



LETTER OF REQUEST
University of St. Louis
SENIOR HIGH SCHOOL



October 10, 2025

BENJAMIN D. PARAGAS
Regional Director
Department of Education - Region II
Cagayan Valley



Subject: Request to endorse the upcoming Stem Convention at the University of St. Louis Tuguegarao on November 13-14, 2025 to schools in your region

Dear Sir/Ma'am,

Greetings of peace and goodwill!

We are excited to introduce to you the STEMplify: 1st Luzonwide STEM Convention, an event that builds upon the overwhelming success of last year's inaugural gathering. This year, we aim to bring together even more students from across Luzon for two days of learning, networking, and collaboration.

In light of this, we respectfully request your endorsement of the STEMplify: 1st Luzonwide STEM Convention to all Schools Division Offices and schools under Region II. The event will be held at the University of Saint Louis – Tuguegarao (USLT) Main Campus on November 13-14, 2025, with the theme "STEMplify: Dream, Discover, Define."

This convention will gather Grade 10 and Senior High School STEM students from both public and private schools across Luzon. It aims to inspire, challenge, and engage participants through symposia, workshops, contested events, and social activities that highlight the value of STEM education.

A registration fee of P1,000 will be collected for private schools and P750 for public schools. Attached herewith are the proposed primer, programme, and budget breakdown for your reference and review.

We would deeply appreciate your support in endorsing this event to encourage participation among your schools. Your approval will play a vital role in fostering academic excellence and strengthening collaboration among future STEM leaders across Luzon.

Thank you for your time and kind consideration.

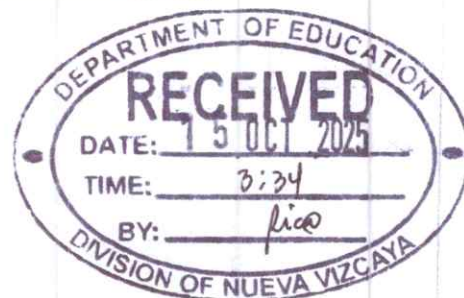
Respectfully yours,

THEA MONIQUE C. TALOSIG
STEM Council Governor

Noted by:

CHRISTIAN D. TABING, LPT
STEM Council Adviser

BRYAN F. ARUAY, LPT
Science Area Head



MEMORANDUM		Date: 10-16-25	Relayed (Records): [Signature]
To:	☒ PSDS/DICs	☐ Elem/Sec School Heads	
	☒ Private Schools	☐ Others:	
For:	☒ Information	☒ Dissemination	
	☐ Guidance	☐ Strict Compliance	
ORLANDO E. MANUEL PhD., CESO V Schools Division Superintendent			
By:	☐ ASDS	☐ CID Chief	☐ SGOD Chief
	☐ AO	☐ Atty.	Signature: [Signature]

October 15, 2025

ALL SCHOOLS DIVISION SUPERINTENDENTS

In view of this aforementioned activity, this Office reiterates that the participation of public and private schools is voluntary and shall be subjected to the non-disruption-of-class policy as stipulated in DepEd Order 9, s. 2005 entitled Instituting Measures to Increase Engaged Time-on-task and Ensuring Compliance Therewith.

BENJAMIN D. PARAGAS PhD, CESO III
Director IV / Regional Director



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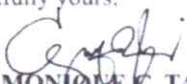
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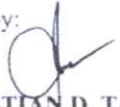
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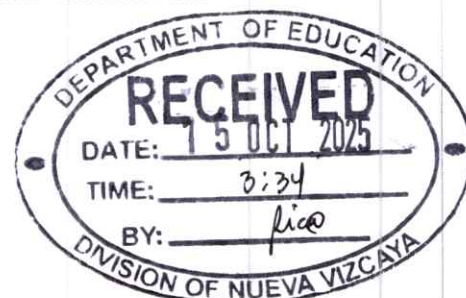
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BENJAMIN D. PARAGAS PhD, CESO III
Director IV / Regional Director



STEMplify: 1st Luzonwide STEM Convention

"STEMplify: Dream, Discover Define."

