



Chrysanthemum Village Elementary School

Activity Report

MAY 18 & 22, 2023



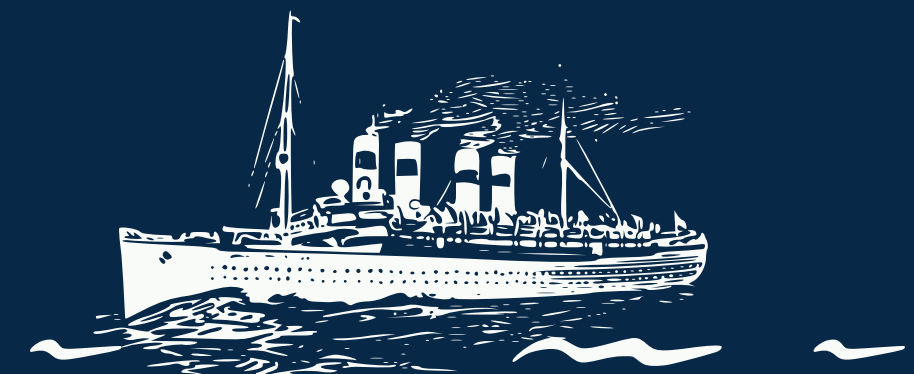


INTRODUCTION

In accordance to the implementation and integration of Adopt a Ship Program, **Chrysanthemum Village Elementary School (CVES)** came up with an interactive and fun learning activity for the Grade 5 students in particular, in order to expand their knowledge, rational thinking and understanding about various questions about geography, situational and real life events about shipping and any other maritime related information. With the objective of supporting the learning and cognitive skill development of their students, a Family Feud inspired game called ***“Battle of the Brains”*** was held on **May 18, 2023** at the **CVES campus**.

The activity aims to provide ample opportunity for children to practice and enhance the value of adaptation, problem solving, interaction, logical thinking, creativity, teamwork, and sportsmanship. By incorporating the lessons learned in the Adopt a Ship Program into the game, the students were given a platform to enrich the reinforcement of their knowledge and to ensure that they retain this knowledge over time. The questions basically revolved around the lessons students have taken up in their classes and any other information that the assigned Officer onboard had sent to them as part of the weekly exchange of communication during the integration of Adopt a Ship program in their Araling Panlipunan (Social Science) subject.

The game was participated by 100 students from different sections who went through eliminations. 75 students managed to enter the semi-final round and from there, 50 students qualified to play for the final round. Subsequently, these 50 students were grouped into two (2) teams with five (5) members each team.



ACTIVITY SCHEDULE

The activity was held in two separate days due to constricted time as a result of classes being shortened only until 11:30am in compliance to DepEd advisory. The first leg of the activity was held on **May 18, 2023** at **CVES Gymnasium**. Only two (2) teams were able to play and it was spearheaded by **Mrs. Roselyn Dawa** – Grade 5 Social Science teacher. After ten (10) rounds, **"MV FantaSea"** emerged as winner.

Present to witness the event were the representatives from BSM Ship Management headed by Ms. Dianne Guerra – Operations Department Secretary together with Ms. Leila Vicente – BSM Administration Manager and Ms. Rose Agudo – BSM Wives Association President.

The continuation of the activity happened on **May 22, 2023** inside the classrooms where in the remaining eight (8) teams battled at once for ten (10) rounds each game. It was spearheaded by **C/O Jeffrey Aldas** – Adopt a Ship Philippine Coordinator as the Game Master. After each game, the winners were given school supplies as prizes.



