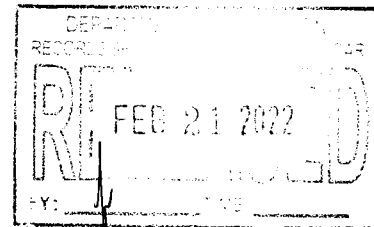




Republic of the Philippines
Department of Education
CORDILLERA ADMINISTRATIVE REGION
Wangal, La Trinidad, Benguet



February 17, 2022

ADVISORY
NO. 018-2022


GLOBAL LEAGUE OF WINNERS

The Global League of Winners, Inc. (GLOW) is inviting all schools to join in the international competitions on Newtonian International Physics Olympiad Competition (NIPOC) and the International Youth STEM Tournament (IYST) which shall be held online.

Attached is the invitation letter and guidebook for each competition for your reference.

Immediate and widest dissemination of this Advisory is directed.


ESTELA LEON-CARIÑO EdD, CESO III

Director IV/Regional Director 

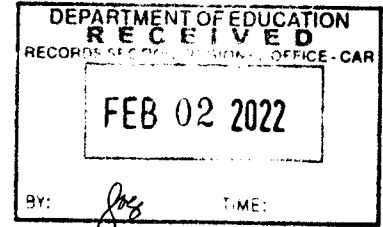




GLOBAL LEAGUE OF WINNERS INC.

January 28, 2022

HON. ESTELA L. CARIÑO
DepEd CAR Director
Wangal, La Trinidad, Benguet



Thru: Education Program Supervisor (Science)

Dear Director,

Warm greetings!

Global League of Winners, Inc. (GLOW) is a non-stock and non-profit organization, with Securities and Exchange Commission (SEC) Registration No. 2021110033940-15, that is committed to equip our young learners with the academic skills and mindset to thrive on the competitive world through extensive trainings and international contests. To attain this mission, GLOW launched the different international academic competitions listed below and partnered with more than twenty (20) countries all over the world to collaborate in these projects.

In connection with this, we cordially invite schools under your jurisdiction to encourage their learners to join and compete in the competitions listed below which shall be held **ONLINE** on the given dates.

International Competition	Participants	National/International Round	Host Country
NIPOC - Newtonian International Physics Olympiad Competition	Kinder to Grade 12	February 26, 2022 March 5, 2022	OCSO Worldwide
IYST – International Youth STEM Tournament (Research Project, Science Short Movie, Idea and Innovation, Fun Experiment, Robotics)	Grade 4 to 12 (By Team of 2 Learners)	March 27 – April 1, 2022	OCSO Worldwide

For reference, the guidebook for each competition are attached hereto. ✓

GLOW also gives Certificate of Recognition to all concerned DepEd Division Heads and Program Supervisors who are in direct supervision on winning schools and learners.

With this representation, the undersigned sincerely appreciate if you could issue and disseminate an **ADVISORY** for the above listed programs for a greater participation from your region.

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www.glowincph.org



GLOBAL LEAGUE OF WINNERS INC.

For further information and inquiries, please contact:

ENGR. ELIZABETH M. RODRIGUEZ or SIR JOSE MICHAEL C. GAJE

Contact Numbers: +639473348908 / +6309060924068 / +639989934198

Email: glowinc.sec@gmail.com

Website: www.glowincph.org

Facebook page: GLOW, Inc.

Thank you very much and more power!


STEPHEN RAYMUND T. JINON, PhD
GLOW President



GLOBAL LEAGUE OF WINNERS INC.



Virtual Edition



Guidebook NIPOC 2022

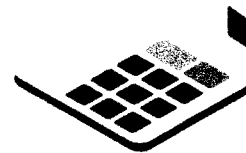
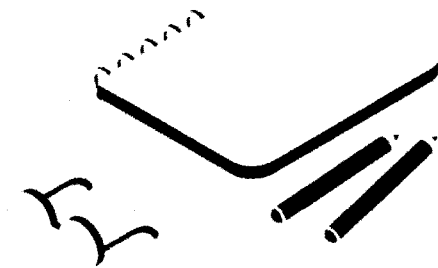
Newtonian International Physics Olympiad Challenge
(Indonesia)

Organizer by :



What is NIPOC?

NIPOC (Newtonian International Physics Olympiad Challenge) is an online international Physics competition. This competition is organized by the Organizing Center for STEM Olympiad (OCSO), a non-profit organization in the field of STEM development in the world.



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OBJECTIVE



The objectives of the NIPPOC are:

- Fostering a positive attitude, especially in terms of critical thinking and being scientific through the challenges of solving Physics problems.
- Give birth to the best students in the field of Physics who are ready to compete at the international level.



PARTICIPANT 'TERMS and CONDITIONS



- Participants are students in grades 7,8,9,10,11,and 12
- Participants have never won an International Physics Olympiad gold medal
- Participants can represent schools or individuals.
- Participants are required to provide a stable internet network.
- Participants are required to have a mentor teacher who comes from the School or Guidance Institution.
- Participants must have a WhatsApp number as a means of communication and coordination between the committee and participants.



