



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

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OFFICE OF THE SCHOOLS DIVISION SUPERINTENDENT

**DIVISION MEMORANDUM**

CID-2026-028

To : Assistant Schools Division Superintendent  
CID Chief  
Public Schools District Supervisors  
Education Program Supervisor in Mathematics  
Elementary and Secondary Public School Heads  
Elementary and Secondary Public School Teachers  
All Others Concerned

Subject : **REITERATION ON THE REIMPLEMENTATION OF THE PLAYING OF DAMATH IN SCHOOLS FOR GRADES 3 TO 11**

Date : January 26, 2026

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In reference to RM-CLMD-119, s. 2023, dated March 14, 2023, entitled "Reimplementation of the Playing of DAMATH to Schools from Grades 3 to 11," this Office enjoins Mathematics teachers from Grades 3 to 11 to reimplement the playing of DAMATH in schools as part of an instructional strategy to improve learners' automaticity in the fundamental operations involving whole numbers, fractions, integers, rational numbers, radicals, and polynomials.

This aims to stimulate the capability of learners to think deeper through a creative game board, provide them means to explore the number system and deepen critical-thinking and problem-solving skills in real world scenario.

It is further advised that this will be done only for 20 minutes, once a month or whenever applicable to use in enriching the lessons. All School Math Coordinators are enjoined to identify Grades 3 to 11 Mathematics teachers needing assistance and to devise a plan to capacitate the Math teachers.

This Office also advises that Math subject area teachers to track the progress of the learners and closely supervise the learners in their Damath activities.

The game mechanics and M&E tool are in the Enclosures 1 and 2, respectively.

Immediate dissemination of this Memorandum is desired.

DepEd Schools Division of Digos City

**RECORDED**

Ne-70720

DATE: 27 JAN 2026 TIME: 0:15pm

BY:

Enclosed: As stated  
CID/jbc

For and in the absence of the  
Schools Division Superintendent

**SOLLIE B. OLIVER, JD, MATE**

Chief- School Governance and Operations Division  
Officer-In-Charge

## DAMATH GAME MECHANICS

### **A. Game Mechanics**

1. Set the starting positions of the chips.
2. After the starting positions of the chips have been set, the first player is determined by tossing a coin.
3. A chip is allowed to move diagonally forward only to an adjoining vacant square.
4. A chip has to take the opponent's chip diagonally forward or backward; thus, "pass" is not allowed. Mathematical operations (+, -, ×, ÷) shall be used depending on the operation symbol on the vacant square where the "taker" chip lands after jumping over the "taken" chip. The taken chip must be removed from the board after performing the indicated mathematical operation, and the result must be recorded on the score sheet.
5. Each player is allowed to use a calculator, including smartphone calculator applications such as Fraction Calculator and similar apps.
6. Each player is given ten (10) minutes to play the game using a chess clock timer (chess timer applications are allowed).
7. Each player is allowed one (1) minute to make a move, record the move, and write the score on the score sheet.
8. For every two (2) or three (3) chips taken, an additional thirty (30) seconds shall be given.
9. If the remaining time is less than one (1) minute, the rule "Obligado Kaon" shall be applied in the game.
10. A warning shall be given to a player by the arbiter if no move is made within one (1) minute; consequently, the player is forced to move a chip.
11. After making a move, a player shall record his/her move on the score sheet before tapping the timer.
12. Only one score sheet shall be used by the players in a game. The player is obliged to pass the score sheet to the opponent after tapping the timer.
13. In taking more than one chip, the "taker" chip shall always be the addend, minuend, multiplicand, or dividend, as the case may be.
14. In taking a chip or more than one chip, the dama rules on *dama*, *mayor dalawa* or *tatlo*, *mayor tatlo* over *dalawa*, *mayor dama*, and *mayor dalawa* or *tatlo* over *dama* shall prevail.
15. A chip is declared "dama" upon terminally reaching the following designated squares:
  - For red chips: (0,7), (2,7), (4,7), (6,7)
  - For blue chips: (1,0), (3,0), (5,0), (7,0)
16. A "dama" chip shall be encircled on the score sheet to identify it as a "dama."
17. A "dama" chip is allowed to take a chip or move to any unoccupied square along its diagonal path. Moreover, a dama's score is doubled when it takes a chip or chips and quadrupled when it takes the opponent's dama chip. Similarly, an ordinary chip's score is doubled when it takes a dama chip.
18. A move (e.g., 2 (6,3)) is valid only for at most one (1) minute, inclusive of its corresponding entries on the score sheet. The game duration shall be a maximum of twenty (20) minutes overall or at most ten (10) minutes per player.
19. The arbiter assigned has the authority to disqualify a player after three (3) warnings due to repeated violations of the game rules. Misbehavior and incorrect entries on the score sheet are considered violations.
20. The game ends when any of the following situations occur:
  - No show of one player is declared after ten (10) minutes
  - Repetitive moves by any or both players
  - A player resigns
  - A player's chip is cornered
  - A player has no more chips to move
  - The ten (10)-minute game duration of either player has ended
21. The remaining chips shall be added to the respective players' total scores.

