



Republic of the Philippines
 Department of Education
 Region IV-A CALABARZON
 Division of Cavite



RECORDS SECTION

7:16
 8/30/18 C-14720

CARMONA NATIONAL HIGH SCHOOL
 Araling Panlipunan Department

KABAYANI CLUB



August 9, 2018

CHERRYLOU D. REPIA
 Schools Division Superintendent
 DepEd, Region IV-A
 Trece Martires City, Cavite

Thru: **EMILY R. QUINTOS**
 EPS Araling Panlipunan

Madame,

The **KABAYANI CLUB** of Carmona National High School will launch its TNT DigiTropa Passion project Inobatibong Pag-aaral ng Araling Panlipunan (iPAP) on September 19, 2018. As part of the event, different activities will be held. One of such events is the AP Hotseat mobile game competition. This event will also serve as post-celebration of the National Heroes Day in Araling Panlipunan Department of Carmona National High School (CNHS).

In relation to this, we would like to request for assistance in inviting four (4) students from each of the junior high schools in the division of Cavite. Attached herewith are the contestant qualification, contest mechanics, and other pre-contest requirements.

Please feel free to contact Mr. Linuel N. Mabasa – Kabayani Club Adviser at 09997985641 for more details.

We are hoping for your favorable response. Thank you very much.

Respectfully,

CRISTALYN ESPAÑOLA
 President, KABAYANI Club

Noted by:

LINUEL N. MABASA
 Adviser, Kabayani Club

GLENN A. JARDIN
 TNT Representative

CHONA Q. ECOSURA
 Head, Araling Panlipunan Department

ONIE VILLANUEVA
 OIC, Principal / Head Teacher VI

TO: **All Concerned**

September 14, 2018

For your information, and guidance of all concerned.

CHERRYLOU D. REPIA
 Schools Division Superintendent



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AP HOTSEAT MOBILE GAME COMPETITION

Background

AP Hotseat is a mobile game application developed for Kabayani – Project Application for Social Studies (K-PASS) under the Inobatibong Pag-aaral ng Araling Panlipunan (iPAP) project of Kabayani which won First Prize in the TNT DigiTropa Passion Project Competition sponsored by Smart Communications Incorporated last March 1, 2018.

AP Hotseat is based on the popular television game show “Who Wants to be A Millionaire?” The items included in this game are taken from the following student modules and textbooks in Araling Panlipunan: (a) Asya: Pagkakaisa sa Gitna ng Pagkakaiba – Modyul Para sa Mag-aaral, Unang Edisyon (2014); (b) Asya Pag-usbong ng Kabihasnan – Batayang Aklat (Mateo, et al, 2010); (c) Kasaysayan ng Daigdig: Batayang Aklat sa Araling Panlipunan Ikatlong Taon (Mateo, et al, 2012); (d) Ekonomiks: Araling Panlipunan Modyul para sa Mag-aaral – Unang Edisyon (2015); at (e) Mga Kontemporaryong Isyu Modyul para sa Mag-aaral.

Contestants' Qualifications and Requirements

1. Must be a bonafide student enrolled in the Junior High School in the Division of Cavite
2. The team should be composed of four (4) students – one from each grade level that is one (1) representative from Grade 7, 1 from Grade 8, 1 from Grade 9 and 1 from Grade 10.
3. Each of the contestants should own an android mobile phone.
4. Each contestant should be SMART/TNT/SUN cellular subscriber
5. Registration is free.

Mechanics

1. There are four versions of the game applications namely AP7 Hotseat, AP8 Hotseat, AP9 Hotseat and AP10 Hotseat. The contestants shall install the game application on their mobile phone depending on their grade level.
2. There will be three (3) rounds of play namely trial round, solo round and team play round
3. For solo round, each contestant will play the game assigned to their grade level without the help of his/her teammates. Grade 7 contestants will be the first to compete, followed by Grade 8, Grade 9, and then Grade 10. The scores of the each member of the team will be added to get the total score of the team for this round.
4. Only the top (5) teams will enter the Team Play round.
5. In case of a tie at the fifth rank or any rank, both or all of the teams will enter the next round. Entering the next round shall be based on the scores not the number of teams.
6. For the Team Play round, each contestant will play the game assigned to their grade level with the help of their teammates. The game for grade 7 will be played first followed after by games for grade 8, grade 9, and grade 10.
7. The scores of each player will be added to get the total team score.
8. The scores will be ranked from highest to lowest. The highest team score will be declared the first place, the second highest will be the second place and the third highest as the third place winners.
9. In case of a tie, in any of the three highest places, a tie-breaker round will be played.

Awards and Certificate

1. First Place will receive the following
 - a. Cash Prize = P5,000
 - b. Certificate of Recognition
 - c. Medals
2. Second Place will receive the following
 - a. Cash Prize = P3000
 - b. Certificate of Recognition
 - c. Medals
3. Third Place will receive the following
 - a. Cash Prize = P1500
 - b. Certificate of Recognition
 - c. Medals
4. Non-Winners
 - a. Certificate of Participation

Miscellaneous

1. Each team will be allowed to bring a chaperon.
2. Each team should bring their own food and drinks.