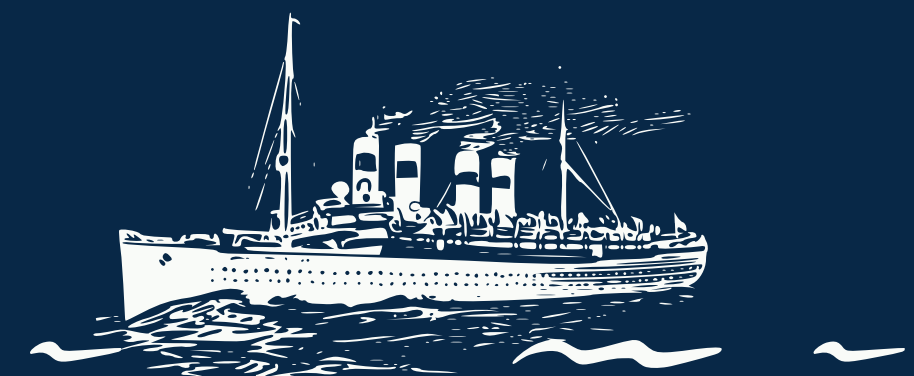


GAME MECHANICS

The game was played in rounds, with each round consisting of 10 questions. One player from each team approaches the center for a face-off. Then the question is read once and stops at the first buzz in. The player who buzzed in first and provide an answer that is revealed highest ranking on the board will decide for their team whether to play or pass. If neither player is able to make any correct guesses during the face-off, then play goes to the second player of the team of the first player who buzzed in, and continues to alternate between teams until a correct answer is given.

After a team has chosen to pass or play, the playing team must guess the remaining answers on the board. Players on the team answer one at a time, within 10 seconds of hearing the question, with no help from their other teammates. If a player incorrectly guesses or doesn't provide a guess in time, the team receives an **X** strike. When a team reaches 3 strikes, the opposing team has a chance to steal the board.

The opposing team can work together to quickly come up with an answer. If the opposing team reveals one of the remaining answers on the board, the opposing team steals all the revealed points for that round. However, if the opposing team is unable to reveal an answer on the board, the playing team keeps the points they've earned and the round is over. The remaining answer are revealed.





BATTLE OF THE BRAINS

MAY 18, 2023



Adopt-a-Ship with Bernhard Schulte Shipmanagement and
Chrysanthemum Village Elementary School



