Republic of the Philippines
DEPARTMENT OF EDUCATION
Region VII. Central Visayas
SCHOOLS DIVISION OF NEGROS ORIENTAL
Capitol Area. Dumaguete City

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February 15, 2016

DIVISION MEMORANDUM
No. _108_ S. 2016

TO : Public School District Supervisors/ District In-Charge
All Secondary School Heads
Secondary School ICT Coordinators

SUBJECT: **Hour of Code Marathon Challenge**

1. Attached is a communication from Dae P. Habalo, Dean of the College of Computer Studies of Foundation University inviting Grade 10 ICT students to participate in the **Hour of Code Marathon Challenge** that will be held this coming Thursday, February 18, 2016.

2. Travelling and other incidental expenses of the participants shall be charged against School MOOE/ PTA and other funds subject to the usual accounting and auditing rules and regulations.

3. This memorandum serves as travel order.

4. For your guidance and compliance.

LELANIE T. CABRERA, CESE
Assistant Schools Division Superintendent
Officer – In - Charge

 FEB 2016

Be One of Us! Be Counted Let's Practice
W.A.T.C.H.
We Advocate Time Consciousness and Honesty

February 11, 2016

Dear Sir/Madam:

Foundation University will be holding a University Expo on February 17-19 2016. This is a showcase of University talents, programs as well as some of the latest technological trends, opportunities and solutions.

In this connection, we would like to invite your school to participate in the **Hour of Code Marathon Challenge on February 18, 2016**. Most of all, this year's Expo highlights the **Edmodo Teachers' Meetup** and **Workshop on Arduino, Intel Galileo and VEX team for Grade 10 students** on the same day.

Moreover, I would like to invite you to join the group **Edmodo Learning Meetup** on Edmodo through this link https://edmo.do/g/wpt26j. This 4-hour Meetup is organized by the College of Computer Studies in partnership with Edmodo. The purpose of the meetup is to bring together educators in the Province of Negros Oriental to talk about all things related to EdTech. This event also provides an opportunity to learn how to integrate Edmodo into your practice, hear about the latest updates and tools, as well as meet other local educators to share and brainstorm new ways to use Edmodo.

We are looking forward to your participation. For questions and clarifications, please call the contest committee at (035) 422-9167 loc.220 or email at alberto.diego@foundationu.com / john.bato@foundationu.com.

Thank you so much and God bless!

Dae P. Habalo
Dean, CCS
+639271340328

"Preparing Grade 10 students for the Innovation Era: A Workshop on Arduino, Intel Galileo and VEX

Time	Activity / Topic	Learning Objectives	Materials Needed
8:00 am – 8:30 am	Registration		Registration form
8:30 am – 9:30 am	Introduction to Microcontroller Boards	1. Establish an understanding regarding Microcontrollers and its common accessories	LCD Projector or Big LED TV Arduino, Galileo and VEX Cortex
9:30 – 10:30 am	Introduction to Arduino	1. Set up the Arduino programming environment 2. Create a simple project that utilizes an LE0	Arduino Arduino IDE Wires, LEDs, Resistors, Breadboard
10:30 – 11:30 am	Introduction to Galileo	1. Set up the Galileo programming environment 2. Create a simple project that utilizes an LED and a Light Sensor	Galileo Galileo IDE Wires, LEDs, Resistors, Light Sensor, Breadboard
11:30 am – 12:30 pm	Introduction to VEX Robotics	1. Set up the programming environment 2. Design, upload and execute a simple program.	VEX Demo Robot Easy-C

Foundation University
Dumaguete City
Negros Oriental

Hour of Code Marathon Challenge

1 GUIDELINES

1.1 The Hour of Code Marathon challenge shall only be open to all Grades 9 & 10 students of different schools in Negros Oriental.

1.2 Only Grades 9 & 10 of the invited schools are eligible to participate in the contest.

1.3 Participating schools are required to send only one team of two students (one Grade 9 & one Grade 10) and a coach.

1.4 The team can either be all boys, all girls, or a mix.

1.5 The school must submit the names of the participants and the coach in its official letter head duly certified by the Principal on or before February 16, 2016 to the College of Computer Studies office, Foundation University or send the scanned copy to alberto.diega@foundationu.com or doe.habalo@foundationu.com.

1.6 The coverage shall include problems found in www.code.org.

1.7 **Coaches and Contestants are required to attend the Briefing on February 18, 2016, 8:00 A.M.., at the LG Sinco IT Laboratory, Foundation University in preparation for the Contest. Failure to attend shall mean disqualification from the contest.**

1.8 Contestants are required to be in their official school uniform during the said contest.

2. Rules

2.1 Questions and clarifications about the Guidelines, Rules, and Mechanics of the Contest should be raised before the Competition starts. Once the contest started, questions and clarifications shall no longer be entertained.

2.2 Coaching from the public is absolutely not allowed. Should coaching come from a member of the student delegation, the school represented shall be given the first warning. Should this happen again, the school is automatically disqualified from the contest.

2.3 Team coaches must stay with their delegation after the proper introduction has been made.

2.4   While the contest is going on, student-delegation is absolutely not allowed to loiter or make unnecessary sounds that may distract the contest. Any school violating this rule shall be given warning; in the event of second infraction, the school shall be automatically disqualified from the Contest.

2.6 Calculators, pens/pencils and papers are absolutely not allowed.

2.9 The audience and competitive team members are expected to treat all contest personnel and other competitors in a courteous and professional manner. Any non-courteous or unprofessional actions by team members or the supporting audience members will result in the disqualification of the team for the entire contest.

3 MECHANICS

3.1   General

3.1.1   Only teams from different schools that have complied with all the requirements set forth in the Guidelines of this contest are eligible to participate.

3.1.2   Each Team will be provided with computer (and its peripherals) that is connected to the internet.

3.2   Elimination Round

3.2.1   Each team is provided with computer (and its peripherals) that they can use to solve all the problems.

3.2.2   In this round, the assigned committee member will record the time that the team finished in solving all the problems.

3.2.3   The TOP TEN SCHOOLS shall be qualified for the final round.

3.2.4   The decision of the Board of Jurors is final and irrevocable.

3.3   Final Round

3.3.1   There shall be 10 problems during the final round.

3.3.2   Each team is provided with necessary materials in solving all problems.

3.3.3   In this round, the assigned committee member will check whether

the solution made by the participants is correct.

3.3.4   If the solution provided by the participants is correct, the assigned committee member will record the time of completion per problem.

3.3.5   The TOP THREE HIGHEST PERFORMING SCHOOLS shall be declared as winners, Champion, 1st Runner-up, 2nd Runner-up, respectively.

3.3.6   Declared winners will receive a trophy plus

3.3.6.1   Champion – Php 3,000.00 cash
3.3.6.2   1st Runner-up – Php 2,000.00 cash
3.3.6.3   2nd Runner-up – Php 1,000.00 cash

3.3.7   In case of a tie, tie-breaking questions will be given.

3.3.8   The first school to give the correct answer breaks the tie and shall be declared winner for the contested place or rank.

3.3.9   The decision of the Board of Jurors is final and irrevocable.