Republic of the Philippines
Department of Education
SOCCSKSARGEN REGION
SCHOOLS DIVISION OF SARANGANI

03 Oct 2025

DIVISION MEMORANDUM
CID-2025-310

ADDITIONAL INFORMATION ON THE 2025 DIVISION MATHEMATICS OLYMPICS

To: Public Schools District Supervisors Concerned
Public Elementary and Secondary School Heads Concerned

1. In reference to Division Memorandum **CID-2025-306** titled *2025 Division Mathematics Olympics* dated October 1, 2025, enclosed is the additional information on the mechanics and guidelines for reference.

2. For inquiries, contact **Reynaldo C. Tagala**, **EPSVR**, at **0929-824-0434**.

3. Immediate dissemination of this Memorandum is desired.

Digitally signed by
Estacio Ruth Laroscain
Adobe Acrobat
version:
2023.008.20470

RUTH L. ESTACIO PhD, CESO V
Schools Division Superintendent

Encl.: As stated
Reference: As stated
To be indicated in the Perpetual Index
under the following subjects:

PROGRAMS

John Jerson P. Constantino/CID/MLA – additional information on the 2025 division mathematics olympics
0943/October 3, 2025

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Event: *Team Oral Quiz*

Rationale: The Team Oral Quiz is an annual competition aimed at improving the quality of mathematics education in the Division. Its objectives are to:

a. Spark greater interest in mathematics among elementary and high school students.
b. Encourage students to strive for excellence in math.
c. Discover and nurture mathematical talent.
d. Develop values like perseverance, teamwork, honesty, and sportsmanship.
e. Provide students with opportunities to build leadership and cooperation skills.

Description: This event is a team competition compose of three (3) members (from the same or different grade level) who will work together as a team to answer the **orally** given questions or solve the problems in every Key Stage category. The competition has four (4) Categories which includes Key Stage 1 (Grades 1 to 3) Category, Key Stage 2 (Grades 4 to 6) Category, Key Stage 3 (Grades 7 to 10) Category, and Key Stage 4 (Grades 11 to 12) Category.

Only the **top team** (**Champion**) from each municipality in every Key Stage category will compete in the Division Team Oral Quiz event.

Grade Level Covered: Elementary (Grade 1 up to Grade 6), Junior High School, and Senior High School

Test Coverage: For **Key Stage 1-3**, all competencies in all Grade levels under each Key Stage Category except for the topics in the 3rd and 4th quarter of the last grade level of each Key Stage Category. For **Key Stage 4**, competencies in General Mathematics subject will be included in the test.

Key Stage	Grade	Quarters			
		First	Second	Third	Fourth
1	1	✓	✓	✓	✓
	2	✓	✓	✓	✓
	3	✓	✓	×	×
2	4	✓	✓	✓	✓
	5	✓	✓	✓	✓
	6	✓	✓	×	×
3	7	✓	✓	✓	✓
	8	✓	✓	✓	✓
	9	✓	✓	✓	✓
	10	✓	✓	×	×
4	11	✓	✓	×	×
	12	×	×	×	×

Contestants: Learners in Grade 1-3 (Key Stage 1) and Grade 4-6 (Key Stage 2) for Elementary, Grade 7-10 (Key Stage 3) for Junior High School, and Grade 11-12 (Key Stage 4) for Senior High School.

Contest Officials:

Each category will have the following officials:

1. Quizmaster - This official is in-charge of reading the questions properly. The questions shall be given to the quizmaster two hours before the contest proper.
2. Judges - There will be two judges to cater protest about the question or the answer. The questions shall be given to the judges two hours before the contest proper.
3. Scorer - There will be two scorers. One score is in-charge of tallying the scores in the scoreboard and must be seen publicly. While the other scorer shall reflect the scores in the tally sheet.
4. Timer - One official is in-charge of ensuring that the time allotted per question is correctly followed

5. Proctors - There will be two proctors who are in-charge in distributing and retrieving the answer sheets.

Guidelines

1. There will be one (1) team per municipality in every Key Stage category.
2. Each team compose of 3 contestants (from the same or different grade level).
3. Contestants are **NOT** allowed to bring cellphone, ipad, ipod, camera, calculator, laptop computer, and other gadgets during the contest.

