



Republic of the Philippines
Department of Education
 REGION X - NORTHERN MINDANAO
 DIVISION OF MALAYBALAY CITY

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Division Advisory No. 024 ,s. 2022
 March 07, 2022

This Division Advisory is issued for the information of DepEd Officials, Personnel and Staff, and the public and should not be interpreted as an endorsement by the DepEd Division of Malaybalay City.

AMS MATHVENTURE 2022

Enclosed is the Regional Advisory No. 47, s. 2022 RE: AMS MATHVENTURE 2022 on April 23, 30, and May 7, 2022 via online platforms such as Zoom and Facebook, which is self-explanatory.

Participation of both public and private schools shall be subject to the no-disruption-of-classes policy stipulated in DepEd Order No.9, s. 2005 entitled Instituting Measures to Increase Engaged Time-on-Task and Ensuring Compliance Therewith.

Queries related to this can be relayed to Imelda S. Bentillo, Education Program Supervisor at 09278248253.


 VICTORIA V. GAZO, PhD, CESO V
 Schools Division Superintendent



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Republic of the Philippines
Department of Education
 REGION X - NORTHERN MINDANAO

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Office of the Regional Director

Regional Advisory No. 97, s. 2022

March 4, 2022

Complying with DepEd Order No. 8, s. 2013,
 this Office issues this Advisory, not for endorsement per DO 28, s. 2001,
 but for the information of DepEd officials,
 personnel/staff, and the concerned public.
 (Visit deped10.com)

AMS MATHVENTURE 2022

The **ATENEO MATHEMATICS SOCIETY** of the Ateneo de Manila University will be conducting three-day online workshops and other activities dubbed as **AMS MATHVENTURE 2022** on April 23, 30, and May 7, via online platforms such as Zoom and Facebook.

The activities aim to foster math appreciation and other relevant math concepts and shed light on the applications and relevance of mathematics in the current society.

The schedule of the competitions and other details are attached for easy reference.

This Office directs the immediate and wide dissemination of this Memorandum.

DR. ARTURO B. BAYOCOT, CESO III
 Regional Director

p.p.

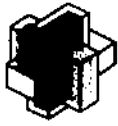

DR. VICTOR G. DE GRACIA JR., CESO V
 Assistant Regional Director

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would be released; those who registered as a 6th registrant and so on of the same particular school would be given a diligent notice of rejection to conform with the 5 students per school policy. Registration Forms would automatically close upon reaching 250 responses, including those rejected registrants. Our Facebook page would publish a notice of closing the registration should the maximum number of responses be attained before the original schedule of closing. We are doing this to ensure the best experience for the participants. With that, it would be advisable to give these slots to students who show interest in the field and would appreciate math applications.

For each event day, the following topics/activities will be held over the span of 3 Saturdays

- Math in Machine Learning/Artificial Intelligence: **April 23, 2022**
 Math in Cryptocurrency: **April 23, 2022**
 Math in Game Strategy: **April 30, 2022**
 Quiz Bee (Based on Talks): **April 30, 2022**
 Amazing Race: **May 7, 2022**

Despite the challenges brought forth by the pandemic, Mathventure 2022: Player One is also presented with the opportunity to expand its reach and invite more schools. In line with this, we kindly **request a memorandum** from your office to invite the schools under your jurisdiction to participate in our event. We would deeply appreciate it if you would be able to help us disseminate information regarding Mathventure to these schools.

For the interested schools, the registration procedure and payment processes, if applicable, may be found at <https://link.ateneomathsociety.org/Mathventure2122Registration>. The program, prizes, and mechanics of the competition are also provided below:

Event	Time
Registration	1:00 PM - 1:10 PM
Opening Remarks	1:10 PM - 1:20 PM
Group Dynamics	1:20 PM - 1:50 PM
Activity	1:50 PM - 3:00 PM
Open Forum (for Talks)	3:00 PM - 3:15 PM
Screen Break	3:15 PM - 3:30 PM
Activity	3:30 PM - 4:50 PM

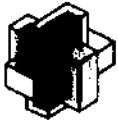
✉ contact@ateneomathsociety.org

f facebook.com/AteneoMathematicsSociety

t twitter.com/AMSinfinitweet

📍 Room 216, Manuel V. Pangilinan Center for Student Leadership

Ateneo de Manila University, Katipunan Avenue, Loyola Heights, Quezon City



Closing and Reminders

4:50 PM - 5:00 PM

Amazing Race on Day 3 will encompass the time allocated for Group Dynamics until the last Activity

General Rules for the Project

1. All participants are required to have a Zoom account as the primary setting for the event days.
2. Eligible participants would be admitted to the Facebook group for the internal updates of the project with regards to their team assignments and tasks.
3. There would be a total of 10 teams, with each team consisting of a maximum of 20 participants from each school.
4. Each team would be assigned 2 volunteers from the project, acting as their moderator or guide throughout the event.

General Rules for the Quiz Bee

1. All questions from the quiz bee are crafted from the insights and learnings from each talk topic of the speakers.
2. Volunteers will become game characters in a realm using the platform, Gather.
3. In the realm of Gather, the characters of the volunteers will explore different sections of the map containing questions for the Quiz Bee.
4. The screen of the volunteers in Gather will be shared via a screen in the Zoom platform in their breakout rooms as a team.
5. Share screen will give the team notification of their adventure in the Gather platform and will enable them to see each question with whom they will collaborate for an answer.
6. Each team is required to collaborate and answer the questions with their chosen representative.
7. A chosen representative will have to communicate with the volunteers assigned to the team for communicating their answers.
8. Teams who would accomplish a podium finish will receive additional power-up for the Amazing Race.
 - a. 1st Place: 2 powers ups - 1 from their own choice and 1 from random pick
 - b. 2nd Place: 1 power up - 1 from their own choice
 - c. 3rd Place: 1 power up - 1 from random pick


General Rules for the Amazing Race

1. Each team, together with their volunteers, would face each Zoom breakout room with different challenges.
2. Each team has a homeland advantage to a specific booth related to their team.

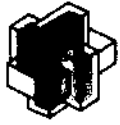
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3. 10 booths + 1 relaxation booth will be prepared for the circulation of the booth facilitators.
4. Each booth has different game mechanics, with each booth having a corresponding scoring system.
5. The scores of a team from each booth will be accumulated, together with the points from the Quiz Bee.
6. The winning team will come from the team that has the greatest combined scores from Amazing Race and Quiz Bee.

Mechanics on Prizes and Raffles

1. Raffles would be given to selected participants for each day from those participants who already answered the attendance form.
2. The winning team determined from the accumulated points on Quiz Bee and Amazing Race would win prizes in the form of a digital voucher.

For the documentation of last year's events, you may visit facebook.com/Mathventure2022 and for more information with this year's events, you may view our primer at <https://link.ateneomathsociety.org/Mathventure2122invitation>. If you have further concerns, please feel free to contact us via email at mathventure@ateneomathsociety.org. You may also send your queries over SMS and email to Aaron John F. Duque (09760270711; aaron.duque@obf.ateneo.edu) or Limuel A. Generoso (09298182175; limuel.generoso@obf.ateneo.edu). Thank you for your time and consideration. We are looking forward to working with you and your office.

Respectfully yours,

AARON JOHN F. DUQUE
Project Head, Mathventure 2022

LIMUEL A. GENEROSO
Project Head, Mathventure 2022

Noted by:

RALPH JOSHUA P. MACARASIG
President, Ateneo Mathematics Society

DR. MARK ANTHONY C. TOLENTINO
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