DIVISION MEMORANDUM
No. 086 , s. 2025

FEB 2 0 2025

MATHEMATICS DISTRICT AND DIVISION FESTIVAL OF TALENTS FOR NUMBER RACE

To: Assistant Schools Division Superintendent
Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
School Heads of Junior High Schools
All Others Concerned

1. This Office announces the conduct of Mathematics Division Festival of Talents for Number Race on March 14, 2025, 8:00 AM to 12:00 NN, to be administered per district at Tomas Pinpin Elementary School on March 14, 2025.

2. The objectives of the activity are:
A. to provide opportunities for learners to demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges;
B. to exhibit analytical and strategic thinking skills in approaching complex mathematical problems;
C. to manifest effective communication and collaborative skills in mathematical discourse and team problem solving; and
D. to show mastery in integrating concepts across various mathematical domains.

3. Participants to the 2025 Mathematics Division Festival of Talents for Number Race are the identified 2 learners each team (learners taken from Grades 4-6) who will be declared winners in the District level on March 11, 2025.

4. The District Level will be indoor type of assessment by simply answering questions given to each team, following the same competencies, pointing system, time allotment like the Division Level Festival of Talents for Number Race.

5. Meeting of District Coordinators and Department Heads in Mathematics will be scheduled on March 3, 2025, at Tomas Pinpin Elementary School, to discuss the contest guidelines and task assignment.

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6. Attached to this Memorandum are the 2025 Implementing Guidelines on STEMazing: Number Race.

5. All expenses of the participants relative to the conduct of the activity shall be charged against school MOOE or other local funds subject to usual accounting and auditing rules and regulations.

6. For any clarification or inquiry, contact Danilo C. Caysido, Division Education Program Supervisor in Mathematics through email at danilo.caysido@deped.gov.ph.

7. Wide dissemination and compliance to this Memorandum is earnestly desired.

CAROLINA S. VIOLETA, EdD, CESO V
Schools Division Superintendent

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

MATHEMATICS
FESTIVAL OF TALENTS (NUMBERACE)

CI4/
February 15, 2025

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2025 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on STEMazing

The categories, components, number of learner-participants and teacher-coaches, and time allotment for STEMazing per region are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
NumbeRace	in-person	2	1	1.75 hrs
AGHAMazing	in-person	2-3 members	1	3 hours writing, 1 minute presentation and 5 minutes Q and A
Total		5	2	

STEMazing

(A Showcase of Science, Technological, and Mathematical Outputs)

NumbeRace

COMPONENT AREA	MATHEMATICS AND PROBLEM SOLVING	
KEY STAGE	Key Stage Two (2) Grades 4 to 6	
EVENT TITLE	NumbeRace!	
NO. OF PARTICIPANT/S	2 students per team (choose participants from Key Stage 2; *only one learner per grade level is allowed, e.g. the team is composed of 1 Grade 4 and 1 Grade 6 learner*)	
TIME ALLOTMENT	1.75 hours total Elimination round: 45 minutes Final round: 60 minutes	
PERFORMANCE STANDARD	The learners: • demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications	
21ST CENTURY SKILL/S	Critical Thinking and Problem Solving Collaboration and Communication Digital Literacy	
CREATIVE INDUSTRIES DOMAIN	▪ Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) ▪ Creative Services Domain (through creative research and development, cultural and recreational services) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) ▪ Audiovisual Media Domain (through educational content development)	
DESCRIPTION	**NumbeRace** is a two-phase mathematical adventure competition designed for Grades 4-6 learners that combines physical exploration, mathematical investigation, and problem-solving in real-world contexts.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: • Basic calculator • Measuring tools (ruler, tape measure) • Writing materials	To be provided by the event organizers: • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms

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	• Digital device for QR codes (if allowed by organizers) • Safety equipment (as specified in orientation)	• Investigation tools and materials • Data collection forms • Emergency and first aid equipment • Digital tracking system • Maps and route guides
B. VENUE	School grounds or designated competition area with: • Multiple checkpoint stations • Investigation areas • Presentation space • Rest areas and first aid stations • Emergency assembly points	
CRITERIA FOR JUDGING	Accuracy (60%) and speed (40%)	