Mechanics

1. The Division Final for Team Competition is oral.
2. Each team will be provided with a strip of paper. Before the first question, they will write their team identification on the strip of paper.
3. There shall be 20 questions: 10 fifteen-second questions worth 2 points each, 5 thirty second questions worth 3 points each and 5 one-minute questions worth 5 points each for a total of 60 points.

a. The 15-second questions are to be solved mentally. There will be no writing anywhere, neither on paper, the table, etc. The team of three will work together as one to discuss their answer to the question. They may start to write their answer after the second reading.

b. For the 30-second questions, scratch paper will be provided for each team contestant. Contestants may begin solving as soon as they wish.

c. For 1-minute questions, a copy of each question will be provided to each team. Scratch papers will be provided.

d. No additional questions should be asked over the 20 official questions provided for this stage of the competition.

4. The quizmaster will read each question twice, after which he/she gives the GO signal. The timer starts when the quizmaster gives the GO signal. The questions shall be read exactly as it is formulated. Rephrasing of the questions is not allowed.
5. Each answer will be written on the official answer sheet provided. As soon as the buzzer rings, every team must stop writing and raise their whiteboard together until such time that their answer is recognized.
6. The judge will announce the teams with the correct answer. The scorers record the points obtained by each team for each correct answer.
7. Clarification on a given question should be made before the next question is asked. This should be directed to the Chairman of the Board of Judges.
8. Answers must be given complete with units and to the required accuracy. However, if the unit is already given in the way the question is asked, it may not be given in the answer.
9. Only the official contestants may raise a clarification.
10. The teams will be ranked according to their total score in the three parts to determine the winners.
11. The board of judges are responsible for settling all questions, including protest, which may arise in the course of the competition.
12. In case of a tie among any of the teams vying for the first three places, a set of 3 questions will be given to break the tie, one from each category of questions. If the tie is not broken after the three questions, "do or die" questions will be given.

Materials Needed

1. Projector
2. 2 Bells
3. 1 Ream Bond Paper for solving sheet
4. Strips of paper as official answer sheet
5. Score sheets
6. Tabulation board
7. Sound System
8. Microphone
9. Set of questionnaires

Changes On Rules and Regulations

1. Only the 2025 Division Math Olympics Committee / Technical Working Group reserves the right to make any modifications on the rules and regulations of the Competition.

Event: *MATH TRAIL*

Rationale

The Math Trail competition is designed to enhance students' **interest and skills in mathematics** through engaging logical puzzle-solving and real-world problem-solving. It aims to encourage students to **strive for excellence** in mathematical reasoning, **discover and nurture mathematical talent** in logical thinking, and develop values such as **perseverance, critical thinking, and problem-solving skills**. This event provides an engaging platform for students to apply their analytical abilities and demonstrate their mastery of numerical and logical patterns in practical applications.

Description

This is a **mathematical adventure competition** that combines **physical exploration, mathematical investigation, and problem-solving in real-world contexts**. It is a **team competition** where participants navigate through multiple stations, solve challenges, and present solutions. The competition encourages critical thinking, problem-solving, collaboration, communication, and digital literacy. The medium of instruction for all categories is English.

Grade Level Covered

Key Stage Two (2): Grades 4 to 6.
Key Stage Three (3): Grades 7 to 10.

Test/Content Coverage

The competition focuses on **integrating concepts across various mathematical domains including Number & Number Sense, Measurement and Geometry, and Data and Probability** in practical applications. Challenges involve logical reasoning, number sense, pattern recognition, application of mathematical concepts, analysis of real-world data, and developing mathematical solutions.

Contestants

Each municipality shall send **one (1) team per category**. Each team is composed of **three (3) learners**, with **only one learner allowed per grade level** (e.g., one Grade 4, one Grade 5 and one Grade 6 learner).

Officials

Each category will have the following officials:

a. **Head Judge:** Responsible for final verification of scores and settling all questions or protests that may arise during the competition.
b. **Checkpoint Marshalls/Station Masters:** Present at each station to validate team's answers and ensure adherence to safety guidelines.
c. **Scorers/Tabulators:** Responsible for checking solutions, tallying scores publicly (often through digital real-time scoring via station verification), and reflecting them in tally sheets.
d. **Timer:** One (1) official in charge of ensuring that the time allotted for completing rounds and challenges is correctly followed.
e. **Secretariat / Technical Support Team:** Manages registration, participant documentation, logistical support, digital components, and ensures the smooth flow of the event.

f. **Safety Officer / Medical Team:** Overseeing all activities, ensuring safety protocols, and providing emergency response throughout the competition.

