



Republic of the Philippines
Department of Education
REGION XI
SCHOOLS DIVISION OF PANABO CITY

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

CID - 2025 - **0094**

To : Assistant Schools Division Superintendent
Chief, Curriculum Implementation Division (CID)
Chief, Schools Governance and Operations Division (SGOD)
Public Schools District Supervisors
Public Secondary School Heads
All Concerned

Subject : **INVITATION TO THE ENGINEERING DISCOVERY DAY 2025**

Date : February 11, 2025

Attached is the letter of invitation from Engr. Lester Dave L. Pelias, MEng-CpE, PCpE., Dean of the College of Engineering of the Lyceum of the Philippine Davao (LPU-Davao) relative to the Engineering Discovery Day 2025 on March 14, 2025 from 7:00 AM to 5:00 PM.

This Office informs that participation in the abovementioned activity is voluntary and that no government funds will be involved. Further, the No-Disruption-of-Classes Policy stipulated in DepEd Order No. 9, s. 2005 entitled "Instituting Measures to Increase Time-on-Task and Ensuring Compliance Therewith" and the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and/or the Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities shall be strictly observed.

All other details of the activity are in the enclosure.

Immediate dissemination of this Memorandum is desired.

For and in the absence of the Schools Division Superintendent


BASILIO P. MANA-AY, JR., CESO VI
Assistant Schools Division Superintendent
Officer-In-Charge 

RELEASED

FEB 12 2025

RECORDS SECTION SDO PANABO CITY
BY 

Enc. as stated
doc://CID/jeylybm



LPU DAVAO

January 30, 2025

Dr. Jinky B. Firman, CESO VI

Schools Division Superintendent
Panabo City



Dear Dr. Firman,

Greetings in Veritas Et Fortitudo, Pro Deo Et Patria!

In the dynamic world of technological advancements, the Lyceum of the Philippines Davao (LPU-Davao) College of Engineering (COE) is excited to invite you as partner to our **Engineering Discovery Day 2025**. Join us on **March 14, 2025**, from **7:00 AM to 5:00 PM** for a collaborative and groundbreaking event designed to offer senior high school students a unique opportunity to delve into the fascinating realms of engineering and technology.

The event aims the following objectives:

- **Inform:** Introduce students to various engineering fields, their curricula, and career paths.
- **Engage:** Provide hands-on experiences with cutting-edge technologies.
- **Compete:** Host exciting competitions in Robotics, E-sports (MLBB), Math-Science Quiz, and Drone Racing Simulation.

This activity will invite students from different schools and colleges to participate in the event. The team of students should be composed of SHS Grade 11 or 12 students. This activity will initiate discipline and appreciation towards students' engagement in mobile games and robotics, where mobile games are identified as E-sports in this generation.

In connection, we would like to invite schools in Panabo City to send participants to the **Engineering Discovery Day 2025**, featuring **MLBB, Math-Science Quiz, Virtual Drone Racing, Paper Airplane Flying, and Robotics Competitions**. Each school may send up to *15 students to attend the seminar, with 5 students allocated for the MLBB competition, 2 students for the Robotics competition, and minimum of one Coordinator*. The MLBB Tournament requires a registration fee of **P500.00** per team, while the competitions and seminars are **free of charge**.

Attached are the Tournament/Game rules and guidelines.

• Robotics	The champion will win P5,000.00 (cash) , and the first runner-up will receive P3,000.00 (cash) .
• Virtual Drone Racing • Paper Airplane Contest	The champion will win P1,000.00 (cash) .

All participants have a chance to win exciting prizes from our industry partners.



