Republic of the Philippines
Department of Education
Cordillera Administrative Region
Schools Division of Benguet
CORDILLERA REGIONAL SCIENCE HIGH SCHOOL

MATH, SCIENCE, AND YES-O MONTH CELEBRATION

I. PROJECT/ ACTIVITY INFORMATION

Proponent: CRSHS Math Club, Science Club, YES-O Club, Robotics Club, and Peace Club

Project Duration: September 08 - September 27, 2024

II. PROJECT/ ACTIVITY SUMMARY

Project Objective/s and expected outcome/s:

- To enhance the knowledge of CRSHS learners on concepts about Mathematics, Science, and the environment.
- To promote and spread awareness on *Embracing Science and Technology for a Sustainable Future*

Contested Event:

Date	Event	Participant/s	General Guidelines
September 15, 2025-March 30, 2026	Year-long: Grow a plant for each classroom w/ Yes-O	One (1) participant per section	Each homeroom must choose one plant as their class plant that will be taken care of for the duration of the school year.
September 10-12, 2025 (4:00-5:30)	Board Games: Scidamath and Damath	Three (3) participants per section Open for individual and team category	Participants must follow turn-taking rules, apply correct operations, and play fairly while showcasing accuracy and strategy.
September 12, 2025 (4:00- 5:00)	YES-O Collage Making Contest	One (1) participant per section	Participants will create a collage out of recyclable materials which aims to reflect the concept of the theme with a given time limit of 1 hour.
September 25, 2025 (4:00- 5:00)	Peace Club Slogan Making Contest	One (1) participant per section	Participants will make a slogan which aims to reflect the concept of the theme with a given time limit of 1 hour.

September 19, 2025 (4:00-5:00)	Math, Science, YES-O, Robotics Quiz bee (Individual and Team)	Individual - One (1) participant per section Team - Three (3) participants per section	Representatives will answer 30 questions related to Math, Science,Robotics, and Environmental facts. They will have different time limits for each question type; Easy (15 sec), Moderate (30 sec), & Difficult (1 min).
September 8-20, 2025	Virtual Poster Making	One (1) participant per section	Participants will create and submit a digital poster that visually represents the theme.
September 22, 2025	Speedcube challenge	One (1) participant per section	Representatives will compete to solve a standard 3×3 Rubik's Cube in the shortest time possible, following a single-elimination format with the fastest solvers advancing until a champion is declared.
September 26, 2025	Interpretative Dance	Students per batch who are not partaking in any other Events. Have at least 12-15 participating members per batch.	Students will be choosing a specific song and they are tasked to interpret it through a dance performance.

September 26, 2025	Trashion Show	One (1) Male Participant and One (1) Female Participant per grade level/ batch	The students are tasked to create an attire or costume made out of recycled materials that captures the idea of the theme. It will then be modeled by the chosen representatives.
September 26, 2025	Model Classroom	Per section	Each section is tasked to maintain cleanliness and observe proper waste segregation in their classroom.
Note: Each student is only allowed to participate in one (1) event for the whole MSY Celebration. Remember, *EVERYONE* must participate.			

SPECIFIC GUIDELINES FOR EACH EVENT

A. Peace Club Slogan Making Contest

Participants and its number:	- One (1) Participant per section
Venue of Event:	- 9-Neon Classroom
Date of Event:	- September 25, 2025
Time Frame:	- 4:00 PM to 5:00 PM
Description:	- The event encourages students to stimulate their creative thinking and artistic skills through creating a slogan that is in line with the theme: "Rebuilding Resilient Communities: Embracing Science and Technology for a Sustainable Future".
Event Rules and Mechanics:	1. Each participant is tasked to create a poster with the theme: "***Towards a Shared Vision: Exploring the Future for a Better Tomorrow"*** 2. Participants are given 1 hour to create their slogans. 3. Participants must provide their own art materials. 4. Oil pastel colors, crayons, or colored pencils are advised to be used as the main art materials due to the limited allotted time. 5. ⅛ Illustration boards will be provided by the clubs hosting the event. 6. The slogans will be judged according to the given criteria.
Criteria/ Rubric for Assessment:	- Relevance to the theme (45%) - Impact and Clarity (25%) - Creativity (20%) - Originality (10%)