BATTLE OF THE BRAINS

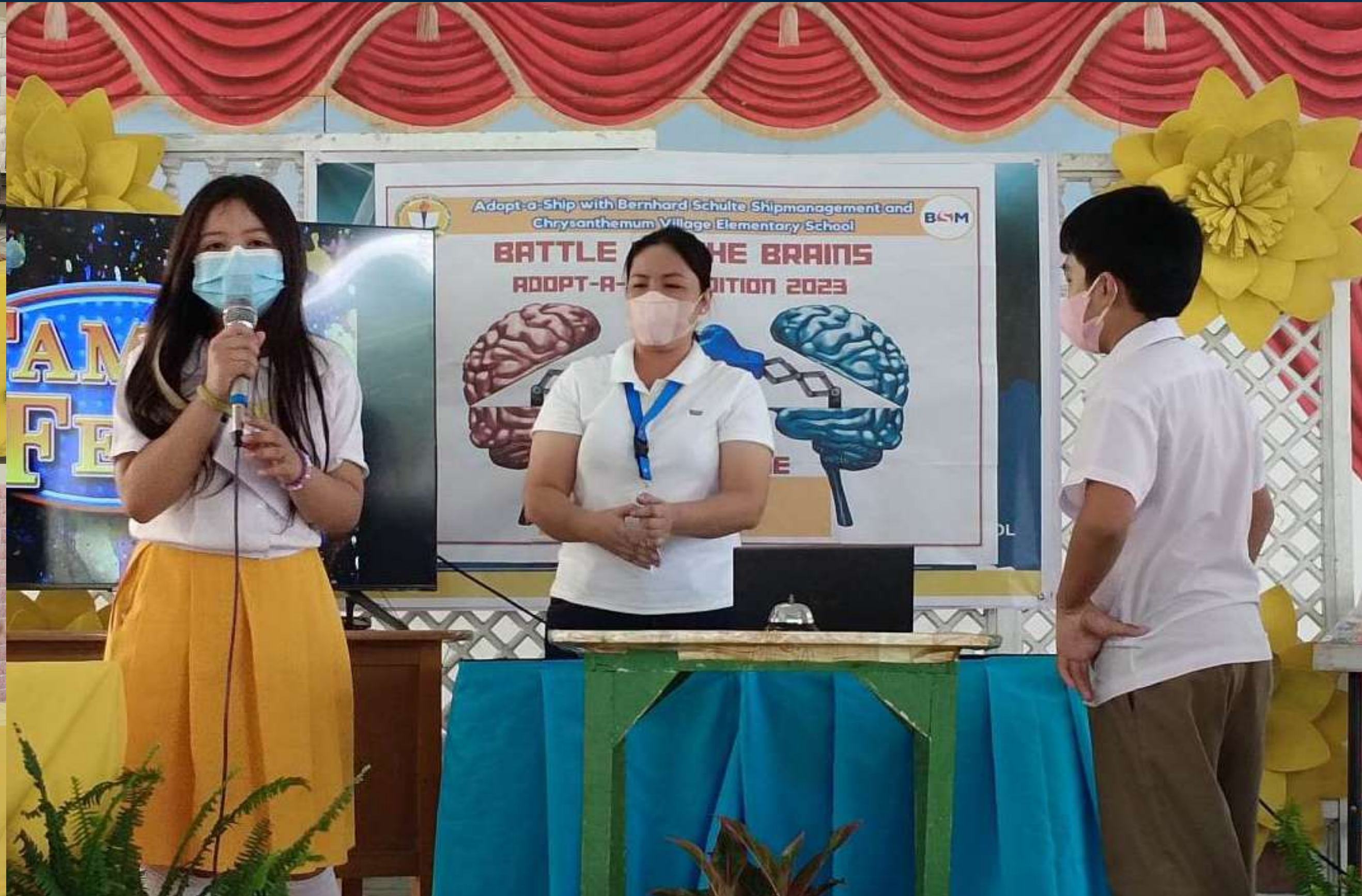
ADOPT-A-SHIP EDITION 2023





BATTLE OF THE BRAINS

MAY 18, 2023