Guidelines/Mechanics (Specifically for Key Stage 2 and Key Stage 3 - Math Trail):

1. The contestants must use the **team identification badges** given to them at the registration for identification.
2. **Pre-Competition Requirements:**

a. **Mandatory Orientation Session:** A 2-hour session covering competition mechanics, safety protocols, equipment usage, scoring system, emergency procedures, hands-on practice activities, and a Q&A portion.

b. **Equipment and Documentation Verification:** Pre-event documentation checklist (Team Registration Form, Individual Participant Forms, Medical Certificates, Consent Forms, Equipment Checklist) and inspection of participant-provided equipment (basic calculator, measuring tools, writing materials, digital devices if allowed safety equipment).

3. **Competition Structure (Total Time Allotment: 2.5 hours):**

a. **Navigation Round (1.25 hours / 75 minutes maximum):** Teams navigate through **multiple checkpoint stations**.

b. **Stations 1 & 2:** These are **Individual Challenges**. A representative may ask to be replaced by the other team member, incurring an **additional 30-second penalty**.

c. **Stations 3 to 5:** These are **Team Challenges**.

d. A **Checkpoint Marshall** at each station will validate the team's answer. If the answer is incorrect, teams are allowed to **retry until the maximum 10 attempts is consumed**.

e. Teams will go through **team challenges from Stations 6 to 10 for the Final Round (1.25 hours / 75 minutes maximum)**. There will be **no individual challenges** in this round.

f. Challenges include **application of mathematical concepts, analysis of real-world data, developing mathematical solutions, solving problems, and presenting solutions and findings**. Station 10 specifically involves a presentation.

4. **Scoring and Awards:**

a. Scoring for **Stations 1 to 9** is based on **Accuracy (60%) and Speed (40%)**. **Accuracy points** decrease with more trials (e.g., 60 points for 1 trial, 33 points for 10 trials, 0 for unable to obtain correct answer in 10 trials).

b. Speed points depend on the rank of submission time (e.g., 40 points for 1st place in speed, decreasing for lower ranks).

c. **Station 10 (Presentation)** is evaluated using a **rubric** for Delivery (30%), Content/Organization (40%), and Expression/Audience Connection (30%).

d. The team with the **highest cumulative score** at the end of the competition will be declared the overall champion.

e. **Main Awards:** Overall Champion (Trophy + Certificates), First Runner-up (Medals + Certificates), Second Runner-up (Medals + Certificates).

f. **Special Awards:** Include Best Navigation Team, Outstanding Investigation, Excellence in Calculation, Innovation Award, and Team Spirit Award.

g. **Recognition:** Certificates of participation are given to all competing students, and Certificates of appreciation for all coaches.

7. **Tie-breaking:** In case of a tie among any of the contestants vying for the first three places, **a tie-breaker question will be given**.

8. Contestants are **NOT allowed to bring mobile phones, iPads, iPods, cameras, calculators (other than the basic CASIO mx-12b or equivalent), laptop computers, and other gadgets** during the contest.

9. **Safety and Compliance:** Teams must stay within designated safe zones, use specified safety equipment, have access to water stations and rest areas, and comply with station-specific safety guidelines. Supervision and support from Station Masters, a medical team, a Safety Officer, and a technical support team will be provided. Emergency response and incident management protocols are in place.

10. Clarifications on a given challenge or protest should be directed to the Board of Judges or Head Judge.

Materials Needed

1. **To be provided by the participants:** Basic CASIO calculator (e.g., mx-12b), measuring tools (ruler, tape measure, protractor, etc.), and writing materials.
2. **To be provided by the event organizers:** Team identification badges, station markers and QR code printouts, scoring sheets and evaluation forms, investigation tools and materials, digital device for QR codes (if allowed by organizers), safety equipment (as specified in orientation), data collection forms, emergency and first aid equipment, digital tracking system, maps and route guides.
3. **Venue Requirements:** The competition should take place in school grounds or a designated competition area with multiple checkpoint stations, investigation areas, presentation space, rest areas and first aid stations, and emergency assembly points.