B. Science Poster Making

Participants and its number:	- One (1) Participant per section
Venue of Event:	- Physics Laboratory
Date of Event:	- September 19, 2025
Time Frame:	- 5:00 PM to 6:00 PM
Description:	- The activity encourages students to express and convey scientific ideas through visual arts in line with the theme: “Rebuilding Resilient Communities: Embracing Science and Technology for a Sustainable Future”.
Event Rules and Mechanics:	1. Each participant is tasked to create a poster with the theme: “***Towards a Shared Vision: Exploring the Future for a Better Tomorrow”***” 2. Participants are given 1 hour to make their posters. 3. Participants must provide their own art materials (Oil pastel colors, crayons, or colored pencils and ⅛ Illustration board) 4. The posters will be judged according to the given criteria (refer below).
Criteria/Rubric for Assessment:	- Relevance to the theme (40%) - Creativity (30%) - Originality (20%) - Overall Output (10%)

C. YES-O Collage Making

Participants and its number:	- One (1) Participant per section
Venue of Event:	- Bio Laboratory
Date of Event:	- September 12, 2025
Time Frame:	- 4:00 PM to 5:00 PM
Description:	- The event promotes creativity among the participants through creating a collage in line with the theme “Rebuilding Resilient Communities: Embracing Science and Technology for a Sustainable Future".
Event Rules and Mechanics:	1. Each participant is tasked to create a collage with the theme “***Towards a Shared Vision: Exploring the Future for a Better Tomorrow’”***". 2. Participants are given 1 hour to create their collage. 3. Participants are required to bring their own materials(recyclable materials like scrap paper, bottles, plastic, etc.) 4. ⅛ illustration boards will be provided by the clubs hosting the event. 5. The collage will be judged based on the given criteria (refer below).
Criteria/ Rubric for Assessment:	-Creativity and Originality (30%) -Relevance to the Theme (30%) -Neatness and Presentation (20%) -Environmental Consideration (Use of recyclable materials)(20%)

D. Math, Science,Robotics, YES-O Quiz Bee

Participants and its number:	- Individual: One (1) participant per section - Team: Three (3) participants per section
Venue of Event:	- Category A (G7-G9): Hall - Category B (G10-G12): 12-Lenz Classroom
Date of Event:	- September 19, 2025
Time Frame:	- 4:00 PM to 5:00 PM
Description:	- An event that exercises and enhances the knowledge of students regarding concepts related to Mathematics, Science, and Environment.
Event Rules and Mechanics:	1. Participants will be categorized accordingly: - Category A: Grade 7-9 - Category B: Grade 10-12 2. The Quiz Bee consists of 10 questions each for Math, Science and Environmental facts, with a total of 30 questions. 3. The quiz is separated into 3 rounds; easy, moderate and difficult. Each team will be given 15 seconds to answer for the easy round, 30 seconds for the moderate round, and 1 minute for the difficult round. 4. Note that the individual participant shall not join the team event. Repetition of participants will not be permitted. 5. Topics will be posted in the club Facebook page or bulletin board.
Criteria/ Rubric for Assessment:	- N/A

E. Virtual Poster Making

Participants and its number:	- One (1) participant per section
Venue of Event:	- Online
Date of Event:	- September 2 to September 20, 2025
Time Frame:	- N/A
Description:	- The event encourages students to showcase their creativity by means of creating a virtual poster that is related to the theme: Rebuilding Resilient Communities: Embracing Science and Technology for a Sustainable Future" through the use of digital software.
Event Rules and Mechanics:	1. Participants are required to create and submit a virtual poster with the theme: "***Towards a Shared Vision: Exploring the Future for a Better Tomorrow""*** before or on the given deadline. 2. The finished virtual posters will be judged according to the given criteria (refer to the next column).
Criteria/ Rubric for Assessment:	- Relevance to the theme (40%) - Creativity (30%) - Originality (20%) - Overall output (10%)