LPU DAVAO

Steps to Register Participants:

1. You can send the payment through GCash (MLBB only) – 09322423769 (*Lester Dave L. Pelias*).
2. Register the participants through this link: <https://forms.office.com/r/NvmbdSk56j>
Or fill up the form and send through email: edd2025@lpu.edu.ph
3. Wait for the confirmation email for the receipt of your registration from the organizing team.
4. Submit your entry on or before **February 28, 2025**.
5. The competition mechanics and guidelines are available here:
<https://bit.ly/EDD-2025-Guidelines>

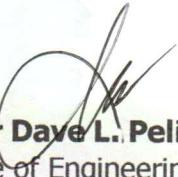
Program Flow:

Events:	Seminar	Robotics	MLBB
7:00 AM	Registration		
8:00 AM	<p>Talks from Industry Partners, Program Orientation, and Presentation.</p> <ul style="list-style-type: none">➤ Emerging Technologies in Engineering➤ Opportunities in the Aviation Industries➤ Building Bridges: Engineering Education and the Philippine Skills Framework➤ Micro:bit Robotics➤ Teachers' training on Physics for Engineers <p>Raffle: Minor Prizes</p>	Workshop	Elimination Round
12:00 NN	Lunch Break		
1:00 PM	Math-Science Quiz, Drone Racing Simulation, Paper Airplane Competition Championship Game		
4:00 PM	Awarding Raffle: Major Prizes		

In line with this event, the LPU-Davao College of Engineering would like to ask for your support for this one-day event. Your endorsement to various public and private schools in the region will reach potential students who are interested in E-sports and can participate in this face-to-face Engineering Discovery Day 2025.

For any questions and clarifications please coordinate with my office. You may reach out to through lester.pelias@lpu.edu.ph and **09688515991 / (082) 228 5783 loc. 225**.

Sincerely,


Engr. Lester Dave L. Pelias, MEng-CpE, PCpE
Dean, College of Engineering

**ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM**

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the Seminar:

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		

ENGINEERING DISCOVERY DAY 2024
Robotics Competition (Line-Following)
(Mechanics)

The primary objective of the Line Following Robotics Competition is to determine the fastest robot designed by Grade 12 STEM students that can effectively solve a given line-following puzzle. The competition aims to promote problem-solving skills, teamwork, and innovation among Grade 12 STEM students. Participants are encouraged to showcase creativity and efficiency in their robot designs.

Team Composition:

Each team consists of two members, both Grade 12 STEM students. Additionally, there must be one coordinator per team.

Workshop and Competition Schedule:

The workshop will be conducted in the morning by the organizing committee. All participating teams must attend this workshop.

The competition will take place in the afternoon immediately following the workshop.

Entry Submission:

All participating teams must submit their robot entry on or before the specified deadline. The organizing committee will provide all necessary materials for the construction of the robots.

Competition Mechanics:

1. Line Following Puzzle:

- A designated line-following puzzle will be provided by the organizing committee.
- The puzzle will consist of a marked path with twists, turns, intersections, and possibly obstacles.

2. Robot Design and Functionality:

- Teams are responsible for designing and constructing their line-following robots.
- The robot must autonomously follow the provided path using sensors or other relevant technology.

3. Competition Rules:

- The competition will be conducted in a controlled environment.
- Each team will have one attempt to navigate their robot through the line-following puzzle.
- Teams must start their robots from a designated starting point.

- If a robot deviates from the path, the team may intervene but with a time penalty imposed.
- The use of external devices or remote control during the competition is strictly prohibited.

4. Scoring and Timing:

- The judge will record the time taken by each team to complete the puzzle.
- The team with the fastest completion time will be declared the winner.
- In case of ties, the judges may consider factors such as design innovation and accuracy of navigation.
- The decision of the judges is final and irrevocable.

5. Awarding:

- The winner of the competition will be announced during the awarding ceremony.

Participant Limitation:

The Line Following Robotics Competition will accommodate a maximum of 13 participating schools.

Each school is allowed to register only one team for the competition.

Any additional participants will be accommodated on a first-come, first-served basis, provided that they adhere to the competition guidelines and regulations.

The decision to accept additional participants will be at the discretion of the organizing committee based on logistical feasibility and available resources.

ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the Robotics Competition:

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
1.		
2.		

ENGINEERING DISCOVERY DAY 2025

Mobile Legends: Bang Bang (Mechanics)

Dive into the thrill of strategy and competition with our Mobile Legends Tournament! Unleash your gaming prowess, collaborate with teammates, and showcase your strategic finesse. Join this tournament for an exhilarating experience that goes beyond gaming, promoting teamwork, healthy competition, and technological proficiency. Elevate your esports journey and be part of the excitement!