A. RATIONALE

The 1st Luzonwide STEM Convention, aptly titled "STEMplify", aims to invigorate and inspire both STEM students and teachers across Luzon. The term "STEMplify" is a fusion of "STEM" (Science, Technology, Engineering, and Mathematics) and "amplify," reflecting the convention's core mission: to magnify, strengthen, and accelerate innovation in STEM education, learning, and career pursuits throughout Luzon.

Luzon, with its diverse landscapes, thriving industries, and rich cultural heritage, holds immense potential for advancement in STEM fields. To realize this potential, it is essential that both students and educators across the island are equipped with the skills, knowledge, and drive to excel in an increasingly globalized and technology-driven world. The "STEMplify" convention will serve as a dynamic and interactive platform that unites Luzon's brightest minds—students, teachers, industry professionals, and researchers—to amplify STEM education, ignite innovation, and strengthen collaboration within the STEM community.

The convention will aim to spark excitement and curiosity among students about the vast array of careers in STEM. By showcasing real-world applications of science, technology, engineering, and mathematics, the event will help students connect their classroom learning to tangible career paths, motivating them to pursue further studies and careers in these fields. Interactive exhibits, career talks, and hands-on workshops will highlight how STEM skills are shaping fields such as Health, Engineering, Mental Health, Robotics, Forensic Science, Astronomy, and Mathematics Education across Luzon. "STEMplify" will also serve as a professional development opportunity for STEM educators throughout the island. Teachers will be equipped with new tools, techniques, and teaching strategies to make STEM subjects more engaging, accessible, and relevant to their students. Workshops and seminars on the latest trends in STEM education—such as the integration of technology in teaching, project-based learning, and industry partnerships—will help educators stay current with evolving best practices and foster a culture of innovation in the classroom.

Convention Highlights:

To help us manage the logistics and ensure meaningful participation, we request that your school fill your allotted quota of participants and indicate their chosen breakout sessions in the registration form.

- Breakout Sessions & Hands-on workshops.

TOPIC	PARTICIPANTS EACH SCHOOL
1. Health	4
2. Engineering	3
3. Mental Health	2
4. Robotics	2
5. Forensic Science	2
6. Aviation	3
7. Mathematics Education	2

STEMplify: Dream, Discover, Define

STEMplify: 1st Luzonwide STEM Convention

- Socialization Evening
- Team Building
- Contested Events

EVENT	PARTICIPANTS EACH SCHOOL
Clash of Concepts	3
Infomercial Competition	2 (representative for awarding)
Infographics Competition	2 (representative for awarding)
STEM Olympiad	4 (1 team)
STEM Ms. and Mr. Ambassador and Ambassadors	4 (2 assistants 2 models)
Poslogan Making	1
Photostory Making	1
Coach	3

B. BACKGROUND

The 1st Luzonwide STEM Convention is set to be conducted from November 13-14, 2025. The event shall be conducted face-to-face and will take place at the University of Saint Louis Tuguegarao - Main Campus. The event shall be composed of seven (7) symposia, eight (8) contested events, a socialization night, and team building activity:

SYMPOSIA	CONTESTED EVENTS
Health	a. Clash of Concepts b. Infomercial Competition c. STEM Olympiad d. Ms. and Mr. Ambassador and Ambassadors e. Poslogan Making f. Infographics Competition g. Photostory Competition
Engineering	
Mental Health	
Robotics	
Forensic Science	
Aviation	
Mathematics Education	
Major Events	
STEM Ambassador and Ambassadors	
Team Building Activity	
Socialization Night	

C. OBJECTIVE

The "STEMplify" Luzon-wide STEM Convention will serve as a catalyst for positive change in STEM education and workforce development across the island. By *STEMplify: Dream, Discover, Define*

STEMplify: 1st Luzonwide STEM Convention

engaging students, teachers, and industry professionals in a shared learning experience, the convention will inspire and empower the next generation of STEM leaders while equipping educators with the tools they need to nurture talent. This event will help ensure that Luzon continues to grow as a hub of STEM innovation, producing a skilled and forward-thinking workforce ready to meet the challenges of the future