22. The player with the greater total score in DAMATH is declared the winner.

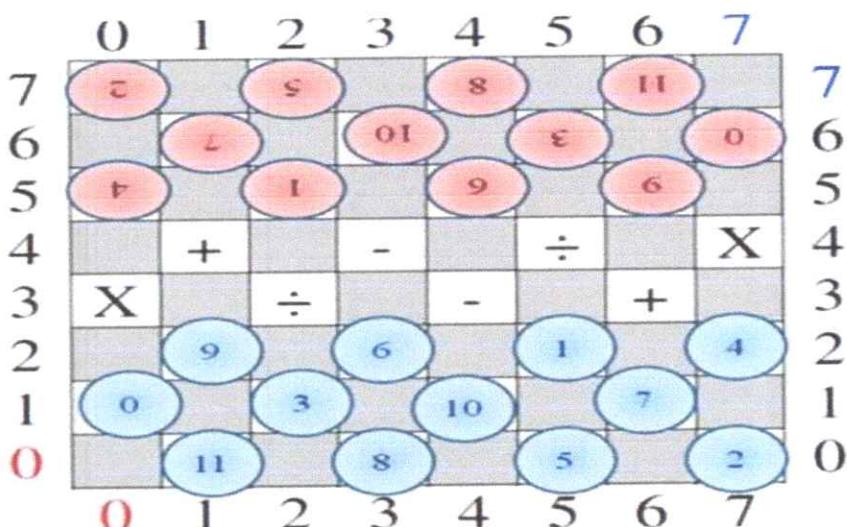
23. Only one score sheet shall be accomplished alternately by the two players. In case of incorrect entries on the score sheet, a player must immediately call the attention of the competition facilitator/Math teacher by raising one's hand after stopping the time. As determined by the facilitator/teacher, the appropriate corrections shall be made by the erring player. The facilitator's decision is final and irrevocable.

**B. Chips to be used by grade level:**

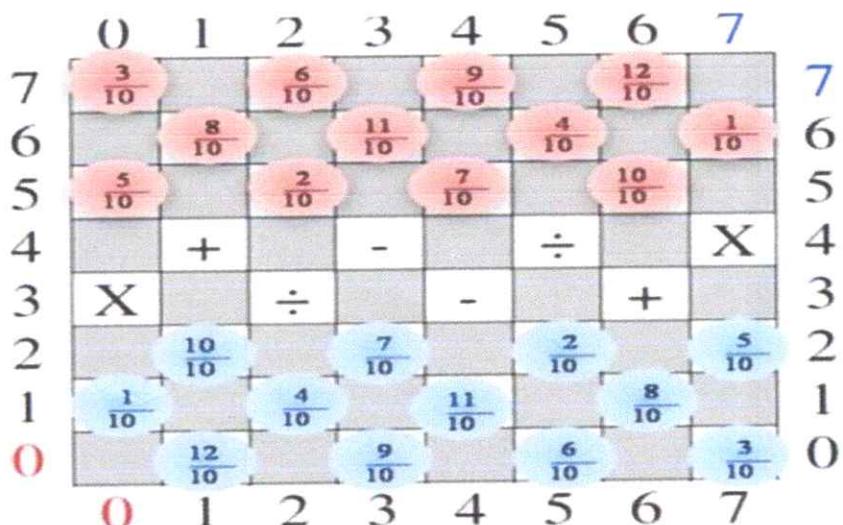
GRADE LEVEL	CHIPS
Grades 3 and 4	Whole Numbers
Grade 5 and 6	Fractions
Grade 7	Integers
Grade 8	Rational Numbers
Grade 9	Radicals
Grade 10 and 11	Polynomial