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PARTICIPANT CATEGORY

Category A :
Grade 7,8 and 9

Category B :
Grade 10,11 and 12



COMPETITION MECHANISM

Round 1 : Semi final

(Participants work on 25 questions in 90 minutes online)



Round 2 : Final

(Participants work on 30 questions in 120 minutes online)





GLOBAL LEAGUE OF WINNERS INC.

TIMELINE

Time	Agenda
December 1 st , 2021– February 20 th , 2022	Online Registration via web ocsolympiad.org or bit.ly/reg_nipoc2022
February 23 rd , 2022	Payment Deadline
February 26 th , 2022	Round 1 : Semi final
February 28 th , 2022	Finalist Announcement
March 5 th , 2022	Round 2 : Final
March 8 th , 2022	Awarding Ceremony



REGISTRATION FEE

Nominal	Transfer
---------	----------

Php 1300/Person

Use GLOW BDO or GCASH account.

Note :

We advise that you make payment using SEND MONEY menu thru GCASH to our GCASH Account or BANK TRANSFER thru GCASH to our BDO Account.





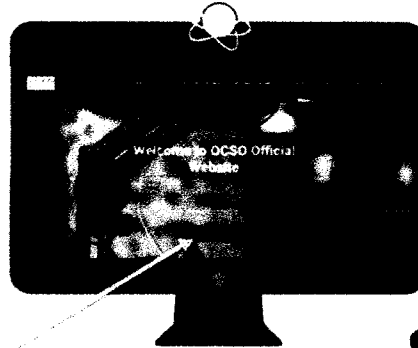
GLOBAL LEAGUE OF WINNERS INC.



HOW TO REGISTER

You can visit the web: www.glowincph.org
or GLOW, Inc. Facebook page to get the
Jotform link.

<https://www.jotform.com/build/220021652559450>



KLICK

FF

AWARD

Award Category *	Presentation	Reward
Grand Award	Top 1 of each category	Trophy
Main Award	Gold (10%), Silver (20%), Bronze (35%) and Honorable mention (35%)	Medals and Certificates
Special Award	Awarded from the organizing partner organization	e-certificate

* Only Finalist



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CONTACT

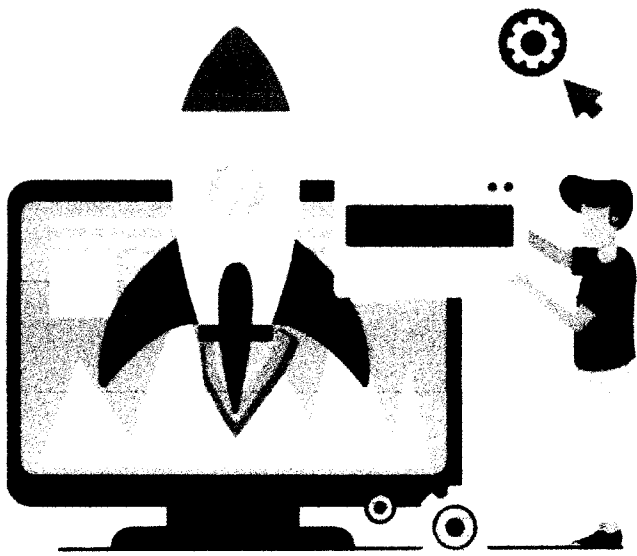
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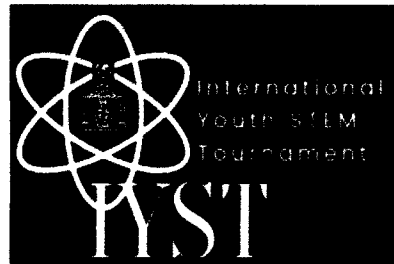





GLOBAL LEAGUE OF WINNERS INC.



Guidebook



Organized by:  **OCESO**

In partnership with: **GLOW, Inc.**



BACKGROUND

STEM is a curriculum based on the idea of educating students in four specific disciplines – **science, technology, engineering and mathematics** – in an interdisciplinary and applied approach. Rather than teach the four disciplines as separate and discrete subjects, STEM integrates them into a cohesive learning paradigm based on real-world applications.

During this pandemic, the **Organizing Center for STEM Olympiad (OCESO)** held a STEM competition to accommodate the younger generation to do fun STEM activities.

International Youth STEM Tournament (IYST) is a STEM application competition for students consisting of several competition segments namely, **Research project, Science Short Movie, Ideas and Innovation, Fun Experiment and Robotic.**

This competition is held virtually with a virtual exhibition mechanism via YouTube and Zoom.