F. Virtual Infographic Making

Participants and its number:	- One (1) participant per section
Venue of Event:	- Online
Date of Event:	- September 2 to September 20, 2025
Time Frame:	- N/A
Description:	- The event encourages students to showcase their creativity by means of creating a virtual poster that is related to the theme: Rebuilding Resilient Communities: Embracing Science and Technology for a Sustainable Future" through the use of digital software.
Event Rules and Mechanics:	3. Participants are required to create and submit a virtual poster with the theme: "***Towards a Shared Vision: Exploring the Future for a Better Tomorrow""*** before or on the given deadline. 4. The finished virtual posters will be judged according to the given criteria (refer to the next column).
Criteria/ Rubric for Assessment:	- Relevance to the theme (40%) - Creativity (30%) - Originality (20%) - Overall output (10%)

G. Interpretative Dance

Participants and its number:	- Students in each section who are not partaking in any other events
Venue of Event:	- School Quadrangle
Date of Event:	- September 26, 2025
Time Frame:	- 1:00 PM to 5:00 PM
Description:	- The event encourages the creative use of body language, such as dancing, to express and convey the message of the song.
Event Rules and Mechanics:	1. Students will be categorized accordingly: - Category A: Grades 7-9 - Category B: Grades 10-12 2. Students are free to choose their own song, as long as it falls under the given time limit of 3-5 minutes per performance. 3. The performances will be judged according to the given criteria.
Criteria/ Rubric for Assessment:	- Execution/Showmanship (30%) The participants are able to demonstrate technical proficiency and stage presence. Control, precision and fluidity of movement by the participants is showcased in the performance. - Relevance and originality (20%) There is an evident connection between the dance and the concept or idea it aims to convey. - Costumes and props (10%) The costumes are deemed as appropriate for the theme and aesthetically appealing, while the props are assessed as functional, contributing to the overall concept of the performance. - Choreography (30%) The flow, transitions, and overall composition of movements are well thought, as well as their ability to create a compelling narrative and evoke desired emotions. - Audience impact (10%) The performance's goal to build a sense of connection, engagement and satisfaction among the audience is achieved.

H. Speedcube Challenge

Participants and its number:	One (1) participant per section
Venue of Event:	- School Quadrangle
Date of Event:	- September 22, 2025
Time Frame:	- 4:00 PM to 5:30 PM
Description:	- The Speedcubing Showdown is a test of quick thinking, precision, and problem-solving under pressure. Students race against the clock to solve a scrambled Rubik's Cube as fast as possible. This event highlights focus, memory recall, and spatial intelligence while fostering a healthy competitive spirit among participants.
Event Rules and Mechanics:	***participants should bring their own 3x3 Rubik's cube** 1. Each participant will be given a scrambled standard 3×3 Rubik's Cube. 2. Participants will have 15 seconds of inspection time before starting the solve. 3. Timing will begin as soon as the participant makes their first move and will stop once the cube is solved. 4. Each participant will be given three attempts, and the best time will be recorded. 5. The tournament will follow a single-elimination format if the number of participants requires multiple rounds (e.g., quarterfinals, semifinals, finals). 6. The participant with the fastest solve time in the final round will be declared the winner. 7. In case of a tie, an additional tie-breaker solve will be conducted.
Criteria/ Rubric for Assessment:	- N/A