**C. Arrangement of Chips and Operations in the Damath Board:**

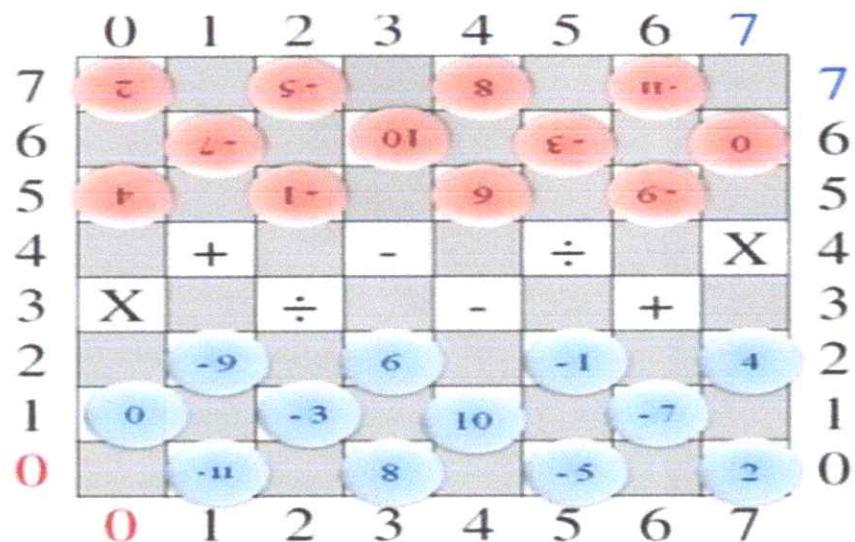
1. Grades 3 and 4 – Whole Number Damath



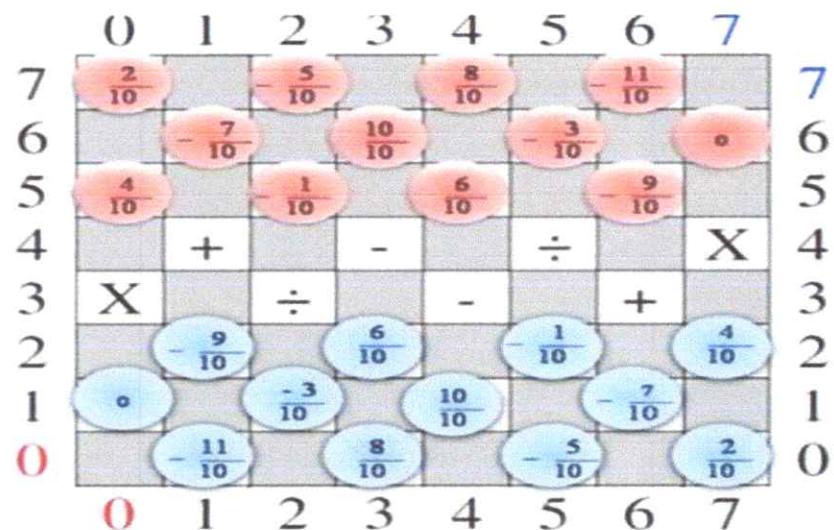
2. Grades 5 and 6 – Fraction Damath



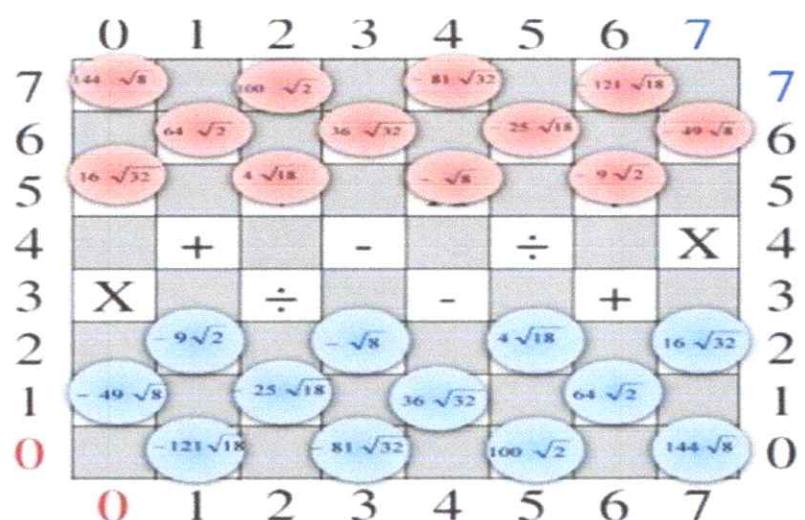
3. Grade 7 – Integer Damath



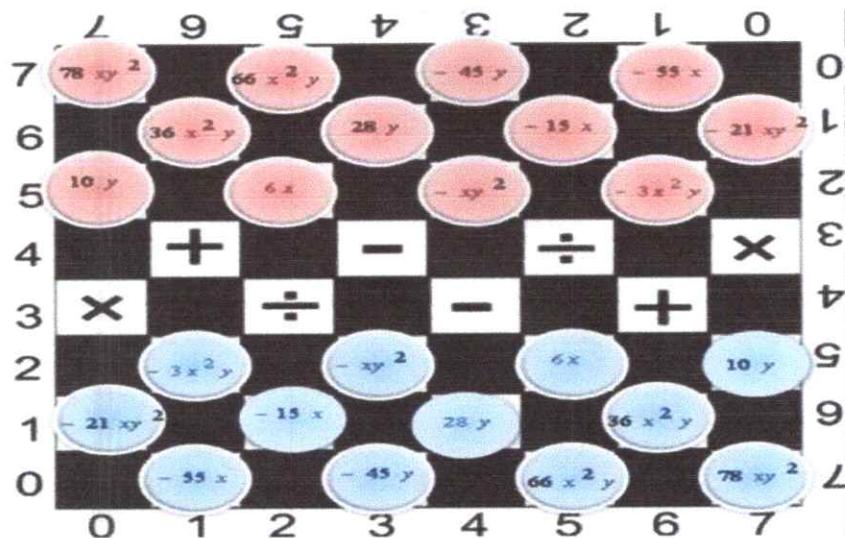
4. Grade 8 – Rational Number Damath



5. Grade 9 – Radical Damath



6. Grades 10 and 11



D. Damath Tally Sheet

**DAMATH TALLY SHEET**

Player A: \_\_\_\_\_ (  Red  Blue )

Player B: \_\_\_\_\_ (  Red  Blue )

Date: \_\_\_\_\_

Move	Player	Chip	From-To	Operation	Score	Dama (✓)	Running Total
Ex.	A	1	(5,2)-(4,3)	×	-	-	-
1							
2							
3							
4							
5							
...							

Final Score:

Player	Chips Left	Dama Left	Final Score	Signatures of the Players
A				
B				

Winner: \_\_\_\_\_

**MONITORING TOOL ON DAMATH REIMPLEMENTATION  
SY 2025 – 2026 AND BEYOND**

School: \_\_\_\_\_

Address of School: \_\_\_\_\_

**A. Inventory of Documents to be Prepared by the Teachers**

*Direction: During the monitoring, determine whether each document or material is available or not available. Place a check mark (✓) in the corresponding column for every item..*

Document/Material for Checking	Available	Not Available
1. DAMATH boards		
2. DAMATH chips		
3. DAMATH score sheets		
4. Game Mechanics of Playing DAMATH		
5. List of teachers and learners with DAMATH boards and chips		

**B. Level of Compliance of Teachers on the Curriculum Implementation**

*Direction: Place a check mark (✓) in the appropriate column for each indicator observed. If the indicator is absent, or if the rating is PC (Partially Complied) or NC (Non-Compliant), specify the technical assistance (TA) provided. Use the Remarks column to record any necessary notes for guidance. The scale below shall serve as the basis for analysis and interpretation.*

Level	Meaning	Description
3	Fully complied (FC)	The indicator is completely met as required. Implementation is consistent, sustained, and properly documented. No gaps or corrective actions are needed.