EVENT RULES AND MECHANICS

A. Pre-Competition Requirements

1. Teams must complete registration two (2) weeks before the event
Registration Process (2 Weeks Before)
   - Submission of Regional Team Registration Forms including the following:
     - Region number and name
     - Division/Schools Division Office
     - Name of Regional Mathematics Supervisor
     - Name of Division Mathematics Supervisor
   - Team Composition Details:
     - Official team name representing the region
     - Grade levels of members (one each from Grades 4-6)
     - Certified true copy of school records proving grade levels
     - Regional team coach/adviser information with designation
   - Regional Endorsement Requirements:
     - Endorsement letter from Regional Director
     - Certification from Schools Division Superintendent
     - Regional screening competition results
     - Proof of winning at division and regional levels

2. Mandatory orientation session 1 week before the competition proper
   - 2-hour mandatory session covering:
     - Competition mechanics
     - Safety protocols
     - Equipment usage
     - Scoring system
     - Emergency procedures
   - Hands-on practice activities
   - Q&A portion
   - Equipment familiarization

3. Practice Session (3 Days Before the competition proper)
   - Mini challenges
   - Equipment testing
   - Route familiarization
   - Team strategy development

4. Equipment and Documentation Verification
- Pre-Event Documentation Checklist:
  - Team Registration Form
  - Individual Participant Forms
  - Medical Certificates
  - Consent Forms
  - Equipment Checklist
- Equipment Inspection:
  - Basic calculator
  - Measuring tools
  - Writing materials
  - Digital devices (if allowed)
  - Safety equipment

B. **Competition Structure**
- *Elimination Round*
  (This may be done in batches if the space is limited.)
  - Individuals and teams navigate through multiple stations
  - Solve challenges at each station:
  - Station 1: Individual Challenge
  - Station 2: Individual Challenge
  - Stations 3 to 5: Team Challenges

- They cannot proceed to the next station unless correct answers are given and confirmed by their team manager.

- Representatives may ask to be replaced when they cannot answer the challenge assigned to them. There will be an additional 30-second penalty for the replacement.

- Half of the number of teams with the lowest scores will be eliminated.

- *Final Round*
  (This may be done in batches if the space is limited.)
  - Teams will go through team challenges from Stations 6 to 10. There will be no individual challenges in the final round.

  - Apply mathematical concepts and analyze real-world data
  - Develop mathematical solutions and solve problems
  - Present solutions and findings

- The highest possible score for stations 1 to 9 is **50** points, with a standard *deduction* of **3** points for the next player/team who will finish successfully. The highest possible score for station 10 is 30 points following the presentation rubric.

C. **Safety and Compliance**

☐ **General Safety Protocols**
- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas
- Compliance with station-specific safety guidelines

Supervision and Support
- Station Masters present at each checkpoint
- Medical team on standby throughout the competition
- Safety Officer overseeing all activities
- Technical support team for digital components

Emergency Response Procedures
- Medical emergency response protocol
- Weather emergency contingency plans
- Technical failure backup systems
- Lost team search and recovery procedure

Incident Management
- Immediate reporting to Safety Officer
- Documentation through incident report forms
- Implementation of appropriate response measures
- Post-incident analysis and documentation

D. **Scoring and Awards**

Scoring System Implementation
- Digital real-time scoring through station verification
- Individual judge scoring followed by panel consensus
- Final verification by Head Judge and Technical Committee

Award Categories
- Main Awards:
  - Overall Champion (Trophy + Certificates)
  - First Runner-up (Medals + Certificates)
  - Second Runner-up (Medals + Certificates)
- Special Awards:
  - Best Navigation Team
  - Outstanding Investigation
  - Excellence in Calculation
  - Innovation Award
  - Team Spirit Award
- Recognition:
  - Certificates of participation for all competing students
  - Certificates of appreciation for all coaches
  -

