



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

Office of the Schools Division Superintendent

DIVISION MEMORANDUM

CID – 2026 - **0028**

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

Subject : **CONDUCT OF THE 2026 DIVISION MATH AND SCIENCE QUEST**

Date : January 13, 2026

In line with the Department of Education's commitment to strengthening learners' competencies in Mathematics and Science, this Office, through the Curriculum Implementation Division, hereby announces the conduct of the **2026 Division Mathematics and Science Quest** on **February 5–6, 2025**.

A unified opening program shall be conducted on February 5, 2025, from 8:00 AM to 10:00 AM at the Panabo Central Elementary School SPED Center Gymnasium. All participating delegations are required to attend. The contest venues for Science events are at Rizal Elementary School, while Mathematics events are at Panabo Central Elementary School SPED Center.

To ensure that regular classes will not be disrupted, School Heads shall make the necessary internal arrangements for the temporary takeover of classes of teachers and learners who will be involved in the activity.

Specific guidelines on categories, mechanics, schedules, and other implementing details shall be issued in a separate memorandum.

Immediate dissemination of this Memorandum is desired.

JINKY B. FIRMAN PhD, CESO VI
 Schools Division Superintendent

CID/jey/ybm

RELEASED

JAN 14 2026

RECORDS SECTION, SDO PANABO CITY



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STEMazing

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

STEMazing is a Science and Mathematics adventure competition designed for Grades 4-12 learners that combines physical exploration, scientific research, mathematical investigation, and problem-solving in real-world contexts.

Categories (only one learner per grade level is allowed):

Elementary:

- One team comprised of two learners from Grades 1 to 3
- One team comprised of two learners from Grades 4 to 6

Secondary

Secondary:

- Two teams comprised of three learners from Grades 7 to 12

Time Allotment: 180 minutes

TECHNICAL SPECIFICATIONS

A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none">• ICT Tools such as laptops and charges• Extension cords• Scientific CASIO calculator• Measuring tools (ruler, tape measure, protractor, etc.)• Science Laboratory Tools/Equipment• Writing materials	To be provided by the event organizers: <ul style="list-style-type: none">• Team identification badges• Station markers• Scoring sheets and evaluation forms• Data collection forms
B. VENUE	Rizal Elementary School	
CRITERIA FOR JUDGING	For Stations that require direct answer <ul style="list-style-type: none">• Full points shall be given to each team who got the correct answer.• In case of tie, the judges shall refer to the total	



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	<p>time. The faster team to finish will win.</p> <ul style="list-style-type: none">• In case of tie in score and time, a do-or-die question will be given by the judges. <p>For Station/s with written and oral arguments (Refer to the Rubric)</p>
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EVENT RULES AND MECHANICS

1. Equipment and Documentation Verification
- Equipment Inspection:
 - Basic calculator
 - Measuring tools
 - Writing materials
2. All coaches will accompany participants in the venue, but not in the contest venue. They cannot assist the participants during the competition.
3. The event administrator will signal the start of the event. Only the event administrator, Technical Committee members, judges, official photographers, and participants are allowed to be at the contest venue.
4. The event administrator, members of the Technical Committee, and Board of Judges shall be in venue one (1) hour prior to the event, while the participants, coaches, judges, and other audiences must be in the venue thirty (30) minutes before the competition. Late participants may be permitted to join upon thorough assessment of their reasons by the Technical Committee.
5. Briefing of the participants shall be conducted thirty (30) minutes before the start of the event. All questions, clarifications, and points of order shall be entertained during the briefing.

B. Competition Structure

- Teams navigate through multiple stations
- Solve challenges at each station:
 - Station 1 to 3 (Easy Phase)
 - Station 4 to 6 (Average Phase)
 - Station 7 to 10 (Difficult Phase)
- For **STEMazing elementary**, 7 out of 10 stations focused on Mathematics competencies, while for **STEMazing secondary**, 7 out of 10 stations focused on Science competencies.
- Challenges include:
 - Application of scientific and mathematical concepts and



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analysis of real-world data,

- Developing scientific and mathematical solutions and solving problems, and
- Presenting solutions and findings.
- Each team shall start at station 1. The next team will proceed after the time interval set by the Technical Working Group (TWG), based on the nature of the task.
- If the venue and resources can accommodate all teams simultaneously, they may start at the same time. However, if space or materials are limited, teams will complete the tasks in batches. Teams waiting for their turn will remain in designated waiting areas until called.
- Each station shall have time limit for completing the task. A digital timer will be provided at every station, which the teams must activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.
- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time.
- The total maximum time allotted to complete the challenges is 180 minutes.
- A checkpoint marshal at each station will validate the team's answer or output.
- Any form of communication between the participants and other parties (e.g. coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification from the competition.
- At the end of the competition, the group with the highest cumulative score will be declared the overall champion. In case of a tie, a tie-breaker question will be given.
- The decision of the judges shall be final and irrevocable.