Changes In Rules and Regulations:

1. Only the 2025 Division Math Olympics Committee / Technical Working Group reserves the right to make any modifications on the rules and regulations of the Competition.

Event: *Sudoku Competition*

Rationale:

Sudoku is a logic-based, combinatorial number-placement puzzle. The objective is to fill a 9x9 grid with digits so that each column, each row, and each of the nine 3x3 subgrids that compose the grid contain all of the digits from 1 to 9. This puzzle improves the individual's memory and logical thinking skills. It is also helpful in stimulating the mind and concentration power.

Description

Grade Level Covered: There are three categories in Sudoku competition. These are *Sudoku Senior* for Grade 11 – 12 students, *Sudoku Junior* for Grade 7 – 10 students and *Sudoku Kid* for Grades 4 – 6 pupils.

Contestants: There should be 3 participants per municipality for each category.

Contest Officials/Technical Committee: 2 Proctors per Category, 1 Timekeeper per Category, and 4 Checkers per Category.

Mechanics and Guidelines

1. The Contest is consist of Four Rounds and each round has three puzzles. The participants are given **110 minutes** or **1 hour and 50 minutes** to answer all the given puzzles which come in ascending difficulty. The participant is considered eliminated if he/she fails to answer correctly the required number of the puzzle/s in every round.

Rounds	Number of Puzzles	Points per Puzzle	Minutes	Bonus Points	Remarks
First	3	10	15	No Bonus	No elimination
Second	3	15	20	2 points x remaining time in Minutes	The participants who have answered correctly at least One of the puzzles in the 2nd round can proceed to the 3rd round.

Third	3	20	35	3 points × remaining Time in minutes.	The participants who have answered correctly at least Two of the puzzles in the 3rd round can proceed to the 4th round.
Fourth	3	25	40	5 points × remaining time in minutes	

2. Any participant in any category who finishes answering correctly all the puzzles before the allotted time get corresponding bonus points.

3. The proctor is responsible in giving the puzzles at the start of every round.

4. Finished or unfinished, the participants should submit the puzzles on the given time. In case, a participant finished the puzzles before the given time, he/she should pass it directly to the proctor to record the time.

5. In general, a puzzle must be completely solved in order to get credit for a correct answer.

6. In determining the **top 3** of each category, the sum of scores in every round of each qualifier shall be added and ranked accordingly.

7. In case of a tie, the technical committee will provide a Sudoku puzzle to break it.

8. The technical committee reserves the right to change or improve any part of the mechanics of the contest without prior notice to the participants for as long as the change/s will not affect the purpose or objective of the contest.

9. The Technical committee will determine the First, Second and Third place for each category.

10. In the event a situation arises not covered by any rules or mechanics of this contest, the members of the Technical Committee shall determine the final judgment and pronouncement.

11. The decision of the Board of Judges is final and irrevocable.

Code of Conduct

All participants must solve puzzles honestly and fairly, with no outside help, and may not intentionally disrupt fellow participants.

Participants may use pencil, eraser, and scratch paper. **No other materials** including gadgets (Cp, ipad, ipod, etc.), or outside help of any kind is permitted. During competition, desk should be clear of all non-essential items.

At the discretion of the judge, the penalty for violating the code of conduct will be disqualification for those puzzles or rounds in which the improper conduct occurred.

Changes In Rules and Regulations:

1. Only the 2025 Division Math Olympics Committee / Technical Working Group reserves the right to make any modifications on the rules and regulations of the Competition.

Event: *DAMATH*

Rationale
The Damath competition is an annual mathematics event spearheaded by the Department of Education to promote learners' mastery of mathematical concepts through an engaging and enjoyable medium - the Damath board game. It provides opportunities for learners to practice higher-order thinking skills such as **analysis, reasoning, and decision-making** while fostering values of **perseverance, honesty, fairness, and sportsmanship**.

Objectives
Specifically, the Damath competition aims to:
1. Enhance learners' interest and skills in Mathematics through strategic board game play.
2. Provide an avenue for learners to apply and demonstrate mastery of grade-level mathematical concepts.
3. Develop learners' critical thinking, analytical, and problem-solving skills.
4. Promote values of discipline, fairness, honesty, and sportsmanship during competition.

