s. 2025

**GUIDELINES AND MECHANICS
FOR THE 2025 SCIMATHLYMPICS**

TUKLAS and STEM INNOVATION EXPO. The SIP Fair is a region wide research competition that aims to promote S & T culture and consciousness among science learners. Moreover, it intends to identify the most creative and the best Science Junior /Senior High School researchers who will represent the region in the National Science & Technology Fair. As such, research plan and scientific research paper must follow the format based on International Science and Engineering (ISEF) Rules. The same forms and guidelines stipulated in DepEd Memo No. 16. S. 2025 will be adopted in all levels of the contest. The TOP TWO Winners per category (Life Science Individual/Team, Physical Science Individual/Team, and Robotics Individual/Team, Mathematical and Computational Science and Innovation Expo) will advance to the regional finals.

SCIENCE MEGA QUIZ

1. The Science Mega Quiz is open to all bona fide Elementary Learners (Grades 3 to 6). Each Schools Division Office shall create one team that will serve as their representative for the said regional competition
2. The activity aims to promote the development and enhancement of critical science thinking and process skills of the learners. The team must be composed of four (4) members representing each grade level.
3. The coverage of the quiz is based on the DepEd Learning Competencies from the 1st to 2nd Grading Period of the Revised K to 10 Curriculum(Grade 3-5) and Most Essential Learning Competencies (Grade 6), and Science Trends and Updates.
4. During the competition proper, the following materials will be used:
 - a. Bond papers
 - b. pentel pens
5. The competition will have three (3) rounds: Easy (5 questions), Average (4 questions); Difficult (4 questions).
6. The quizmaster shall read each question twice. After the second reading, the quizmaster shall say the word "GO". Only then the team shall begin writing their answers on the board provided.
7. At the end of the given time, the buzzer will sound; the team will automatically stop writing and raise their answer. The correct answer shall be flashed on the screen.
8. Any protest or appeal regarding the preceding question will be entertained before the quizmaster proceed to the next question.
9. Points are assigned for each question as follows:
 - a. Easy – 1 point
 - b. Average – 2 points
 - c. Difficult – 3 points
 - d. Clincher – 5 points
10. The time to answer questions for each round as follows:
 - a. Easy- 10 seconds
 - b. Average – 15 seconds
 - c. Difficult - 20 seconds
 - d. Clincher – 30 seconds



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11. In case of a tie after the summation of points, there will be a clincher round observing sudden death.
12. Coaching is strictly prohibited. The committee and the judges have the right to disqualify any contestant who will violate the rules of the contest.
13. The decision of the board of judges and the committee is final and irrevocable.
14. The rank will be as follows: 3rd, 2nd, and 1st Placers.
15. First placers will represent the Division in the Regional Level.

CREATE, SHOW, AND TELL

1. This is a Team Competition composed of four (4) members coming from each grade level Grade 3-6.
2. The contest provides opportunity for the participants to design a prototype out of the given materials and assert scientific concepts that support their output.
3. The Division Technical Working Group (DTWG) assigned to conduct this contest will prepare the needed materials and objectives of the activities.
4. The competition will be done publicly to allow other participants to observe.
5. There will be five activities to be performed collaboratively by the members of each team.
6. The teams are given five minutes to perform every activity.
7. Each team will then be given one (1) minute to explain their work in front of the judges.
8. The scores will be summed up and ranked accordingly.
9. The output will be assessed based on:
 - a. Suitability to the objectives
 - b. Creativity
 - c. Efficiency
 - d. Presentation/Justification
10. Coaching is strictly prohibited. The committee and the judges have the right to disqualify any contestant who will violate the rules of the contest.
11. The decision of the board of judges and the committee is final and irrevocable.
12. The rank will be as follows: 3rd, 2nd, and 1st Placers.
13. First Placers will represent the Division in the Regional Level.

MATH CHAMPS QUIZ BEE

(Key Stage 2: Grades 4–6, Regional Level)

1. **Objective** – The competition aims to promote mathematical excellence, problem-solving, and critical thinking skills among learners in Grades 4–6 while fostering teamwork, sportsmanship, and camaraderie.
2. **Participants** – Each district shall field one (1) team composed of three (3) members: one from each Grade level. The members of the team must come from one school only and accompanied by one (1) coach and duly endorsed by the PSDS.
3. **Eligibility** – Contestants must be officially enrolled in public/private/SUC elementary schools within the region.
4. **Coverage** – Questions will be based on the revised K-10 curriculum standards:
 - a. Grade 4: Whole numbers, fractions and decimals, factors and multiples, measurement, and simple geometry.



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- b. Grade 5: Operations on fractions and decimals, ratio and proportion, percentage, perimeter, area, volume, and basic data interpretation.
- c. Grade 6: Integers, algebraic expressions, simple equations, geometry (angles, polygons, circles), statistics, and contextualized problem-solving.
- 5. **Contest Format** – The quiz bee consists of three (3) main rounds and one (1) clincher round if needed:
 - a. Easy Round: 5 questions, 1 point each, 20 seconds answering time.
 - b. Average Round: 5 questions, 2 points each, 30 seconds answering time.
 - c. Difficult Round: 5 questions, 3 points each, 1 minute answering time.
 - d. Clincher Round: Tie-breaker questions until the winner is determined. The first team to get the correct answer shall be declared the winner.
- 6. **Answering Procedure** – Contestants shall write their answers using $\frac{3}{4}$ **whiteboard and pen/marker to be provided by them**. At the signal of the timekeeper, all contestants must raise their whiteboards simultaneously. Answers not raised within the time limit will not be honored.
- 7. **Scoring** – Judges will validate all answers. The scorer will record the points, and the quizmaster will announce scores after each round. The team with the highest total points at the end of all rounds shall be declared the winner.
- 8. **Mechanics**-
 - a. The quizmaster shall read the questions clearly twice and will give the go signal for the timer to start.
 - b. The contestants may start answering during the first reading of the question.
 - c. When the time is up, all teams shall raise their answer boards.
 - d. The judges shall validate and determine what team got the correct answer.
 - e. The scorer/tabulator shall tally the results upon the validation of the judges on the scoreboard and tally sheet.
 - f. The proctors shall ensure fairness and proper use of materials.
- 9. **Contest Rules** –
 - a. Contestants must be seated in designated areas.
 - b. Only the provided whiteboard and pen shall be used.
 - c. Calculators, cellphones, and other electronic devices are strictly prohibited.
 - d. Coaching or signaling from the audience or coaches is not allowed.
 - e. Misconduct, dishonesty, or violation of rules may result in disqualification.
 - f. The decision of the Board of Judges is final and irrevocable.