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2026 MATHEMATICS QUEST

Event # 1. Tower of Hanoi

I. Rules of the Game

General Rule

1. One student in every grade level. All levels will be playing seven (7) disks. The participants will provide the materials to be used in the competition.
2. Please observe silence at all times once the game starts. No participant is allowed to conduct practice inside the room while starting the competition to avoid destruction.
3. The facilitator of this game has the right to refuse any participant who will disobey the rules. Any improper gesture, misconduct, or unethical behavior towards other participants, facilitators, and management will be dealt with accordingly.
4. All decisions by the game administrators and results are final and irrevocable.
5. Five (5) five-minute grace period will be given to the latecomers in each level. Any participant who arrives late will be disqualified.
6. (Grade 1-12) One Contestant per grade level

Grade Level	No. of Disks	Rounds
Grades 1 to 12,	7 disks	Round 1 – both hands
		Round 2 – right hand
		Round 3 – left hand

Game Mechanics

1. The goal of the puzzle is to move all the disks from the leftmost peg to the rightmost peg, adhering to the following rules:
 - a. Move only one disk at a time.
 - b. A larger disk may not be placed on top of a smaller disk
 - c. All disks, except the one being moved, must be on a peg.
2. Once the disc is dropped, the competitor may continue solving the puzzle, but he/she is not allowed to restart all the disks.
3. Once the competitor placed the disk at the wrong peg (and it is legal), he/she is allowed to continue to play unless conceded.



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4. All participants are allowed to solve the puzzle in at most ten (10) minutes; otherwise, it is tantamount/commensurate to automatic disqualification
5. The time will stop once the competitor drops the last disk on the last peg.
6. Mode of Penalty will be given depending on the following conditions:
 - a. Moving 2 disks at a time
 - i. 1st Offense – Warning
 - ii. 2nd Offense – Disqualification
 - b. The disk is not dropped to the peg before moving the disk to the other peg
 - i. 1st Offense – Warning
 - ii. 2nd Offense – Disqualification
 - c. Placing a large disk on the smaller disk
 - i. Disqualification
7. In case the student is disqualified in any round, it is commensurate with the maximum time limit of 5 minutes. All consumed time will be recorded, and the average will be computed.
8. The top 3 students who made the fastest time average will be declared as 1st, 2nd and 3rd placer respectively.
9. All results will be tabulated and encoded by the official tabulator and will be finalized by the game facilitator.

Event # 2. Rubik's Cube

1. One contestant per grade level (grade 1 to 12)
2. FIRST ROUND
ONE FACE, ONE COLOR
Each player is given a pattern arranged horizontally.
Each pattern has different color.
Each player will solve three cubes arranged according to corresponding color
10 fastest players advance to the 2nd round
3. SECOND ROUND
PATTERN
Each player is given a pattern arranged horizontally.
Each pattern has two or three different color.
Each player will solve three cubes arranged according to corresponding pattern.
5 fastest players advance to the 3rd round
4. FINAL ROUND
BLACKOUT



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Each player will solve completely each cube (3 cubes)
5 players will rank accordingly to fastest time completed

MECHANICS

1. Players should bring 3 cubes
2. Players are given 10 seconds to inspect before solving the cube
3. Players are not allowed to use magnetic cubes
4. Penalties and disqualification applied in the following instances
 - a. Solved with a 2 Second Penalty
1 turn more than 45° to align
 - b. Not Solved
2 turns more than 45° to align
 - c. Solved No Penalty
Less than a 45° turn to align
 - d. Solved with 2 Second Penalty
1 turn more than 45° to align
 - e. Solved with a 2 Second Penalty
Top row - 1 turn more than 45°
Bottom row - 1 turn less than 45°

Event # 3. SudoKu

Mechanics:

1. The contest is open for grades 1 to 12. Each participating school will have only one student-contestant in each grade level. The participant should be a bona fide student enrolled in the current school year.
2. There will be three elimination rounds:

Round 1 – EASY ROUND (15 minutes) Each contestant will solve one SuDoKu Easy Level. Only the top 10 contestants can proceed to Round 2. No tie breaker in case of tie.