Description
The Damath competition is an **individual event** played using Damath boards. Categories are based on grade levels, with mathematical concepts embedded in the game mechanics. Each game requires contestants to make strategic moves while solving mathematical operations, thereby challenging both their computational and strategic skills.

Grade Levels Covered
- **Elementary (Grades 1–6)**
- **Junior High School (Grades 7–10)**

Contestants
Each Municipality shall send **one (1) official contestant per category**:
- Grades 1–2: **Counting Damath** (1 participant)
- Grades 3–4: **Whole Number Damath** (1 participant)
- Grades 5–6: **Fraction Damath** (1 participant)
- Grade 7: **Integers Damath** (1 participant)
- Grade 8: **Rational Number Damath** (1 participant)
- Grade 9: **Radical Damath** (1 participant)
- Grade 10: **Polynomial Damath** (1 participant)

Officials
1. **Judges (2 per category)** – Serve as arbiters of rules, settle protests, and validate final results.
2. **Proctors (2 per category)** – Supervise the games, ensure observance of rules, record results, and tally scores.

Guidelines/Mechanics
1. The Damath competition is an **individual event**.
2. Each Division shall field **one (1) contestant** per Damath category.
3. Contestants shall use the **assigned code numbers** provided at registration for identification.

4. The **official DepEd Damath rules and scoring system** shall be used for each type of Damath (Counting, Whole Number, Fraction, Integers, Rational, Radical, Polynomial).
5. Match format: Competitions may be conducted as **round-robin** or **single-elimination**, depending on the number of participants, as decided by the Regional Organizing Committee. Each match may consist of a single game or a "best-of-three" series.
6. **Scoring System**: Win = 1 point; Draw = 0.5 point; Loss/Default = 0 point.
7. The use of **mobile phones, tablets, laptops, cameras, and other gadgets** during the contest is strictly prohibited.
8. Ranking shall be based on the **total points earned**. The **top three (3)** contestants in each category shall be declared winners.
9. Any clarification or protest must be filed immediately with the **Judges**, whose decision is final and executory.

Materials Needed

1. Damath boards specific to each category
2. Damath pieces
3. Score sheets and recording forms
4. Pens/Pencils
5. Stopwatches (if timed moves are implemented)
6. Tabulation board

Changes In Rules and Regulations:

1. Only the 2025 Division Math Olympics Committee / Technical Working Group reserves the right to make any modifications on the rules and regulations of the Competition.

EVENT: *DIVISION SEARCH FOR THE BEST NUMERACY INITIATIVE*

I. RATIONALE:

Numeracy is not just about numbers—it's about making sense of the world around us. It means knowing how to use mathematics in real-life situations, whether it's solving everyday problems, making decisions, or thinking logically about the challenges we face.

In school, learners get the chance to practice and strengthen these skills. Each activity that involves reasoning, problem-solving, or applying math in practical ways helps them become more confident and capable. As they grow, students develop not only the knowledge and skills to use mathematics, but also the confidence and mindset to apply it in meaningful ways in school and in life.

The Division *Search for the Best Numeracy Initiative* celebrates schools and teachers who bring numeracy to life in creative and effective ways. It shines a spotlight on practices that help learners see the value of math beyond the classroom, showing them that numeracy is a tool for everyday living and future success. By recognizing and sharing these initiatives, we encourage others to adopt and adapt these approaches so more learners can experience the power of being truly numerate.

II. Objectives of the Search for Best Numeracy Initiative

1. To identify and recognize schools and teachers who have implemented outstanding numeracy initiatives that directly improved learners' mathematical performance.
2. To showcase effective and innovative practices in numeracy instruction that can serve as models for other schools in the division.
3. To encourage the development of contextualized and sustainable initiatives that support mastery of fundamental operations, problem-solving, and critical thinking.
4. To promote collaboration among schools and educators through sharing and adoption of successful numeracy interventions.
5. To strengthen regional, division, and school-based numeracy programs by integrating proven strategies into curriculum implementation.

6. To inspire continuous improvement in numeracy instruction by fostering creativity, evidence-based practice, and learner-centered approaches.
7. To contribute to the reduction of non-numerates and improvement of learner performance in both classroom and large-scale assessments such as NAT and RMA.