Objectives:

- Cultivate collaboration and teamwork skills among students.
- Enhance strategic thinking and decision-making in a gaming context.
- Promote healthy competition and sportsmanship among participants.
- Improve technological proficiency through engagement in mobile gaming.
- Facilitate social interaction and community building among students.
- Acknowledge esports as a valid extracurricular activity.
- Provide an engaging platform for student entertainment.
- Offer opportunities for leadership showcase within teams.
- Enhance institutional visibility through gaming events.
- Illustrate the development of transferable skills through gaming participation.

Registration Fee: P500.00

Members per team: 5 students

Maximum number of teams: 2 per school

Tournament Rules:

1. **Team Participation:** Each participating school may field a maximum of two (2) teams from Grade 11 or 12.
2. **School Representative:** Each participating school must designate a Tournament Coordinator to accompany their players during matches.
3. **Player Eligibility:** Each contestant may only compete on one team/squad throughout the tournament. The team/squad affiliation must be declared during registration and cannot be changed. A player cannot simultaneously compete on two different squads.
4. **Team Integrity:** Once registration is complete, team rosters are locked. Players cannot switch teams during the tournament.
5. **Match Schedule Announcement:** Following the registration deadline, the official Engineering Discovery Day (EDD) committee will publish a post announcing the first-round matchups and match times.
6. **Match Scheduling:** The EDD committee will pre-schedule matchups between participating teams. Team matchups will remain undisclosed until the event.
7. **Adherence to House Rules:** All participants must abide by the house rules established by LPU-Davao.
8. **Stable Internet Connection:** Participants are responsible for ensuring a stable internet connection during their matches.
9. **Championship Determination:** The top two (2) teams advancing to the final round will compete in a single-elimination playoff to determine the champion and first runner-up.
10. **Gameplay Freedom:** There are no restrictions on account levels, heroes, or skins used during gameplay.

GAME RULES:

1. Teams are expected to be on the game stage and in the game lobby at the designated time. There is a maximum 10-minute waiting period.
2. Players are expected to conduct themselves and compete with the spirit of sportsmanship, maintaining a friendly and polite demeanor in activities involving other participants and public general.
3. If one team is not ready at the designated time, their opponent is awarded a default win by contacting an admin (after the 10-minute waiting period) and having him check the lobby.
4. Both sides should ensure that the network connection and devices will function normally during the battle and try to battle under strong internet conditions as well as with enough power. In the case where any contestants are disconnected or drop out during battle, the battle cannot be restarted. If any player disconnects during a match, the game continues. The disconnected players are required to reconnect as soon as possible.
5. The team to destroy the opposing team's base wins.

Join the Group Chat Link: https://m.me/j/AbarAugE1wvq_wNz/

Prizes:

Champion: **P 5,000.00 (cash)**

First Runner-up: **P 3,000.00 (cash)**

Steps in payment:

- You can send your payment through GCash - 09322423769 (Lester Dave Pelias)
- Register the participants through this link: <https://forms.office.com/r/NvmbdSk56j>
Or fill up the form and send through email: edd2025@lpu.edu.ph
- Wait for the confirmation email for the receipt of your registration.
- Submit your entry on or before **February 28, 2025**.

**ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM**

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the MLBB Tournament:

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
1.		
2.		
3.		
4.		
5.		

ENGINEERING DISCOVERY DAY 2025

Paper Airplane Flying Contest

(Mechanics)

The primary objective of the Paper Airplane Flying Contest is to design a paper airplane flying contest that evaluates participants based on: **Time Aloft** (duration the airplane remains airborne) and **Distance** (horizontal distance traveled from the launch point). This contest will encourage creativity, precision, and consistency while fostering a competitive yet enjoyable environment for all participants.

Categories:

Time Aloft – Measures the duration the airplane remains airborne.

Distance Traveled – Measures the horizontal distance from the launch point to the landing point.

Team Composition:

Each team consists of two members per category, both Grade 11 or 12 STEM/TVL students. Additionally, there must be one coordinator per team.

Competition Schedule:

The competition will take place at 1:00 p.m. at SHL Sky Gym.