Round 2 – AVERAGE ROUND (30 minutes) The top 10 will solve one SuDoKu Average Level. Only the top 5 contestants can proceed to Round 3. No tie breaker in case of tie.

Round 3 – DIFFICULT ROUND (40 minutes) The top 5 contestants will solve only one SuDoKu Difficult Level. Each contestant will be ranked according to the time consumed in the puzzle. Only the Top 3 shall be declared as winners.

3. The SuDoKu grid will be provided during the contest proper by the Regional Math Olympics Committee.
4. The time starts immediately after the contest administrator announces the GO signal.



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5. The contestants shall immediately submit their solved SuDoKu, and the contest administrator will record the time consumed for each contestant. Once recorded, submitted answered Sudoku will be considered final, and the contestant is not allowed to make any further changes.
6. The time keeper says "STOP" as the time allotted to solve the puzzle in each round expires. Contestants who failed to solve the puzzle within the given time must submit their output to the contest administrator right after the STOP signal has been announced.
7. Puzzles with wrong solutions but submitted ahead of the time limit and puzzles that remain unsolved after the time limit expired will all be subject to the point system. The point system shall be done by checking the number entry in each blank cell of the puzzle and counting the number of correct answers. Each correct entry in the box corresponds to one point. The point system shall only be applied to fill in vacant slots of qualifiers for the next round. Contestants with higher points will complete the list of qualifiers.
8. The SuDoKu puzzle is said to be solved after filling all the sub-grids, each with the numbers 1 to 9 in proper arrangements. Each row and column contains the numbers 1 to 9.
9. Numbers written whether in pencil or ball pen and in whatever sizes shall be deemed final and constitutes an answer of the puzzle grids. Each box must have only one number entry. Erasures are allowed as long as the final answer is clear and will not confuse the checker.
10. Winners will be determined through the consumed time in solving the SuDoKu puzzle or /and by a point system. Any contestant who has consumed the least time in solving the puzzle in the final round will be declared the winner. In case when no top 3 finishers have been declared before the time limit in the final round, the point system will determine the winners. In case of a tie in the final round, a tie breaker will be done through the following:
 - a. the least sum of ranks in three rounds between contestants involved in the tie
 - b. cumulative time recorded after three rounds (non-time-beater contestant in a round will use the time limit as his/her recorded time plus 5 seconds for every incorrect data entry);
11. The decision of the contest administrator/s is official and final.



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Event # 4. Quiz Bee

MATH QUIZ BEE (INDIVIDUAL)

1. The Quiz Bee is for all bona fide Grade 1 to 12 students. Each school will have one contestant in every grade level.
2. The 30-item test will be given in written form with no choices for one (1) hour. Answers must be written in the space before the item number. The coverage of the test will be based on the grade level competencies provided in the MATATAG Curriculum. The language to be used in the test is English.
3. Answers must be given with complete units and to the required accuracy. However, if the unit is already given in the way the question is asked, it need not to be given in the answer.
4. The proctors will collect the test questions as soon as the time ended.
5. The proctors will check the test paper of each participant. Each correct answer will gain one point. A wrong answer will not be given a point.
6. The contestant will be ranked according to their total score in the written test to determine the winners.
7. In case of tie, in the 1st, second, third, fourth or fifth rank: a tie breaker question/s at a time shall be given.

Tie Breaker Question/s

1. A prepared tie breaker question/s will be read by the quiz bee facilitator which will be answered by the contestant in a sheet of paper. The contestant can write his/her answer anytime, while the question is being read or after by the quiz bee facilitator. The question will be read twice only. Whoever submits the correct answer first wins. In cases of 'nobody got the correct answer,' the same process will be done until one of the contestants had given the correct answer first.
8. For complaints and clarifications, only the official contestants may raise a complaint or clarification to the test administrators/chairman.