BATTLE OF THE BRAINS

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BATTLE OF THE BRAINS

MAY 22, 2023





BATTLE OF THE BRAINS

MAY 22, 2023

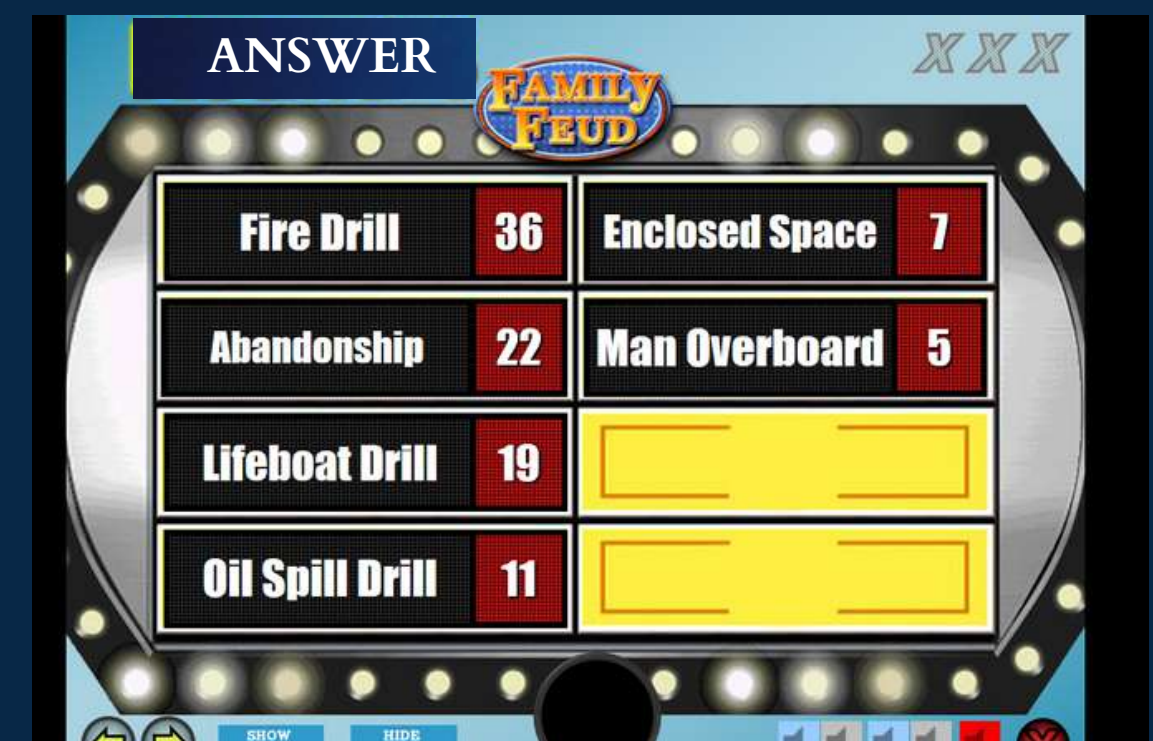
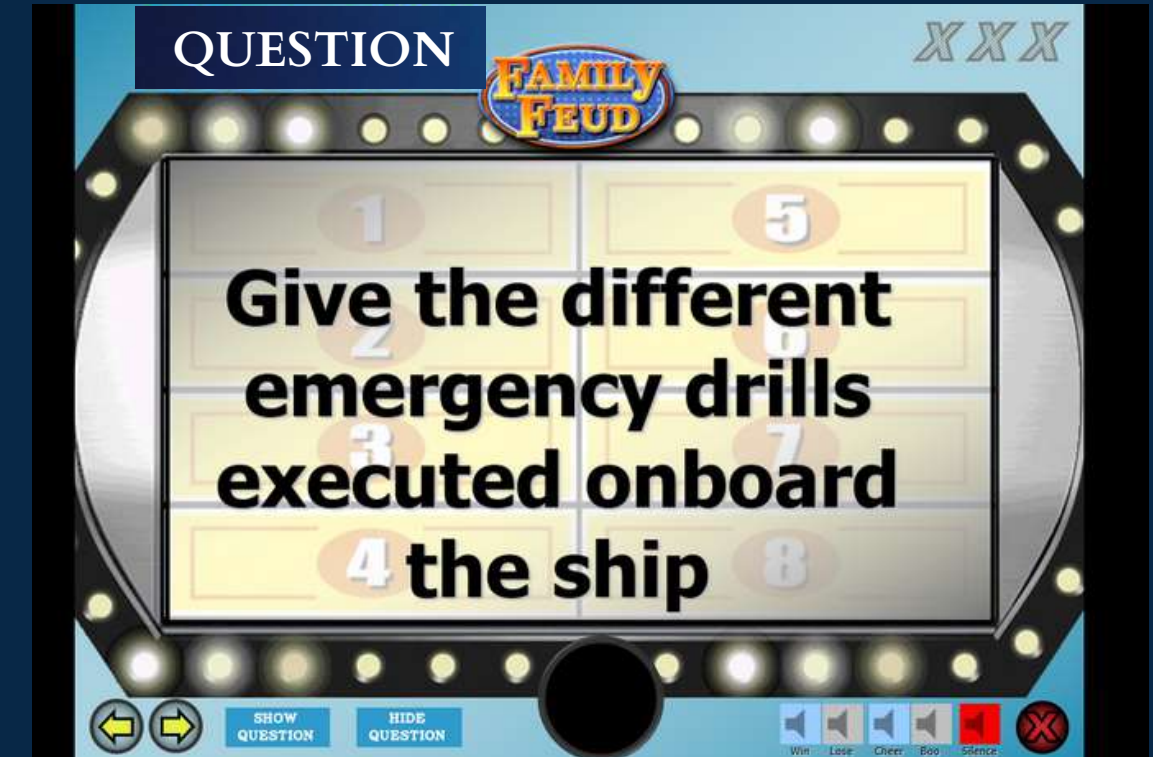
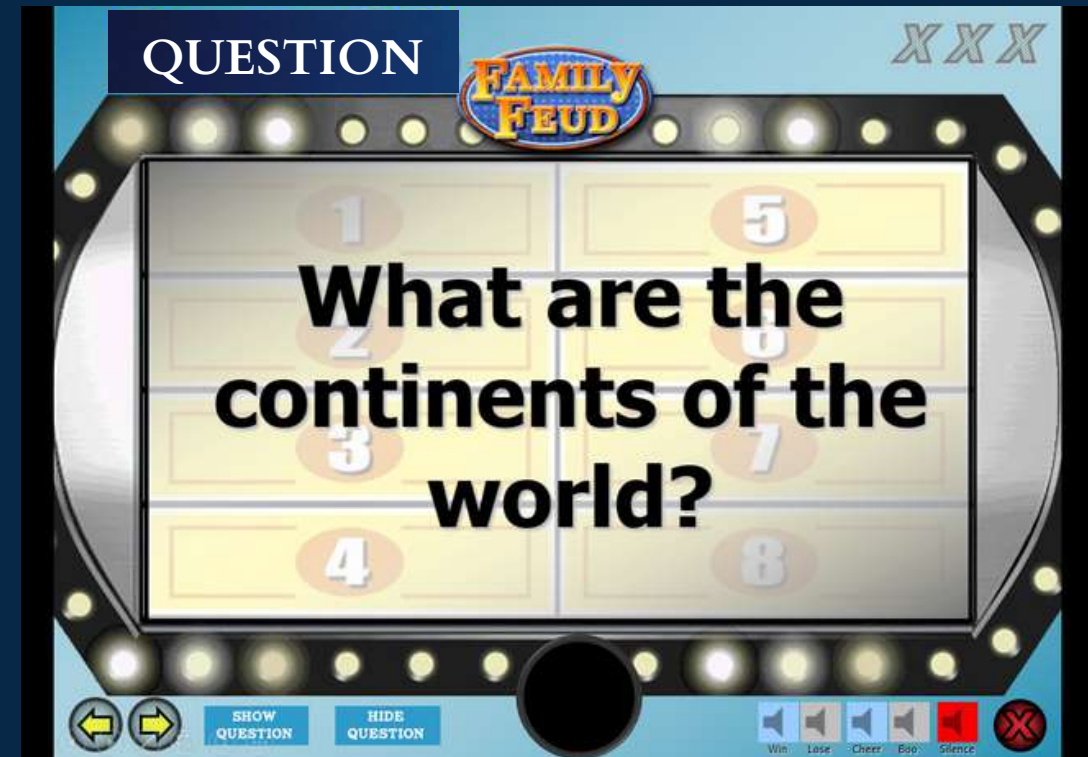


