Division Advisory No. _058_, s. 2022
April 26, 2022

To: Chiefs, CID and SGOD
    Education Program Supervisor in Mathematics
    Public Schools District Supervisors
    Public and Private Elementary and Secondary School Heads
    OIC-Department Head of DICNHS-Math Dept.
    Public and Private Elementary and Secondary School Teachers

INVITATION FROM MR. AARON JOHN F. DOQUE, PROJECT HEAD, MATHVENTURE 2022 REGARDING THE MATHVENTURE 2022: PLAYER ONE

1. This is in reference with the DepEd Region XI Advisory No. 056 dated April 11, 2022 and the letter of invitation from Mr. Aaron John F. Doque, Project Head, Mathventure dated February 28, 2022, re: Mathventure 2022: Player One on April 23, 30, and May 7, 2022 via online platforms such as Zoom and Facebook.

2. Both public and private schools are invited to participate in the said event.

3. Participation to the said activity shall be on official time only and 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."

4. All other details of the said contest are in the enclosures.

5. Please be guided accordingly.

CRISTY C. EPE
Schools Division Superintendent

DEPED REGION XI ADVISORY NO. 056

April 11, 2022

This advisory is issued for the information of All Schools Division Superintendents

Herewith is the letter of invitation from Aaron John F. Doque, Project Head, Mathventure 2022, regarding the Mathventure 2022: Player One on April 23, 30, and May 7, 2022 via online platforms such as Zoom and Facebook.

Participation to the said activity shall be on official time only and 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."

All other details of the activity are in the enclosures.

Please be guided accordingly.

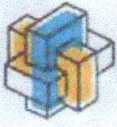**ALLAN G. FARNAZO**
Director III

Enclosed: As stated

ROC6/mlib

DEPARTMENT OF EDUCATION RO

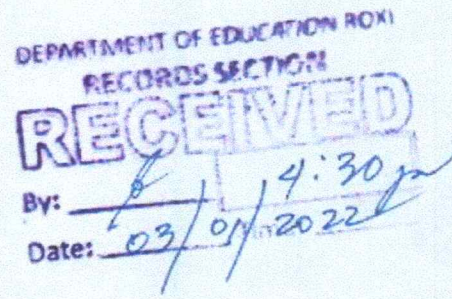RECORDS SECTION

RELEASED

09/11/2022 Time: 3:00 p

0422-2378

February 28, 2022

Allan G. Farnazo, CESO IV
Regional Director
Office of the Regional Director for Region 11
Department of Education

Dear Mr. Farnazo:

Greetings!

As we welcome another year, the Ateneo Mathematics Society (AMS) will be once again spearheading another exciting adventure that will promote and foster math education and math appreciation. Mathventure is one of AMS's flagship projects and despite the pandemic, our thrust and passion for math remain resolute. Mathventure is a three-day online seminar workshop that aims to foster math appreciation among high school students. Through lectures, workshops, and other activities, this event aims to engage its participants in fun and relevant math concepts and to shed light on the applications and relevance of mathematics in the current society.

Mathventure 2021: Numbers Don't Lie was held in April last year. The event featured workshops on the nature of pure math, the applications of mathematics in finance and in data science, and the reasons why math enthusiasts are encouraged to choose STEM in senior high school. Fun and interactive activities were also held to allow the participants to bond. All of these culminated in an amazing race on the final day of the event.

In its 3rd year, **Mathventure 2022: Player One** will be conducted on **April 23, 30, and May 7, 2022** through various **online platforms such as Zoom and Facebook** as a response to the health and safety protocols of conducting events. Additionally, Facebook groups will be made for participants for announcements and updates in the span of their participation throughout the event. Despite this, the event will still consist of engaging **workshops and an amazing race** with fun and collaborative math-related games and activities. Professionals from different fields will also be invited as speakers to discuss the applications of mathematics in their respective fields, as well as to promote STEM as a future career path.

On behalf of the organization, we would like to cordially invite students from Grades 9 and 10 to participate in this year's Mathventure. **For private schools, there will be a registration fee of Php 100 per student. As for public schools, there will be no need to pay for this registration fee as AMS will be subsidizing it.** Furthermore, since we can only accommodate a total of 200 participants, **we will only be allowing a maximum of five (5) students from each school to take part in this project.** Upon registration, confirmation of their slots via email

✉ contact@ateneomathsociety.org
f facebook.com/AteneoMathematicsSociety
🐦 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.
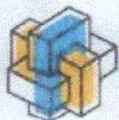
3. 10 booths + 1 relaxation booth will be prepared for the circulation of the booth facilitators.
4. Each booth has different game mechanics, with each booth having a corresponding scoring system.
5. The scores of a team from each booth will be accumulated, together with the points from the Quiz Bee.
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
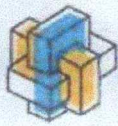Moderator, Ateneo Mathematics Society

✉ contact@ateneomathsociety.org
f facebook.com/AteneoMathematicsSociety
🐦 twitter.com/AMSinfinitweet

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

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

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