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LIST OF PROCTORS

QUIZ BEE

GRADE	NAME	SCHOOL
1	Sarah Lozano	Datu Abdul ES
2	Emma Sator	New Visayas ES
3	Cynthia Lamera	Kasilak ES
4	Aiza Bolo	Sto. Nino
5	Conrada Cacayan	Panabo Central ESSC
6	Glenda Hinay	JP Laurel ES
7	Jenemar Namalata	LT Concepcion IS
8	Fatima Ramos	Cagangohan NHS
9	Joey Subayno	Sindaton NHS
10	Angel Mae Mantilla	Kasilak NHS
11	Nalifer Palma	Don Manuel Javellana NHS
12	Guillasar Villarente	San Vicente NHS

SUDUKO

GRADE	NAME	SCHOOL
1	Jeanette Jamahali	CA Sison ES
2	Yvette Gomez	RD Mabitad ES
3	Johnna Pano	Manuel Javellana ES
4	John Mark Torreon	Sindaton ES
5	Sarah Mier	GL Dondoy CES
6	Marilou Mier	Rizal ES
7	Kristal Shane Pilos	Little Panay NHS
7	Oishin Mariscal	Malativas NHS
8	Alecs Calawag	Mabunao NHS
9	Joan Almonte	Manay NHS
10	Gina Laquiban	Desiderio F. Dalisay NHS
11	Mary Ann Sael	Panabo City SHS
12	Elmeroid Morales	Nanya NHS



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RUBIKS CUBE

GRADE	NAME	SCHOOL
1-2	Reina Quilla	Rizal ES
3-4	Brian Banquil	Panabo Central ESSC
5-6	Gemma Bermudez	Rizal ES
7-8	Fe Exclamador	Salvacion ES
9-10	Geralyn Davide	San Vicente ES
11	Rudilyn Cagape	San Pedro ES
12	Rosemarie Namang	AOFNHS

TOWER OF HANOI

GRADE	NAME	SCHOOL
1	Malynn Pizon	AOFES 2
2	Jezrel Tasic	Cabili ES
3	Gelyn Saligan	Dona Nenita ES
4	Jovelyn Opoy	Waterfall ES
5	Mylin Hasan	Katipunan ES
6	Christian Madrid	Tagurot ES
7-8	Josephine Dana	Kauswagan NHS
9-10	Gecel Bohol	Southern Davao NHS
11-12	Carlo Cabatuan	

CAROLYN M. ARADO

Education Program Supervisor, Mathematics
Panabo City Division



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2026 Science Quest

Note: Mandatory registration through the link: <https://tinyurl.com/2026ScienceQuest> from January 15 to February 2, 2026.

Event 1: Science Quiz Bee

Nature of Competition:

- Individual competition
- Written examination

Participants:

- Open to learners from Grade 3 to Grade 12
- Each school may send a maximum of **three (3) participants per grade level**

Coverage:

- Aligned with the Science curriculum for each respective grade level
- Questions shall assess factual knowledge, conceptual understanding, and basic application skills

Format:

The Quiz Bee shall consist of four parts:

1. **Easy Round** – Basic recall and comprehension items (1 point)
2. **Average Round** – Items requiring understanding of concepts (2 points)
3. **Difficult Round** – Higher-order thinking and application items (3 points)
4. **Clincher Round** – Tie-breaking questions for participants with identical scores

Mechanics:

- The competition shall be conducted in 40 minutes in a written format.
- Participants shall bring a pencil and eraser.
- The participant with the highest total score shall be declared the winner.
- In case of a tie, the Clincher Round shall be administered until the tie is resolved.

Judging and Ranking:

- Participants shall be ranked based on their total scores.
- Top performers shall be awarded 1st to 5th places per grade level.



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Event 2: SCI-SPELLING

Nature of Competition:

- Individual competition
- Written spelling of science-related terms

Participants:

- Open to learners from Grade 3 to Grade 12
- Each school may send a maximum of **three (3) participants per grade level**

Materials:

- Participants shall bring their own **whiteboard or illustration board** and **marker**

Coverage:

- Science terms appropriate to the grade level of the participant
- Terms may include concepts from Life Science, Physical Science, Earth and Space Science, and basic scientific processes

Mechanics:

- A word shall be read aloud by the Quiz Master.
- The word may be repeated once upon request.
- Participants shall write the word on their board within the given time.
- At the signal, participants shall raise their boards simultaneously.
- Correct spelling earns one (1) point.