D. REGISTRATION AND GENERAL GUIDELINES

1. All participants must be bona fide Senior High School students enrolled in the Science, Technology, Engineering and Mathematics Strand or Grade 10 students from either public or private high schools.
2. Each school can register a maximum of 20 participants including students and teachers.
3. The participants must register online first.
4. Payment may be made on-site or online through Gcash or Bank Transfer.
5. A copy of their response will be sent through their email account as a confirmation that the organizing team has received, collected, or recorded their data.
6. After the participant has registered, they may proceed to pay the registration fee. **The registration fee will cover the food and materials to be used during the convention. The fee DOES NOT include accommodation and transportation expenses.**

REGISTRATION FEE FOR PARTICIPANTS	
NUMBER OF PARTICIPANTS	REGISTRATION FEE
USL BES STUDENTS	₱1,000.00
PARTICIPANTS FROM OTHER PRIVATE SCHOOLS	₱1,000.00
PARTICIPANTS FROM PUBLIC SCHOOLS	₱750.00

Payment options:

Option 1: On-site Payment

1. On-site or walk-in registration and online registration fee payment option will be open until **October 27, 2025**.

Option 2: GCash/ Bank Transfer

1. Scan the given QR code through the Official USL-Basic Education School Facebook Page pinned post.
2. Input the amount to be paid, then click on "Next" and "Confirm."
3. Take a screenshot of your successful GCash/ Bank Transfer transaction.
4. Access the Google Form link for Registration Fee Payment provided in the email of the STEM Council after you have successfully paid.
5. Fill out the form accurately and carefully, then upload the proof of payment.
6. The USL-BES STEM Council will provide a copy of your response through your registered email account as a confirmation that your payment for the registration fee is successful.

STEMplify: 1st Luzonwide STEM Convention

7. The STEM Council officers and YES Club officers, and Top 3 STEM Classroom Officers of the University of Saint Louis Tuguegarao are not allowed to participate in any contested events.
8. Participants may only join the specific contested event assigned to them. A separate participant will be designated for each event, and the list of assigned participants will be provided to us upon receipt of the official invitation.
9. Attendance is a must. If the participant fails to show up **fifteen (15) minutes** after the call time, the competition must commence with or without the participant.
10. Each school may have a maximum of three (3) coaches, and each coach may handle multiple contests or competitions. The coach must be a faculty member of the participating school, and shall only serve as a facilitator. He/she must not directly intervene in the event proper, except for the other events requiring the teacher's assistance.
11. If the participant cannot join due to reasonable circumstances, they should notify the organizers immediately and present the replacement of the participant.
12. If there is a competition where participants are required to submit before the exact date of the event proper, the final submission of entries should be submitted on or before the set deadline made by the organizers.
13. The participants should follow disciplinary measures. Failure to do so will result in the deduction of points or disqualification.
14. The judges' decisions are **FINAL** and **IRREVOCABLE**. Any violation of the competition guidelines shall be subjected to disqualification after due deliberation.
15. The winners will be awarded during the closing program of the convention.
16. The students must follow the university's Social Media Policy, and the students must follow the university's dress code.

SPECIFIC GUIDELINES

I. SCIENCE AND MATHEMATICS OLYMPIAD

The Science Olympiad competition is one of the exciting highlights of the 1st Luzonwide STEM Convention: STEMplify! This competition is designed to challenge the scientific knowledge, teamwork, and critical thinking skills of our young STEM enthusiasts from Luzon. There will be one category.

1. Eligibility
 - a. Participants: The competition is open to Grade 10, Grade 11 & 12 students.
 - b. Team Composition: Each team must consist of 4 members.
 - c. Team Representation: A school must submit one team. Teams must be composed of students from the Grade 10, Grade 11 & Grade 12
- Competition Structure
- a. The Science and Math Olympiad consists of two phases:

Phase 1: Elimination Round (Paper and Pencil Test)

- Format: Each member of the team will take an individual quiz.
- Subjects Covered (General Knowledge): The quiz will cover topics from various branches of science, including Physics, Chemistry, Biology, Earth Science, and Environmental Science and topics from various branches of Mathematics.
- Type of Questions: The test will include multiple-choice questions (MCQs) and short-answer questions.
- Scoring: The scores of all three members will be combined to determine the team's total score.
- Top 10 Teams: The top 10 teams with the highest combined scores will advance to the Final Round.