I. Damath and Sci-damath Board Game

Participants and its number:	- Individual: One (1) participant per section - Doubles: Two (2) participants per section
Venue of Event:	- Bio Laboratory
Date of Event:	- September 10-12, 2025
Time Frame:	- 4:00 PM to 5:30 PM
Description:	- This activity promotes teamwork, critical thinking, and mastery of mathematical concepts through an engaging board game. Students collaborate to strategize, calculate, and apply what they have learned in class, all while fostering sportsmanship and camaraderie.
Event Rules and Mechanics:	1. Participants may choose to compete in either the Individual Category or the Team Category. 2. Each match will be played by either two individuals or two teams (depending on the category). 3. Each participant/team may choose which category to play: Damath or Sci-Damath. 4. Standard Damath or Sci-Damath rules will be observed 5. Each round will have a time limit of 30 minutes. 6. The tournament will follow a single-elimination format (once a pair loses, they are out of the competition). 7. Scores will be tallied based on captured chips and correct computations according to the chosen game's rules. 8. In case of a tie, a tie-breaker round will be played with the same rules but a shorter time limit (15 minutes).
Criteria/ Rubric for Assessment:	- N/A

J. Model Class

Participants and its number:	- All Sections
Venue of Event:	- N/A
Date of Event:	- September 2025 to March 2026
Time Frame:	- N/A
Description:	- The event aims to promote cooperation and enhance discipline among the students. It also aims to encourage students to maintain cleanliness and observe proper waste disposal and segregation inside their classrooms.
Event Rules and Mechanics:	1. Each section is required to maintain a clean environment inside their classrooms. 2. Each section must observe proper waste disposal and segregation. 3. Each section will be checked by a hall monitor quarterly. 4. A winning section will be recognized quarterly and will be judged based on the given criteria (refer below).
Criteria/ Rubric for Assessment:	-Classroom Cleanliness(40%) Consistently clean and organized -Student Attendance(30%) Excellent attendance with minimal absences and tardiness -Proper Segregation(30%) Proper segregation of wastes in the classroom

K. Murder Mystery

Participant/s:	4-6 member team of CRSHS students
Event Venue:	CRSHS Campus
Date of Event:	September 15, 2025
Duration Of Events:	September 15-30, 2025
Objectives:	This activity aims to deepen students' critical thinking, teamwork, and problem-solving skills to analyze evidence, evaluate multiple perspectives, and draw logical conclusions in order to successfully solve a structured murder mystery scenario.
Event Rules and Mechanics:	1. Each team must consist of four to six students from any grade level. 2. All groups are expected to remain active and consistent in their participation until the conclusion of the activity. 3. Collaboration or exchanging of information between groups is not allowed, and teams must rely solely on the official clues, evidence, and information provided. Any use of outside help, fabricated evidence, or other attempts to gain unfair advantage will result in disqualification. 4. Respectful conduct is required at all times. Any form of coercion, intimidation, or inappropriate behavior directed at participants, witnesses, or individuals connected to the activity is strictly prohibited. 5. At the end of the activity, teams must present their final conclusions within the time frame set by the organizers. Late submissions may result in point deductions or disqualification. Groups will then be evaluated according to the official rubric.

Criteria/Rubric for Evaluation	Excellent (21-25)	Good (14-20)	Fair (7-13)	Needs Improvement (0-6)
Logic and Reasoning	Uses strong logical reasoning. Evaluates all evidence before making conclusions.	Uses logical reasoning. Evaluates most evidence before making conclusions	Uses some fair reasoning but misses key evidences,leading to wrong or flawed conclusions	Uses little to no evidences and reasoning leading to weak and unsupported conclusions

Evidence Analysis	Carefully examined all clues, distinguishing between real evidence and red herrings.	Carefully examined most clues, distinguishing between real evidence and red herrings with some mistakes along the way.	Examined some of the clues, somewhat distinguishing between real evidence and red herrings with crucial mistakes along the way.	Examined some to almost no clues, unable to distinguish between real evidence and red herrings with crucial mistakes along the way.
Problem-Solving Process	Reasoning and explanation is clear and concise	Reasoning and explanation is somewhat clear and concise	Reasoning and explanation is somewhat clear and concise	Reasoning and explanation is not clear and concise
Final Conclusion & Justification	Identifies the culprit correctly with strong justification and reasoning using evidence.	Identifies the culprit correctly with a somewhat strong justification and reasoning using evidence.	Did not correctly identify the culprit and has strong justification and reasoning using evidence	Did not correctly identify the culprit and has no strong justification and reasoning using evidence