E. **Documentation Requirements**
1. Team registration forms
2. Medical and consent forms
3. Competition worksheets
4. Final presentation materials

SAMPLE CHALLENGES:

Challenge	Instructions
Step by Step *(Individual)*	1. The player will measure the perimeter of an area using his/her foot. 2. The number of steps will be multiplied by the measure of his/her foot in cm. 3. The player who got the correct answer in the shortest time will get the highest score.
Sudoku *(Individual)*	
Tangram *(Individual)*	
Angle Hunt *(Team)*	1. Given ten (10) minutes, the team will look for objects in the surroundings that demonstrate right, acute, and obtuse angles. 2. The team with the highest number of correct answers in the fastest time will get the highest score.
Number Ninja *(Team)*	1. Number sentences are written on the steps. 2. The players must step on the number sentence with the **least to greatest** answer. 3. If there is any number touched out of sequence, a penalty time is added. (+10 secs) 4. The players may assist their teammates when moving from one step to the next step. 5. The timer begins as soon as the first person steps in and stops when the last person crosses over the last step.
Game of Fifteen *(Team)*	1. In this station, the teams* will play against each other. (*2-4 teams) 2. Each team will be given number cards labeled from 1 to 10. 3. They will play in a 6x6 square. Players take turns to place a number onto the grid. 4. The first team that gets a sum of fifteen (15) in a straight line of three numbers (vertically, horizontally, or diagonally) will get the highest score.
Digit Cards *(Team)*	1. Players will be given a random of 4-digit number. 2. They will answer a set the questions *(minimum of 5 questions)* using the numbers provided. *For example:* **Given number: 1234** Write the largest number: _____ *Possible answer: 4,321* Write the largest prime number: _____ *Possible answer: 1,231* 3. The team who got the correct answers in the fastest time will get the highest score.
Treasure Hunt *(Team)*	1. The players will find hidden treasures that contain clues to solve the puzzle. 2. The fastest team who solved the puzzle will get the highest score.
Survival Challenge *(Team)*	1. Each team will be given Php 1000 and will be shown a list of grocery items. 2. If there is a calamity, which of the following items will they purchase for them to survive *for two weeks.*

	3. The first team to maximize their money will get the highest score.
Presentation (Team)	1. The team will be given 3-5 minutes to present and justify their answer in the survival challenge.
	2. The judges will evaluate the presentation based on the reasoning and completeness of the details provided during the presentation.

PRESENTATION RUBRIC:

	Excellent *(9-10 points)*	*Good* *(6-8 points)*	*Fair* *(3-5 points)*	*Needs Improvement* *(0-2 points)*	**Score**
Delivery (30%)	Holds the attention of the entire audience with the use of direct eye contact, seldom looking at notes	Consistent use of direct eye contact with the audience, but still pauses to check notes	Displays minimal eye contact with the audience, while reading mostly from the notes	Holds no eye contact with audience, as the entire report is read from notes	
Content/ Organization (40%)	Demonstrates full knowledge by presenting details with explanations and elaboration	At ease with presenting details without much elaboration	Uncomfortable with presenting information and is able to present details but without elaboration	Does not have a grasp of details during the presentation, cannot elaborate the information presented	
	Provides clear purpose and statements, examples and facts, and/or statistics or evidences	Provides a somewhat clear purpose and statements, examples and facts, and/or statistics or evidences	Provides weak purpose and statements, examples and facts, and/or statistics or evidences	Provides weak or no support of details in their answers; gives insufficient supporting facts or evidences	
Expression and Audience Connection (30%)	Demonstrates strong enthusiasm about topic during entire presentation	Shows some enthusiastic feelings about topic	Shows little or mixed feelings about the topic being presented	Shows no interest in the topic presented	
	Raises audience understanding and awareness of the situation	Raises audience understanding and awareness of most points	Raises audience understanding and knowledge of some points	Fails to provide understanding of knowledge of topic	
TOTAL SCORE and FEEDBACK					