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Phase 2: Final Round (Oral Round)

- Format: Teams will compete in a real-time oral quiz.
- Materials Provided: Each team will be provided with 1 slate board and writing materials.
- Procedure:
 - Teams will have 30 seconds to discuss and write their answers to each question.
 - After the discussion time, teams will present their answers to the judges.
 - The teams shall be ranked based on their total scores in the final round.
 - In the case of a tie, clincher questions shall be given.
- b. Top 3 Teams: The top 3 teams will win trophies, the top 5 teams will receive certificates of recognition.
- 2. Team Composition
 - a. Junior Category: Teams may/must consist of Grade 10 students, Grade 11, or Grade 12 students
- Rules and Regulations
 - b. Phase 1: Each member will take the quiz individually in the elimination round. Scores will be tallied separately and combined for the team's total.
 - c. Phase 2: Teamwork is essential. Every member must actively contribute during the oral round.
 - d. No External Help: No reference materials, electronic devices, or assistance will be allowed during both phases of the competition.
 - e. Time Limits: Teams must answer within the given time limits during both the written and oral rounds. Failure to adhere to time limits may result in point deductions.
 - f. Academic Integrity: Any form of dishonesty, including cheating or plagiarism, will result in disqualification.
- 3. Prizes and Recognition
 - a. Top 5 Finalists: The top 5 teams will receive Certificates of Recognition.
 - b. Top 3 Winners: The top 3 teams will receive Trophies to recognize their excellence in the competition.
- 4. For further inquiries or additional information about the Science and Mathematics Olympiad, please contact the event coordinators at stemcouncilusl@gmail.com.

II. POSLOGAN

One of the creative highlights of the **1st Luzonwide STEM Convention: STEMplify!**

This competition challenges students to combine artistry with scientific and mathematical concepts. Participants will design an original poster that creatively promotes the value of Science, Technology, Engineering, and Mathematics in shaping the future.

1. Eligibility
 - a. Each school shall have only one (1) representative, whether from Grade 10 (JHS) or Grades 11–12 (SHS). They will be paired up with other school and will work as dyads.
 - b. Open to students from Luzon.
2. Materials (to be provided by contestants):

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- a. $\frac{1}{4}$ Illustration board
- b. Marker
- c. Any coloring material
- d. Pencil

Participants may also bring their own **erasers, sharpeners, rulers**, and other necessary tools.

3. Contest Guidelines

- a. The slogan must be done **freehand** and created **on the spot** within the allotted contest time.
- b. The entry must interpret and emphasize the theme:
"STEM in Action: Dream, Discover, Define"
- c. All entries must be **original**. Any form of plagiarism or copied content will result in **disqualification**.

4. Judging Criteria

Originality	30%
Concept & Relevance to the Theme	30%
Neatness and Overall Visual Impact	20%
Creativity Technique	20%
TOTAL	100%

III. CLASH OF CONCEPTS

The Clash of Concepts competition at the STEMplify: 1st Luzonwide STEM Convention challenges students' adaptability, creativity, and critical thinking by using materials found within their local environment to create models or prototypes. This activity aims to enhance students' ability to innovate and problem-solve, encouraging them to think outside the box while promoting teamwork and resourcefulness.

1. Eligibility
 - a. Each school may be represented by 1 competing team. The team may/must be composed of Grade 10, Grade 11 & Grade 12 students.
 - b. Each team shall consist of three (3) participants.
 - c. Teams are to be assigned by their teacher, ensuring that they represent their respective class or school.
2. Each participating school will be required to bring and showcase a prototype during the presentation, serving as the highlight of their participation in the event
3. The prototype must embody creativity and originality, demonstrating innovation in the field of Science, Technology, Engineering, and Mathematics (STEM).
4. Event Format

Location: All teams will gather at the outdoor covered court on the designated date and time.

Setup: Each team will be assigned a table with the necessary materials and workspace.

Presentation: After the allotted time, each team will present their product/prototype to the board of judges and the audience.

Judging and Testing: The judges, with the assistance of the organizers, will test the prototypes/products in front of the audience. The testing process will demonstrate the functionality and creativity of each team's output.
5. Judging Criteria

Functionality and Practicality	20%
Creativity and Innovation	20%

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Design and Aesthetics	20%
Craftsmanship	20%
Presentation/ Delivery	20%
TOTAL	100%

6. Awards and Recognition

- Top 3 Winners: The top three teams will be awarded certificates and prizes for their exceptional work.
- Certificates of Participation: All participants will receive certificates of participation in recognition of their efforts.