DAMATH Competition

(Key Stage 3: Grades 7-10, Regional Level)

- 1. **Objective** – The competition aims to enhance learners' computational, logical, and strategic thinking skills through DAMATH, a mathematical board game that integrates the rules of checkers/dama with mathematical operations on integers. It seeks to promote mathematics as fun, interactive, and engaging for Junior High School learners.
- 2. **Participants** –
 - a. Each participating school shall send two (2) contestants: one (1) from either Grade 7 or 8 and one (1) from either Grade 9 or 10. Contestants must be bona



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- fide public/private/SUC High School learners officially enrolled in the current school year from the same school.
- Each school shall assign one (1) coach for each contestant.
 - The contestants shall be endorsed by the school head.
3. **Materials –**
- Standard DAMATH board (8 × 8 grid with operations).
 - DAMATH chips/pieces for each player (12 pieces per side, with numbers from 0-11 where all even numbers are positive and odd numbers are negative).
 - Score sheets provided by the organizers.
 - Pen/marker for recording scores.
4. **Game Mechanics –**
- The game follows the basic rules of checkers/dama, but captures are accompanied by mathematical operations (addition, subtraction, multiplication, or division).
 - Players must correctly compute the result of each operation when capturing a piece.
 - Incorrect computation results in a forfeited move, and the piece is returned.
 - Each game is good for 20 minutes. If the time limit is reached, the winner will be determined by their total score.
 - The remaining chips will be added to respective player's total score.
5. **Scoring System –**
- Chip Value Points:** Each piece has a designated numerical value on the board.
 - Operation Points:** Each capture computed result is added to the player's score.
 - Special Points:**
A piece reaching the opponent's end of the board and becoming a "dama" scores bonus points, thus doubling the score.
 - The scorer will tally the scores on the official score sheet.
6. **Rules of Play –**
- The first move is determined by drawing lots or tossing a coin.
 - Players must move alternately and always make correct moves.
 - Captures are mandatory when available, consistent with standard DAMA rules.
 - In case of dispute, the assigned arbiter/judge shall make the ruling.
 - Misbehavior, cheating, or refusal to follow instructions may result in disqualification.
7. **Time Control –**
- Each match has a maximum time limit of 20 minutes.
 - A player is given only 1 minute to move a chip and do the recording.
 - A chess clock or timer may be used to allot equal thinking time for both players.
8. **Officiating Officials –**
- Game Master/Arbiter** – Ensures rules are followed and resolves disputes.
 - Scorer** – Records points per move and tallies results.
 - Timekeeper** – Ensures the game is within the time limit.
9. **Elimination and Ranking –**
- The competition will use elimination, semifinal and final rounds utilizing draw lots.
 - In case of ties, tie-breaker games may be played with shorter time.



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TANGRAM

(Key Stage 2: Grades 4-6, Regional Level)

1. **Objective** – The competition aims to enhance learners' skills in spatial reasoning, geometry, problem-solving, and creativity through the use of Tangram puzzles. It seeks to promote mathematics as fun, engaging, and hands-on while fostering logical thinking and artistic expression.
2. **Participants** –
 - a. Each district shall field one (1) team composed of two (2) learners from any of the three grade levels in Key Stage 2.
 - b. Contestants must be bona fide learners officially enrolled in the current school year from public/private/SUC Elementary Schools.
 - c. Each district shall assign one (1) coach for each team.
 - d. The district team shall be endorsed by the PSDS.
3. **Materials** –
 - a. Each team will be provided with 2 -Standard Tangram sets consisting of fourteen (14) geometric pieces (tans).
 - b. Activity sheets or puzzle cards provided by the organizers.
 - c. Answer sheets (if written identification of shapes/forms is included).
 - d. Pen/marker for written tasks.
4. **Contest Format** –

Puzzle Construction – Teams are asked to solve a series of Tangram puzzles by forming specific figures/patterns within the allotted time.
5. **Time Allocation** –

Puzzle Construction: 20 minutes for three figures
6. **Judging Criteria** –
 - a. Accuracy of figures – 60%
 - b. Speed in completion – 40%
7. **Scoring** – Judges will check completed puzzles. Scores will be tallied based on accuracy and speed. The team with the highest overall score will be declared the winner.
8. **Rules** –
 - a. Only the provided Tangram sets and materials shall be used.
 - b. No cutting, bending, or altering of Tangram pieces is allowed.
 - c. All pieces must be flat and must touch without overlapping.
 - d. Teams must strictly follow the time limits.
 - e. Misconduct, dishonesty, or violation of contest rules may result in disqualification.
 - f. The decision of the Board of Judges is final and irrevocable.

GENERAL RULES

- All contestants are expected to uphold sportsmanship, honesty, and discipline.
- The decision of the Board of Judges/Arbiters is final and irrevocable.
- Any situation not covered in these guidelines will be resolved by the Organizing Committee.



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