III. DESCRIPTION:

This event is initiated to monitor, recognize, and document the numeracy initiatives being implemented by schools. Each municipality shall identify one individual or team per category to represent the division that exemplifies best practices in developing the numeracy skills of its learners. These participants will serve as models in showcasing innovative, effective, and sustainable approaches to numeracy instruction.

Participants

Key Stage	Participants
Key Stage 1 and 2	**1 Entry (Maximum of 3 members)**
Key Stage 3	**1 Entry (Maximum of 3 members)**
Key Stage 4	**1 Entry (Maximum of 3 members)**

IV. OFFICIALS

Lead Facilitator

Oversees the overall conduct of the search. Welcomes participants, provides orientation on the mechanics, introduces the board of judges, and ensures the program runs smoothly and on schedule. Coordinate

Category Facilitator

Manages the proceedings within a specific category. Guides the flow of presentations, introduces participating schools, keeps track of time, and ensures that all requirements per category are followed.

Judges

Evaluate the entries based on the approved criteria. They ensure fairness, objectivity, and consistency in scoring, while also providing constructive feedback to highlight exemplary numeracy practices.

Secretariat

Provides administrative and logistical support before, during, and after the activity. Tasks include coordinating with schools, preparing materials, documenting proceedings, and handling official communications.

Tabulator

Consolidates and computes the scores from the judges. Ensures accuracy, transparency, and confidentiality of results, and submits the official rankings for declaration of winners.

V. MECHANICS AND GUIDELINES

1. Each municipality shall identify an individual or a team to participate in the Division Search for the Best Numeracy Initiative for each of the categories.
2. The municipal representatives shall prepare documents using the format presented in this document. The Division Office shall announce the deadline of the documents and the link for the submission.
3. Hard and soft copy of the documents must be submitted to the division office through the Education Program Supervisor in-charge of mathematics.

4. The documents to be submitted shall include but are not limited to the following:

1.1 **Template for School/Division Entries**
Regional Search for Best Numeracy Initiative

1.1 ***A. Title and Description of the Initiative***
Provide a concise and descriptive title of the numeracy program or intervention. Describe the initiative.

Example: *"Project NUMERATE: Building Strong Foundations in Mathematics"*

1.2 ***B. Background / Rationale***
What issues or problems in numeracy does your school face?
Why was this initiative implemented?
How does it benefit learners, teachers, and the community?

1.3 ***C. Objectives***
What are the specific, measurable goals of your initiative?
(e.g., reduce non-numerates by 20%, improve mastery of the four fundamental operations, enhance teacher competence).

1.4 ***D. Expected Outcomes***
What improvements or results do you expect?
- For learners (achievement, performance)
- For teachers (skills, strategies)
- For the school/community (support, engagement)

1.5 ***E. Strategies and Interventions Implemented***
What strategies, methods, or innovations were used?
- Localized/ contextualized approaches
- Use of digital/modern tools
- Remedial/enrichment activities

(Provide narrative, examples and other MOVs).

1.6 ***F. Resources, Materials, and Financial Report***
List the resources utilized, including human, material, and financial resources. Show cost-efficiency.

Use the table below:

Resource/ Material/ Activity	Source and Description	Quantity/ Details	Cost/ Value (₱)

1.7 ***(Provide narrative, examples and other MOVs).***

1.8 ***G. Timeline of Implementation (January 2022 – August 2025)***
Provide a chronological presentation of phases, activities, and milestones. Use the table below:

Timeframe	**Activity/ Milestone**	**Remarks/ Status**

1.9 ***(Provide narrative, examples and other MOVs).***

1.10 ***H. Partnerships and Stakeholder Involvement***

Who are the stakeholders involved?
What roles did they play?
(e.g., parents, LGUs, NGOs, private partners).
Use the table below:

Stakeholder/ Partner	Role/ Contribution	Evidence of Support

1.11 ***(Provide narrative, examples and other MOVs).***

1.12 ***I. Evaluation and Monitoring Results (Impact and Effectiveness)***

What tools and indicators were used to monitor progress?
What were the results?
How did the initiative improve learners' numeracy performance?

Use the table below if applicable:

Indicator/Tool	Results/Findings	Remarks/Analysis

1.13 ***(Provide narrative, examples and other MOVs).***

1.14 ***J. Analysis of Results and Recommendations***

Interpret the data and outcomes:
- What are the strengths of the initiative?
- What challenges were encountered?
- What are your recommendations for sustaining or scaling up the program?