IV. THE INFOMERCIAL MAKING COMPETITION

This contest aims to challenge students' creativity, communication, and technical skills in producing engaging and informative videos that encourage their peers to pursue the STEM strand and future careers in Science, Technology, Engineering, and Mathematics. This competition provides an exciting platform for students to express their passion for STEM and inspire others to follow a similar path.

1. Eligibility

- The competition is open to STEM students from Luzon.
- Each entry must consist of a group of 3-5 students.
- Students may participate in teams from their school or form a group from different schools, as long as they are from the same region.
- Each school may submit one entry to the competition.

2. Theme

- The primary goal of the infomercial is to encourage students to take up STEM strand and explore future STEM career paths.
- The infomercial should focus on the benefits of choosing a STEM education and showcase the opportunities available in STEM fields.
- Along with the benefits, the infomercial should also showcase the advocacy of their STEM Ambassador and Ambassadors.
- Teams should creatively highlight the various career paths in Science, Technology, Engineering, and Mathematics, using real-world examples, success stories, or STEM innovations.
- Along with the benefits, the infomercial should also showcase the advocacy of their STEM Ambassador and Ambassadors from each participating school. Highlight their advocacies, achievements, and how they serve as role models for promoting STEM.

3. Video Guidelines

- Length – The infomercial video should be between 2 to 3 minutes in length. Strictly no more than 3 minutes; videos exceeding this time limit will be disqualified.
- Format – The video should be submitted in MP4 or MOV format. The video resolution should be HD (1280x720) or higher. Ensure the video has clear audio and that the sound quality is sufficient for audience understanding.
- Content and Style
 - Engaging and Informative: The infomercial should be entertaining, informative, and inspiring, with a balance of factual content and creative storytelling.
 - Clear Message: The central message should focus on why students should consider taking the STEM strand and pursuing a career in STEM. Key points to emphasize include:
 - The diverse career opportunities within STEM.
 - The relevance of STEM in today's world and future innovations.

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- c. Personal benefits of a STEM education, such as critical thinking, problem-solving, and high earning potential.
 - iii. Visual Appeal: Use visuals, animations, or real-life examples of STEM professionals in action (e.g., engineers, scientists, doctors, programmers).
 - iv. Target Audience: The video should be aimed at junior high school (Grade 7-10) students who are considering their future academic and career paths.
 - d. Creativity and Originality – Creativity in both content and presentation is highly encouraged. Teams are welcome to use humor, animation, dramatic reenactments, interviews with STEM professionals, or visual effects. Avoid plagiarism. All content (scripts, music, images, etc.) should be original or appropriately credited.
4. Technical Guidelines
- a. Audio and Music – Ensure the audio is clear and easily understandable. Avoid background noise or distractions. Royalty-free music or original compositions should be used if music is included in the video. Ensure that any music used is licensed or has permission for use.
 - b. Credits and References – Include a credits section at the end of the video listing all the team members and any resources (e.g., music, images, stock footage) that were used. Acknowledge any external help or materials used in the creation of the video.
 - c. Language – The video should be in English or Filipino, or a combination of both, depending on what best suits the message and target audience. Ensure clarity in both spoken words and on-screen text (if applicable).
 - d. Submission Requirements
 - e. Video Submission: The video must be submitted by email to stemcouncilust@gmail.com.
 - f. File Naming: The video file should be named as follows: [SchoolName_TeamName_Infomercial].
 - g. Deadline: All entries must be submitted by February 22, 2025. Late submissions will not be accepted.
 - h. Teams must include in the submission email the ff:
 - Team members' names and contact information.
 - School name and contact information.
 - Brief description of the video content and concept (max. 200 words).
 - i. Awards and Recognition
 - j. Top 3 Winners: The top three teams will receive certificates of recognition and trophies.
 - k. Special Awards: Special awards may be given for categories such as Best Use of Animation, Most Creative Video, or Best Cinematography.
 - l. Certificates of Participation: All participants will receive a certificate of participation.
 - m. General Rules
 - n. Respect Copyright: Ensure that all materials (images, music, videos, etc.) used in the video are either original, licensed, or public domain. Any form of plagiarism will result in disqualification.
 - o. Respectful Content: The content of the video should be appropriate for a school environment. Offensive, inappropriate, or insensitive content will not be tolerated.