Materials:

- a. The organizing committee will provide all necessary material during the scheduled contest.
- b. Only the provided materials may be used to construct the airplane.
- c. Modifications using external items (e.g. paperclips, tape, weights) are prohibited.

Entry Submission:

The organizing committee **will provide all necessary materials** for the construction of the paper airplane. Participants will have a set time limit of 30 minutes to construct their paper airplane. Each team may **only** submit one airplane per category for the competition. Completed airplanes must be presented to the organizing committee for verification before the start of the competition.

Competition Mechanics:

Time Aloft

1. Each airplane will be launched by hand from a designated launch area.
2. The timer will start the moment the airplane is released and stop when it touches the ground or any other surface.

3. Each team only gets **1 attempt**, and the longer duration will be recorded.

Distance Traveled

1. Airplanes will be launched by hand from a marked launch line.
2. The distance will be measured from the launch line to the point where the airplane first makes contact with the ground.
3. Each team only gets **1 attempt**, and the farther distance will be recorded.

Scoring:

- **Time Aloft Champion:** The airplane that stays airborne the longest.
- **Distance Travelled Champion:** The airplane that travels the farthest distance.

Awarding:

The winner of the competition will be announced during the awarding ceremony.

Additional Guidelines

1. Airplanes must be launched by hand without any mechanical assistance.
2. Participants must stand behind the designated launch line during all attempts. Crossing the line will result in a foul, and the attempt will not be counted.
3. Any airplane deemed unsafe or modified beyond the allowed materials will be disqualified.

**ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM**

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the Paper Airplane Flying Competition

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
Time Aloft		
1.		
2.		
Distance Traveled		
3.		
4.		

Engineering Discovery Day 2025
March 14, 2025

Math-Science Quiz Bowl

The Math and Science Quiz Bowl Competition is an academic event designed to foster camaraderie, sportsmanship, and academic integrity among senior high school students across the region. This exciting competition challenges students' knowledge in various scientific disciplines, including Engineering Sciences (Chemistry & Physics), and Mathematics, while encouraging critical thinking, problem-solving, and teamwork. Through a series of fast-paced rounds, participating teams demonstrate their intellectual prowess and compete for regional recognition.

THE COMPETING TEAM:

1. Each participating affiliated school is entitled to send one (1) team composed of three (3) Grade 11 or Grade 12 student participants. The participants must be currently enrolled in a DepEd school during the competition and be endorsed by the Coordinator or Principal. The coach must also be a faculty of the participating institution/school. EACH PARTICIPANT AND COACH should also complete their REGISTRATION for their names to be reflected and selected in the competition registration form.
2. The participants must not have any other competition at the same time as the competition to avoid conflicts and disqualification.
3. Registration is **free of charge**. Register here. (<https://forms.office.com/r/NvmbdSk56j>)
4. The participating school assigns a faculty member who shall serve as a coach of the team. The coach is also the team's official representative and the only authorized person to file a protest on behalf of the team.
5. The final list of participants must be provided on the online registration form on or before **February 28, 2025**. Submissions must be on time to be accepted.
6. Teams are prohibited from replacing any registered participants throughout the event.
7. Registering for this competition implies full acceptance of the terms, conditions, rules, and regulations stated in its entirety.
8. By registering, participants acknowledge the usage of photos, videos, and any form of recording during the competition and have been given legal consent for validation and marketing purposes.

THE BOARD OF JUDGES (BOJ):

The BOJ shall comprise three (3) professionals or experts in the field and must come from the Industry. They will convene to resolve any issue that may arise during the competition. The judges are also responsible for creating the questions/problems for the competition.

FILING OF PROTEST

1. Only coaches may file protests to the BOJ during the competition. Protests must be based on one or more of the following circumstances: clarification on the given problem/question, violation of the competition rules, team misconduct, or contest officials' gross misconduct.
2. Controversies and objectives will be resolved by the BOJ immediately before proceeding to the next question of the competition.
3. The decision of the BOJ is final and irrevocable.

Engineering Discovery Day 2025

March 14, 2025

SOURCES OF PROBLEMS:

The assigned committee shall invite members of BOJ who will be tasked to prepare the set of questions. These questions for each round shall come from the 3 different topics namely:

1. Chemistry
2. Physics
3. Mathematics
4. General Information

The problems shall only be known to the public and opened at the time of the competition proper.