Judging and Ranking:

- Scores shall be accumulated across all rounds.
- In case of a tie, additional words shall be given as clinchers.
- The participant with the highest total score shall be declared the winner per grade level.

3. SCIENCE IMPROVISATION

Nature of Competition:

- Team competition (Teacher Category)

Participants:

- Each team shall consist of three (3) to five (5) teachers
- At least one (1) member of the team must be a Science teacher

Task:

- Teams shall design and construct an improvised Science apparatus aligned with a specific competency.
- The target competency shall be released one (1) week prior to the competition.

Materials:

- Teams shall bring their own improvised apparatus and materials.
- Only low-cost, recycled, or locally available materials are encouraged.



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Mechanics:

- Each team shall:
 1. Present their improvised apparatus;
 2. Explain the target competency it addresses; and
 3. Demonstrate how the apparatus works in teaching the concept.

Presentation Time:

- Each team shall be given a fixed time for presentation and demonstration (e.g., 5–7 minutes), followed by a short question-and-answer portion with the judges.

Criteria for Judging:

- Alignment with the given competency
- Functionality and effectiveness of the apparatus
- Creativity and resourcefulness
- Clarity of explanation and demonstration
- Practicality for classroom use

Awards:

- Teams shall be ranked and awarded 1st, 2nd, and 3rd places.
- Special citations may be given for “Most Innovative,” “Most Practical,” or “Best Demonstration,” as deemed appropriate.

4: MOST ACTIVE SCIENCE CLUB AWARD

(School-Based Category)

This award recognizes a school Science Club that demonstrates sustained engagement, creativity, and impact in promoting scientific culture among learners and the school community.

- Open to all public and private schools with an organized Science Club.
- Each school may submit one (1) entry representing its official Science Club.
- Activities presented must be conducted within SY 2025-2026.
- Each participating Science Club shall undergo two (2) components:
 1. Video Presentation (Online Showcase)
 2. Oral Defense

1. Video Presentation (Online Showcase)

Requirements:

- Duration: 3–5 minutes
- Format: MP4 or equivalent
- Content must highlight:
 - Science Club profile (name, school, school head, adviser, members)
 - Major activities conducted during the school year



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- Learner participation and engagement
- Impact on the school and/or community
- Creativity and innovation in activities
- The video must be:
 - Original and produced by the school
 - Appropriate for public viewing
 - Submitted on or before February 3, 2026

Posting and Engagement:

- All official entries shall be posted on DeEd Panabo City's official Facebook

2. Oral Defense

Participants:

- A delegation of 3–5 Science Club members and/or adviser

Format:

- 3–5 minutes – Question-and-answer portion with the judges

Criteria for Judging

Criteria	Percentage
Scope and Consistency of Activities (variety, frequency, alignment with science goals)	30%
Creativity and Innovation (originality of activities and approaches)	20%
Learner Engagement and Participation	15%
Impact on School and Community	15%
Video Quality and Content	10%
Oral Defense and Clarity of Presentation	10%
Total	100%

Awards

- **Most Active Science Club – Division Level**
- 1st Runner-Up
- 2nd Runner-Up



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Determination of Overall Ranking

1. All points earned by each school from all Science Quest events shall be consolidated.

Ranking	Points
1st Place	10
2nd Place	8
3rd Place	6
4th Place	4
5th Place	2

2. In case of a tie:

- The school with the **greater number of first-place finishes** shall be ranked higher.
- If still tied, the school with the **greater number of 2nd Place finishes** shall prevail.
- If still unresolved, the school with the **higher combined score in learner-based events** (Quiz Bee, Sci-Spelling, Most Active Science Club) shall prevail.
- If still tied, the schools shall be declared co-winners for that rank.

3. All points earned by each school (Elementary and Secondary) from all Science Quest events shall be consolidated. Based on the total accumulated points, schools shall be ranked as:

- **Overall Champion – 2026 Science Quest** (Highest total points)
- **1st Runner-Up** (Second highest total points)
- **2nd Runner-Up** (Third highest total points)
- **3rd Runner-Up** (Fourth highest total points)

4. **Special Award: Science Quest Excellence in Participation Award**

This special recognition shall be conferred to schools that have officially participated in all Science Quest events, with three (3) learner-representatives in each learner-based competition:

1. Science Quiz Bee
2. Sci-Spelling
3. Science Improvisation
4. Most Active Science Club