5. Judging Criteria

- a. The judges will evaluate the videos based on the following criteria:

Creativity and Originality	30%
Clarity and Message	30%
Visual and Audio Quality	20%

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Engagement and Appeal	10%
Adherence to Theme	10%
TOTAL	100%

V. The STEM Ambassador and Ambassadors

This contest aims to officially recognize and empower students chosen to serve in their school and community. These individuals are expected not only to promote interest and involvement in Science, Technology, Engineering, and Mathematics, but also to exemplify and uphold the core values of integrity, innovation, and leadership. Through their actions and influence, they will inspire their peers, support STEM initiatives, and help build a culture of curiosity, collaboration, and excellence.

1. Eligibility
 - a. Each school shall assign four (4) representatives, mainly consisting of two (2) models and two (2) assistants.
 - b. The models should consist of one (1) male and one (1) female.
2. Preliminaries
 - a. Preliminaries will be conducted online through 5-minute breakout session interviews. Each participant will receive their Google Meet link via email prior to the scheduled interview time. This format allows for a convenient and efficient evaluation before the main contest.
3. Intermission and Advocacy Segment
 - a. This will be held in the afternoon of the 2nd day
 - b. Each model will wear a plain white shirt
 - c. Each model shall introduce themselves and deliver a 40-second STEM advocacy message, highlighting how they aim to inspire others, contribute to STEM awareness, or serve as role models in their school and community.
4. Uniform Attire Segment
 - a. Each model shall wear their school uniform, representing their identity and pride as student leaders.
5. Q & A Segment
 - a. Each model shall wear their formal Filipino attire (Barong for Male, Filipiniana for Female), signifying dignity, responsibility, and leadership.
 - b. Each model will be asked one (1) STEM-themed or values-based question to assess their critical thinking, understanding of STEM's role in society, and ability to uphold the core values of the program; integrity, innovation, collaboration, and service.
 - c. During each question, the models are only allowed to answer within 1 minute.
5. Judging Criteria

Creativity and Originality	25%
Adherence to Codes/Instructions	20%
Craftsmanship & Overall Appearance	20%
Advocacy Message Delivery	15%
Q&A Portion	10%
Stage Presence	10%
TOTAL	100%

VI. Photostory

1. Theme & Storyline
 - a. Choose a clear theme or narrative (e.g., "A Day in the Market," "Life of a Street Vendor," "School Spirit").

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- b. Story must be told visually — each photo should contribute to the plot or message.
 - c. Keep a coherent sequence (beginning, middle, end) so the audience can follow without lengthy text explanations
2. Photography Rules (Traditional Standards)
 - a. Use varied shots:
 - Establishing/Wide Shot – shows the setting.
 - Medium Shot – focuses on people or main subjects.
 - Close-Up – captures details or emotions.
 - Apply the Rule of Thirds for composition.
 - Avoid distracting backgrounds; keep focus on the subject.
 - Use natural light as much as possible; avoid harsh shadows.
 - Make sure photos are sharp and well-exposed — no blurry or overexposed images unless intentionally for artistic effect.
3. Technical Restrictions (Your Added Rule)
 - a. Allowed Devices: Digital camera or smartphone.
 - b. Maximum Camera Resolution: 20 megapixels (MP) or below — no professional high-MP cameras.
 - c. Time Limits:
 - Photo Shooting: 1 hour maximum.
 - Photo Editing: 1 hour maximum.
 - Editing should enhance clarity and color only — no excessive digital manipulation that alters the truth of the story.
4. Editing Guidelines
 - a. Adjust brightness, contrast, and sharpness only as needed.
 - b. Maintain the authenticity of the moment; do not add or remove key elements.
 - c. Crop only if it improves framing and focus.
 - d. Avoid heavy filters that distort the reality of the scene.
5. Presentation
 - a. Arrange photos in a logical order (chronological or thematic).
 - b. Include a short caption for each photo (1–2 sentences) explaining its context.
 - c. Title your photo story to reflect its essence.
6. Submission Requirements
 - a. Submit 5–8 photos as your final sequence.
 - b. Attach a brief written summary (150–200 words) explaining the story's concept and message.
 - c. File format: JPEG or PNG, resolution optimized for viewing (no more than 1080p width for digital presentation).
7. Judging Criteria

Theme and storyline	25%
Visual Appeal	25%
Adherence to Technical Restrictions	20%
Presentation	15%
Written Delivery	10%
Creativity and Originality	5%
TOTAL	100%

VII. INFOGRAPHICS

1. Theme & Content
 - a. Each school/team shall submit one (1) infographic entry, created by a group of three (3) students.