MECHANICS:

A. PREPARATION

1. Before the competition starts, all cellular phones and other similar gadgets **must** be surrendered to the officers in charge of safekeeping.
2. References, such as books, brochures, notes, calculators, and other computing devices or apps, shall **NOT** be allowed during the competition.
3. The committee will provide the Bond Papers, Ballpen/Pencil, and a Marker.

B. COMPETITION PROPER

1. There shall be three (3) rounds in the competition – **Easy, Average, and Difficult** - consisting of ten (10) questions for each round
2. The distribution of questions is as follows:

Categories	Number of Questions		
	Easy	Average	Difficult
Chemistry	3	3	3
Physics	3	3	3
Mathematics	3	3	3
General Information	1	1	1

3. The Quiz Master will only read each question twice. Only after the second reading of the question is each team allowed to submit their answer.
4. Teams will be given fifteen (15) seconds for the easy round, thirty (30) seconds for the average round, and sixty (60) seconds for the difficult round as the time limit to submit their answers.
5. After the time limit, a buzzer will signal each team to raise their board. Teams that fail to raise their board immediately after the buzzer is heard or after the time limit will not be considered and will be automatically given a score of 0 (zero) for that question.
6. Each question is worth the following:
 - 6.1. Easy Round - 3 pts/question
 - 6.2. Average Round - 5 pts/question
 - 6.3. Difficult Round - 10 pts/question
7. Not submitted answers will be automatically awarded a score of 0 (zero) for that question.
8. Each team is only allowed to put down their board after the Quiz Master has read their answer, in which scores are immediately tallied on the scoreboard.

Engineering Discovery Day 2025

March 14, 2025

9. The team that garnered the highest score at the end of 3 rounds will be declared as the champion. Moreover, the team that garnered the second and third highest scores will also be declared the first and second runners-up.
10. In case of a tie, a Clincher round shall be made to break the tie. Whichever entry/team makes the correct answer first will be declared as winner for that clinching round.
11. Any team caught in any form of cheating will be disqualified and is immediately out in the competition.

COMPETITION PRIZES

All participants shall receive a Certificate of Participation. Winners shall receive a Certificate of Recognition, and the Champion Team will receive a cash prize of Php 5,000.00, and the first runner up will receive a cash prize of Php 3,000.00 and a Certificate of Recognition.

ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the Math-Science Quiz:

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
1.		
2.		
3.		

ENGINEERING DISCOVERY DAY 2025

Virtual Drone Racing Competition

(Mechanics)

Objective:

The Drone Simulator Workshop aims to introduce senior high school participants to the basics of drone piloting and navigation using simulation software. Through this workshop, participants will gain hands-on experience in operating virtual drones, understanding flight dynamics, and practicing essential maneuvers in a safe and controlled environment.

Guidelines:

Registration:

1. All participants must register prior to the workshop date.
2. Registration is open to senior high school students only.
3. Limited slots are available on a first-come, first-served basis.

Attendance:

1. Participants must arrive on time for the workshop.
2. Latecomers may not be allowed to join the session to avoid disruption.

Equipment:

- AgriDOM Academy shall provide the laptop and drone controller for the event.

Activity Proper:

1. Each participant is given 3 attempts to familiarize the course. On his/her 3rd attempt, the time will be recorded and at the event of a drone crash the number of gates/checkpoints he/she was able to pass will be recorded.
2. For those successful participants to finish the course, shortest time will win the contest.
3. In the event that there is no winner, round 2 will take place.

Maneuver Challenges:

1. Participants will engage in maneuver challenges designed to test their piloting abilities.
2. Challenges may include precision flying and obstacle navigation.

Prize:

Champion: P 1,000.00 (cash) + Voucher

ENGINEERING DISCOVERY DAY 2025
REGISTRATION FORM

School:	
Address:	
Coordinator's Name:	
Contact No.:	
Email Address:	

Participants for the Virtual Drone Racing Competition:

	Student's Name (<i>Lastname, Firstname, MI</i>) Please ensure that the spelling is correct, as it will be reflected on the certificate of participation.	Grade - Section
1.		