EXAMPLE OF QUESTION & ANSWER

The questions were all about geography and other maritime related information that the students have taken up in their respective classes throughout the integration of Adopt a Ship Program for eight (8) weeks.

Some of the questions came from the weekly exchange of communication between the students and the Seafarer onboard including photos, diagrams and auxiliary videos used by the teachers during her discussion of answers with the students and basic geography lessons that they tackled in the First Quarter

Each game has different set of questions to ensure a fair game for everyone. Whichever team gets the highest number of points in ten (10) rounds wins the game.



PRIZES

After five (5) games of intense competition, five (5) teams emerged as winners. Namely; *MV FantaSea*, *MV Lovers of the Sea*, *MV Sea Queens*, *MV Marine Kings* and *MV Arctic*. These teams had the highest points and demonstrated exceptional knowledge and critical thinking skills. The prizes for the winners were assorted school supplies sponsored by BSM Ship Management.

The prizes were handed out to the winning teams by the representatives from BSM headed by Ms. Dianne Guerra and Ms. Leila Vicente together with the President of Seafarers Wife Association, Ms. Rose Agudo on the first leg of activity at CVES gymnasium.

On the other hand, the continuation of the second leg of activity was held inside the classroom and the prizes were given to the winning team after each game by C/O Jeffrey Aldas who also served as the Game Master.