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- b. The infographic must highlight future careers or technologies that rely on STEM, such as space tourism, nanomedicine, quantum computing, climate engineering, and other related fields.
- c. A creative title must be included in every entry.
- d. Language: English or Tagalog is allowed.

2. Technical Guidelines

- a. Format & Size: Infographics must be in PNG format, A4 size.
- b. Originality: All entries must be student-made, original, and free from plagiarism.
- c. Presentation Style: Design should be visually appealing, informative, and easy to understand at a glance.

3. Submission Requirements

- a. Only one (1) entry per school/team is allowed.
- b. The file must be submitted in the required PNG, A4 format.
- c. The Top 3 entries will be announced and awarded during the Awarding

4. Judging Criteria

<i>Visual Design</i>	40%
<i>Relevance</i>	30%
<i>Originality</i>	20%
<i>Message and Impact</i>	10%
TOTAL	100%



PROPOSED PROGRAMME

TIME	ACTIVITY	SPEAKER / FACILITATOR
DAY 1 (NOVEMBER 13, 2025)		
7:15 A.M. - 7:30 A.M.	Arrival/Assembly & Registration	STEM COUNCIL and Organizing Committee
7:30 A.M. - 8:45 A.M.	Opening Program	
	I. Doxology	CCA-BES Music Team
	II. Philippine National Anthem	CCA-BES Music Team
	III. Energizer (Flashmob)	CCA-BES Dance Troupe, STEM COUNCIL Officers and Moderators
	Welcome Remarks	Luisa B. Aquino, Ed.D. <i>Vice President for Academics</i>
	Inspirational Message	Rev. Fr. Macwayne N. Maniwang, CICM, Ph.D. <i>University President</i>
8:45 A.M. - 9:15 A.M.	Break	
9:15 A.M. - 12:00 P.M.	Contested Events a. Clash of Concepts b. Infomercial Competition c. STEM Olympiad d. Poslogan Making e. Infographics Competition f. Photostory Competition	Emcees and Assigned Facilitators
12:00 NN - 1:00 P.M.	Lunch Break	
1:00 P.M. - 3:00 P.M.	Arrival/Assembly & Registration	STEM COUNCIL and Organizing Committee
1:30 P.M. - 3:30 P.M.	Breakout Session	
	<i>Nurturing Tomorrow's Healers: Inspiring STEM Youth Through Doctor to the Barrios</i> Venue: SM Downtown	Alonndra Ayze T. Siggayao STEM-Health Council Treasurer Josanna Cassandra L. Taguinod Young Enthusiast of Science Communications Head
	<i>Bridging Vision and Reality: Exploring Engineering Concepts through AutoCAD Mastery and Scaled Miniature Models</i> Venue: Bulwagang Teodulfo Domingo	John David G. Tabao STEM-Non Health P.I.O. Krishna Ann Jelai A. Bosi STEM-Non Health Auditor