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OBJECTIVES

01 Improve STEMability

The development of the world depends on the application of STEM. This competition is designed to improve STEM skills in the younger generation

02 Applying STEMlearning in Competition

STEM learning applied in competition so that students can further explore their abilities in STEM



CATEGORIES

01 RESEARCH PROJECTS (RP)

in the form of a research project in the STEM field as outlined in a full paper and video presentation

04 FUN EXPERIMENT (FE)

make fun experiments in the form of short videos that can be published to everyone

02 SCIENCE SHORT MOVIE (SSM)

An interesting STEM movie with a maximum duration of 6 minutes. Created creatively and meaningfully

05 ROBOTICS (RB)

Make a robot that has interesting functions

03 IDEA & INNOVATION (I&I)

Express ideas about innovation and how STEM can provide solutions for the environment and society at large





GLOBAL LEAGUE OF WINNERS INC.

PARTICIPANTS

ELEMENTARY

Grades 4 to 6

JUNIOR HIGH SCHOOL

Grades 7 to 10

SENIOR HIGH SCHOOL

Grades 11 to 12

COLLEGE (Any Course)

22 years old or younger



GENERAL PROVISION

A student participant must be in elementary, junior, senior high school or college student aged 9 to 22 years old :

- Each team shall consist of two (2) students.
- Each participant is allowed to be listed in two (2) projects only.
- Each team is allowed to submit one (1) project only.
- Each team must register a mentor/teacher.
- A Mentor/Teacher must come from the same school.





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REQUIREMENTS

1. **Video Presentation** (all categories *)
2. **Papers** (for Research projects)
3. **Essay** (for Idea and Innovation)
4. **Project Description** (for short science movie, fun experiment, robotics)

GUIDE FOR PRESENTATION VIDEO

- Each participating team is required to make a video presentation of their project.
- Video presentations shall be up to 5 minutes long.
- Videos are stored on a Drive, then a link shall be uploaded on the registration form.
- The presentation video does not contain copyright-infringing music.
- The full rights to the video presentation shall be given to the competition committee.
- Videos shall be uploaded on YouTube and must get at least 200 likes and viewers.



GUIDELINES

GUIDE FOR FULL PAPER

To make a full paper, please download the template via the following link:

https://bit.ly/paper_hyst2022

GUIDE FOR ESSAY

There are no specific provisions in making an essay, please adapt the general standard.

GUIDE FOR PROJECT DESCRIPTION

- Description should not exceed one A4 page
- Save file in .pdf format
- Font must be Times New Roman Size 12
- Max. of 500 words
- Abstract should include: Project Title, Participants' Names, Institution/ Organisation / School / Country, Email Address, Introduction / Summary of the project, Conclusion, Keywords



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AWARDS

OCSSO



20 %

GOLD



35 %

SILVER



45 %

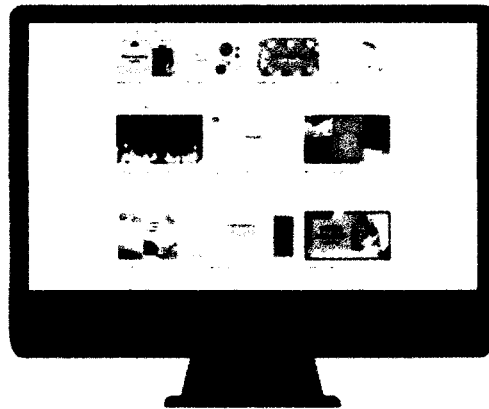
BRONZE

CONTACTS

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Email :
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OCSSO



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REGISTRATION FEE

Packet	Fee	Facility
A	50 USD/Team	Only e-certificate
B	150 USD/Team	2 medal, shipping cost, certificate

PAYMENT METHOD

The complete transfer mechanism will be provided in the **INVOICE**.



REGISTRATION LINK



<https://www.jotform.com/build/220242647501446>





GLOBAL LEAGUE OF WINNERS INC.

TIMELINE

Registration

Deadline until
March 21, 2022

Part 1

Payment

Payment Deadline
March 25, 2022

Part 2

Opening & Technical Meeting

March 27, 2021
via Zoom Meeting

Part 3



TIMELINE

Judging Session

March 28th-30th, 2022
for RP and I&I

Part 4

Project Appraisal

March 28th-30th, 2022
for SSM, FE and RB

Part 5

AWARDING CEREMONIES

April 1st, 2022



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AWARDS

OCSO



20 %

GOLD



35 %

SILVER



45 %

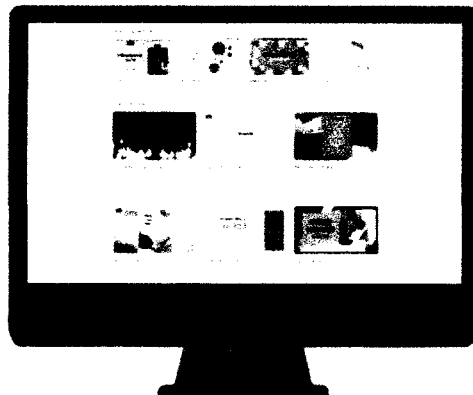
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