L. Grow a Plant

Participants and its number:	- All CRSHS students
Venue of Event:	- CRSHS HOMEROOM
Date of Event:	- September 15, 2025-March 30, 2026
Time Frame:	- September 15, 2025-March 30, 2026
Description:	- To promote environmental awareness, responsibility, and teamwork among students by each homeroom taking care of a house plant. Through nurturing and caring for their chosen plant, students will develop a sense of stewardship for nature and practice collaboration in maintaining its growth in a creative and sustainable way.

Event Rules and Mechanics:	- Each homeroom must choose one plant as their class plant. Duplicate plant choices will not be allowed. - The plant must be safe, non-toxic, and manageable in size. It should be suitable for indoor conditions (light, space, ventilation). - Each class is responsible for the daily care of their plant. Neglecting the plant may result in a deduction of points during evaluation. - Eco-friendly methods (recycled pots, organic soil, water conservation) are strongly encouraged. - Damage, intentional neglect, or replacement of the plant without approval is prohibited. - Every week for the duration of the MSY event starting Sept. 21 the plant will be monitored by club officers - After the MSY event the plant will be monitored every end of month until March 30 2026	
Criteria/ Rubric:	30% Care & Maintenance	- The plant is consistently well-watered, exposed to proper light, soil maintained, and students follow a clear care schedule responsibly.
	30% Creativity & Representation	- The plant is displayed/decorated creatively and meaningfully represents the homeroom's identity/mascot theme.
	40% Growth & Health of Plant	- The plant has a creative name, strong mascot identity, eco-friendly decorated pot, and is well-integrated into class activities.

M. Trahion SHOW

Participants and its number:	- All CRSHS students	
Venue of Event:	- CRSHS QUADRANGLE	
Date of Event:	October 3, 2025	
Time Frame:	October 3, 2025	
Description:	- To promote environmental awareness, responsibility, and teamwork among students by each homeroom taking care of a house plant. Through nurturing and caring for their chosen plant, students will develop a sense of stewardship for nature and practice collaboration in maintaining its growth in a creative and sustainable way.	
Event Rules and Mechanics:	1. The Trashion Show is open to all interested participants/teams as specified by the organizers (e.g., per class, per grade level, or individual entries). 2. Participants must design and model original outfits made **primarily from recyclable or upcycled materials** (e.g., plastic, paper, aluminum foil, old fabric, bottle caps, sachets, cartons). 3. Outfits must reflect the theme of **sustainability, environmental protection, or creative reuse**. 4. Participants must ensure that their designs are **safe, comfortable, and wearable** on stage. 5. Store-bought costumes or outfits that are not made of recycled materials are **not allowed**.	
Criteria/ Rubric:	30% Creativity and Originality	Uniqueness of the concept and overall design. Innovative use of non-traditional, recycled, or upcycled materials.

		How well the design stands out compared to other entries.
	25% Relevance to the Theme	Relevance of the outfit to the theme of **sustainability, recycling, or environmental awareness**. Clear reflection of the message or advocacy (e.g., reducing plastic waste, zero-waste lifestyle, climate action).
	20% Craftmanship	Quality of construction: neatness, durability, and attention to detail. How well the materials are joined, sewn, glued, or assembled. Balance between artistic design and **practical wearability** (model can move freely and safely). Effective combination of different recycled materials into a cohesive outfit.
	15% Stage Presence and Confidence	The model's poise, confidence, and personality during the runway walk. Smoothness and style of presentation (poses, gestures, timing). Ability to showcase the outfit effectively (highlighting key features). Overall charisma and audience connection.
	10% Audience Impact	First impression and lasting impact of the attire.

		Audience engagement: does the outfit capture attention and admiration? Level of excitement, applause, or “wow factor” generated by the presentation.