	<i>Exploring Vedic Math and Calculator Techniques for Quicks Thinking</i> Venue: N-Hall	Vana Kassandra A. Tan Gana Young Enthusiast of Science P.I.O William Joshua M. Sim Young Enthusiast of Science Arts and Design Assistant Head
	<i>Crack the Case : Careers in Forensics and Crime Solving</i> Venue: BCJ Campus	Atashia Jhudiel T. Calubaquib STEM-Health Council Secretary Mandy Aggabao STEM-Health Auditor
	<i>Code to Create: Shaping the Future with Robotics</i> Venue: JHS AVR	Yani Gcel G. Somera STEM-Health Council Peace Officer Jaden Ivan Christopher O. Perez STEM-Health Council Logistics
	<i>Fight Plan to Success: Exploring Careers in Aviation</i> Venue: USL Gymnasium	Queen Ashley T. Corpuz Alliance of Math Enthusiasts Treasurer Ma Janelle T. Ballad Alliance of Math Enthusiasts Member
3:00 P.M. - 4:30 P.M.	<i>Preparation for Socialization Night</i>	
4:30 P.M. - 5:00 P.M.	Arrival/Assembly & Registration	STEM COUNCIL and Organizing Committee
5:00 P.M. - 8:30 P.M.	<i>Socialization Night</i>	Emcees and Assigned Facilitators
	I. Opening Prayer	Jacel Avery Shae B. Aquilo Alliance of Math Enthusiasts President
	II. Opening Remarks	Darwin F. Dumlao, MST Assistant Principal for Academics, USLT-BES
	III. Unity Dance	STEM COUNCIL and Organizing Committee
	IV. Early Dinner	
	V. Announcement of Winners	Marvin C. Baccay, MST Science Area, USLT-BES
	VI. Intermission Number	Selected STEM Students
	VII. Closing Remarks	Rosel B. Gannaban, MAEd Mathematics Area Head, USLT-BES
	VIII. Closing Prayer	Farah Bianca Camarauan Alliance of Math Enthusiasts Vice President



TIME	ACTIVITY	SPEAKER / FACILITATOR
DAY 2 (NOVEMBER 14, 2025)		
7:15 A.M. - 7:30 A.M.	Arrival/Assembly	STEM COUNCIL and Organizing Committee
7:30 A.M. - 8:00 A.M.	Registration	STEM COUNCIL and Organizing Committee
7:30 A.M.-12:00 P.M.	Team Building	Assigned Facilitators
7:30 A.M.-12:00 P.M.	STEM Ambassadors and Ambassador	Assigned Facilitators
	I. Opening Prayer	Keith Bua-Ay Young Enthusiasts of Science Vice President
	II. Opening Remarks	Emily T. Mabborang, Ph.D. <i>Assistant Vice President for Basic Education/ Principal</i>
	III. Introduction of Judges	
	IV. Presentation	
	a. Intermission and Advocacy (in White Shirt Attire)	
	b. Uniform Attire	
	c. Ice Breaker	
	d. Q & A (in Barong and Filipiniana Attire)	
	V. Awarding	
	VI. Closing Remarks	Bryan F. Arugay, LPT Science Area Head
	VII. Closing Prayer	Thea Monique C. Talosig STEM-NH Council Governor
12:00 NN - 1:00 P.M.	Lunch Break	
1:00 P.M. - 1:15 P.M.	Arrival/Assembly	STEM COUNCIL and Organizing Committee
1:15 P.M. - 5:30 P.M.	Awarding Ceremony	Emcees and Assigned Facilitators
	I. Opening Prayer	Reyn Gerard T. Daracan STEM-NH Council Treasurer
	II. Opening Remarks	Thea Monique C. Talosig STEM-NH Council Governor
	V. Awarding	



TIME	ACTIVITY	SPEAKER / FACILITATOR
DAY 2 (NOVEMBER 14, 2025)		
7:15 A.M. - 7:30 A.M.	Arrival/Assembly	STEM COUNCIL and Organizing Committee
	VI. Closing Remarks	Shekinah Cassy S. Maribbay STEM-H Council Governor
	VII. Closing Prayer	Ma. Jamaica B. Liban STEM-NH Council Secretary

MASTERS OF CEREMONY
CHARLES GERALDWIN S. BAUTISTA, MST and RUSKIN VINCENT T. RIAZONDA, LPT



Breakdown of Expenses STEMplify STEM CONVENTION	
Day 1 (November 13)	
AM SNACKS	
Robins Bakeshop	25
Minute Maid	10
	35
LUNCH	
Bento Box	120
Water	10
	130
PM SNACKS	
Robins Bakeshop	25
Minute Maid	10
	35
DINNER SOCNIGHT	
Catering	500
Day 1 total:	700
Day 2 (November 14)	
AM SNACKS	
Robins Bakeshop	25
Minute Maid	10
	35
LUNCH	
Jollibee	120
Water	10
	130
PM SNACKS	
Robins Bakeshop	25
Minute Maid	10
	35
KITS	100
Day 2 total:	300
TOTAL:	1000