WINNERS



MV FANTASEA

WINNERS



MV LOVERS OF THE SEA



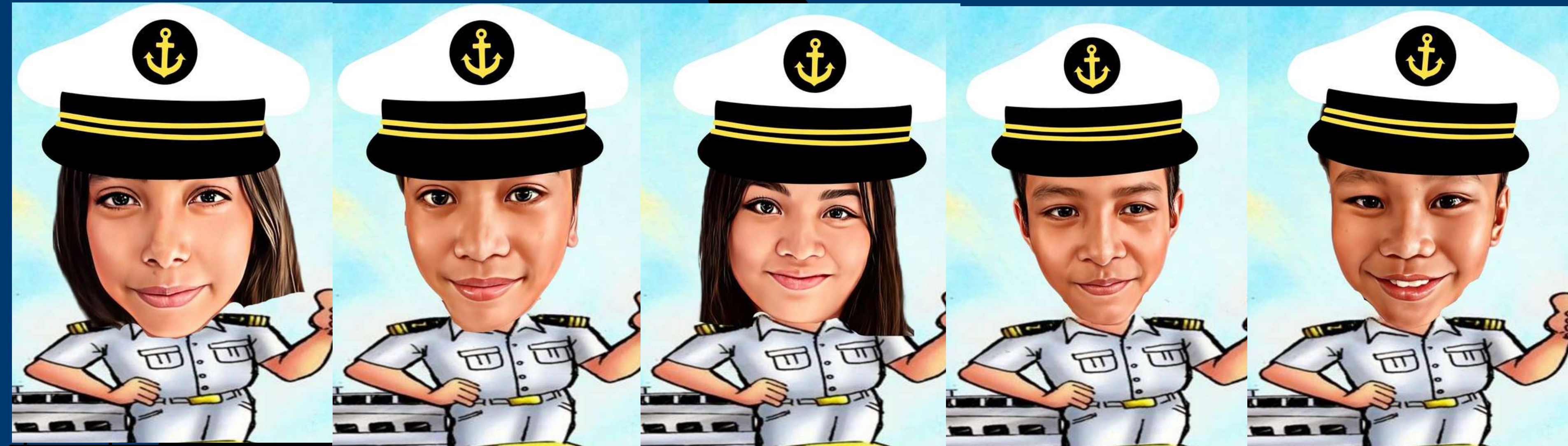
WINNERS



MV SEA QUEENS



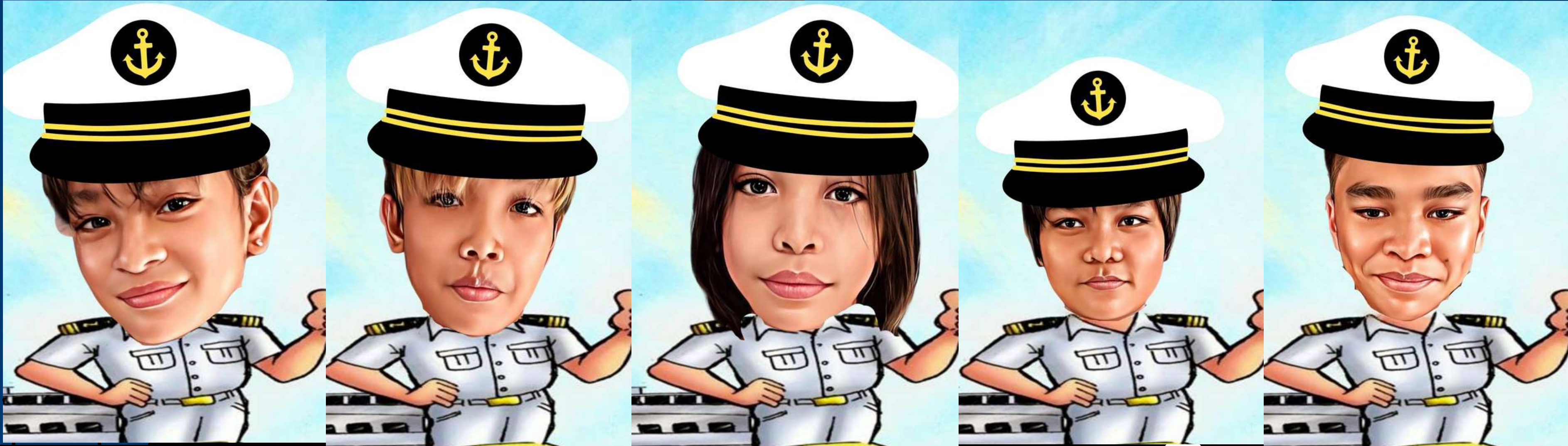
WINNERS



MV MARINE KINGS



WINNERS



MV ARCTIC

AWARDING



AWARDING





AWARDING





AWARDING

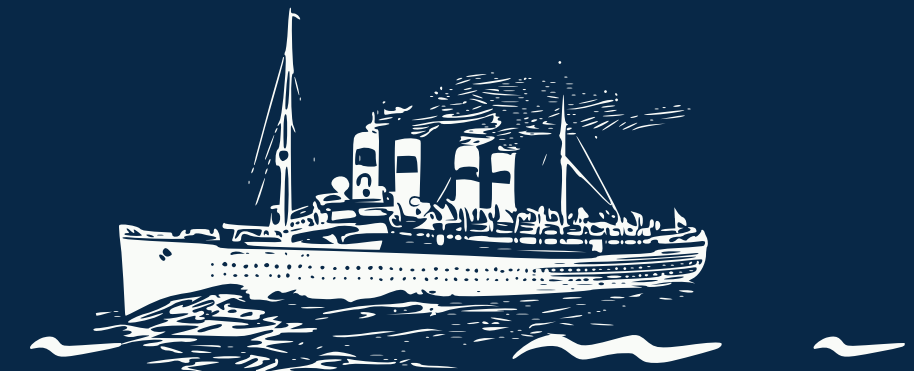


CONCLUSION

The **"Battle of the Brains"** competition was not just an engaging activity but also a successful one in enhancing the rational thinking and interactive skills of the students. The competition provided a platform for the students to test their knowledge and apply it in practical situations. It allowed them to think critically, analyze information and make informed decisions, which are essential skills needed in today's world. The students had to think quickly and come up with answers under pressure, which helped them develop their cognitive abilities.

The interactive game was not just a fun activity; it also had several learning outcomes. The game helped the students strengthen the knowledge they have learned throughout the eight (8) weeks of Adopt a Ship integration to their Araling Panlipunan (Social Science) subject. It supported the enhancement of students' knowledge about geography and other maritime related information. The activity ensured that the students retained the information they learned over time and applied it in different situation and circumstance. The competition was a fun and educational way to promote learning and encourage students to explore the enthralling world of shipping.

Moreover, the game fostered rational thinking and mental skills development while showcasing the value of sportmanship. Overall, the **"Battle of the Brains"** game was engaging and left a progressive impression on the students.





ACKNOWLEDGEMENT

Special thanks to **Mr. Raymond D. Gomez** – School Principal of CVES for his dedication and support to Adopt a Ship Program and for his scholastic approach towards skill development of students in promoting knowledge and maritime awareness. To **Mrs. Roselyn Dawa** – Grade 5 AP Teacher for coming up with the activity and for her efforts in putting up and organizing the activity.

BSM Ship Management played a significant role in making the activity possible. Through their reliable involvement and the unwavering support of **Capt. Armando Santosidad** – BSM Operations Director, **Mr. Chito Duran** – BSM President and **Mr. Dennis Regala** – BSM General Manager for their generosity of sponsoring for the prizes. Special thanks also to the BSM Team headed by **Ms. Diane Guerra** – Operations Department Secretary, **Ms. Leila Vicente** – BSM Administration Manager and **Ms. Rose Agudo** – BSM Wives Association President for gracing the event with their presence and for assisting in giving of prizes to the winners.

BSM Ship Management being a global provider of shipping, logistics, and marine services is committed to promoting education and awareness in the maritime industry. Their sponsorship and involvement in the activity helped a lot in providing the students a platform for the reinforcement and retention of knowledge as to whatever the students had learned throughout the program. The company's support and participation to Adopt a Ship Program further highlights their commitment to education, community development and by empowering young children to explore career opportunities in the maritime industry.