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5. The Division Evaluation Committee will identify the Top 3 Numeracy initiatives for the onsite validation using the following criteria.

Criteria	**Weight**	**Indicators**	**Scoring Levels**
Impact and Effectiveness on Learners' Numeracy Performance	25%	- Evidence of improved learner performance (test results, reduced non-numerates, mastery of operations/problem-solving) - Documented outcomes showing benefits to the school and community - Applicability and relevance of the initiative across different contexts	5 – Excellent: Strong evidence of significant impact 4 – Very Good: Clear evidence of positive impact 3 – Good: Moderate evidence of impact 2 – Fair: Limited evidence of impact 1 – Poor: No clear evidence of impact

Innovation, Creativity, and Efficiency	20%	- Use of unique, localized, or contextualized strategies - Integration of modern/digital tools in numeracy - Demonstrated cost/resource efficiency (time, staffing, materials used appropriately to benefits)	5 – Excellent: Highly innovative, efficient, and cost-effective 4 – Very Good: Innovative and efficient with minor gaps 3 – Good: Some innovation and efficiency evident 2 – Fair: Limited innovation and efficiency 1 – Poor: No innovation or efficiency evident
Sustainability and Scalability	15%	- Sustainable benefits beyond the pilot stage - Potential for replication at district/division/region levels - Long-term community and stakeholder support	5 – Excellent: Clearly sustainable and scalable 4 – Very Good: Sustainable with good potential for scaling 3 – Good: Some sustainability and scalability evident 2 – Fair: Limited sustainability and scalability 1 – Poor: No sustainability or scalability evident
Collaboration and Stakeholder Engagement	10%	- Active involvement of teachers, school heads, parents, and learners - Effective partnerships with community, LGUs, NGOs, or other organizations - Evidence of teamwork and shared responsibility	5 – Excellent: Strong collaboration with broad engagement 4 – Very Good: Good collaboration and engagement 3 – Good: Moderate collaboration evident 2 – Fair: Limited collaboration evident 1 – Poor: No collaboration evident
Alignment with Curriculum and Policy Standards	10%	- Aligned with the K to 12 Curriculum and key stage standards - Supports DepEd/Division numeracy programs and policies - Addresses issues on access, quality, efficiency, or governance	5 – Excellent: Fully aligned with curriculum and policies 4 – Very Good: Mostly aligned with minor gaps 3 – Good: Moderately aligned 2 – Fair: Limited alignment 1 – Poor: No alignment
Documentation and Evidence of Implementation	5%	- Proper documentation (reports, photos, data) - Presence of monitoring and evaluation system - Transparency and accountability in reporting outcomes	5 – Excellent: Complete and transparent documentation 4 – Very Good: Well-documented with minor gaps 3 – Good: Adequate documentation 2 – Fair: Limited documentation 1 – Poor: No documentation

Booth-Making Contest (The score obtained from the Booth-Making Contest shall carry a weight of 15% and will be multiplied accordingly to form part of the overall score in determining the winners of the Search for Best Numeracy Initiative in each category.")	15%	Creativity and visual appeal of the booth - Clear presentation of numeracy initiative and outcomes - Interactivity and engagement (how well visitors understand the project) - Efficient use of materials/resources in booth preparation	Relevance to Numeracy Initiatives-30 points Creativity and Originality-20 points Educational Value-20 points Organization and Presentation-15 points Sustainability and Resourcefulness-10 points Audience Engagement-5 points

6. All municipal entries shall set up a booth display (about the numeracy initiative) during the 2025 Division Mathematics Olympics.
7. The top 3 numeracy initiative implementers will receive plaques of recognition, and the rest will receive certificates of recognition. Special awards shall also be given for "Best Numeracy Booth" and "Most Innovative and Creative Numeracy Initiative" per category.
8. The winner shall represent the division in the Regional Math Olympics 2025.
9. The decision of the board of judges is final and irrevocable.

VI. Materials Needed:

1. Judging Sheets
2. Printed Criteria
3. Drive for the submission of the Soft copy of entries
4. Venue/Space for the Booth Exhibit

VII. Changes In Rules and Regulations

1. Only the 2025 Division Math Olympics Committee / Technical Working Group reserves the right to make any modifications on the rules and regulations of the Competition.