2	Partially complied (PC)	The indicator is implemented but with some gaps or inconsistencies. Compliance is occasional, irregular, or incomplete. Technical assistance (TA) is provided to address weaknesses, such as coaching, reminders, or provision of additional resources.
1	Non-compliant (NC)	The indicator is not implemented at all. Required practices, tools, or processes are absent or not observed. Full technical assistance (TA) is provided to initiate compliance, including orientation, capacity building, or provision of necessary materials.

**Start here:**

I. Schedule of DAMATH playing	FC	PC	NC	If PC or NC, what TA was provided	Remarks
1 A DAMATH game schedule conducted at least once a					

	month, prepared by the School Math Coordinator and duly approved by the school head.					
2	Timeliness and regularity of DAMATH sessions or competitions as planned.					
<b>II. DAMATH Boards</b>		FC	PC	NC	If PC or NC, what TA was provided	Remarks
1	Boards are durable, clearly marked, and well-maintained for repeated use.					
2	Boards are properly stored and ready for use whenever needed.					
<b>III. DAMATH Chips</b>		FC	PC	NC	If PC or NC, what TA was provided	Remarks
1	Chips are of good quality (uniform size, visible markings, durable).					
2	Chips are properly organized and stored to avoid loss or damage.					
<b>IV. DAMATH Score Sheets</b>		FC	PC	NC	If PC or NC, what TA was provided	Remarks
1	Score sheets are completely filled out, signed, and submitted after every game.					
2	Proper documentation and safekeeping of score sheets for monitoring and evaluation.					

#### C. DAMATH Issues and Concerns and Action Steps to be Undertaken

DAMATH Issues and Concerns	Action Steps to be Undertaken	Remarks

Agreement with Teacher:

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Monitored by:

Name and Signature of the Monitor

Conforme:

Name and Signature of the Teacher

Noted by:

Name and Signature of the Principal