



**Republic of the Philippines**  
**Bangsamoro Autonomous Region in Muslim Mindanao**  
**Ministry of Basic, Higher and Technical Education**  
 Cotabato City



**Office of the Minister**

**REGIONAL MEMORANDUM**

No.: 270  
 Series of 2023

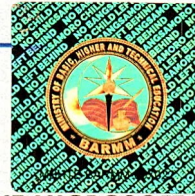
Bangsamoro Autonomous Region in Muslim Mindanao  
 Ministry of Basic, Higher and Technical Education  
 OFFICE OF THE MINISTER

**RELEASED**

**TO :** ALL SCHOOLS DIVISION SUPERINTENDENTS  
 ALL OTHERS CONCERNED

BY: Hajrin  
 DATE: 11 APR 2023  
 TIME: 9:50 AM  
 Ctrl. No. 2023-04-053

**FROM :** MOHAGHER M. IQBAL  
 Minister



Republic of the Philippines  
 Bangsamoro Autonomous Region in Muslim Mindanao  
 Ministry of Basic, Higher and Technical Education  
 INFORMATION AND COMMUNICATIONS DIVISION  
 Office of the Minister  
**RELEASED**  
 By: Mendon  
 Date: APR 11 2023  
 Time: 9:55 AM  
 Control No. 2023-04-053

**SUBJECT :** CALL FOR PARTICIPANTS TO THE MICROSOFT IMAGINE JUNIOR CUP (ICJ) 2023

**DATE :** 28 MARCH 2023

- In view of Department of Education OUOPS No. 2023-03-2087, the DepEd - Office of the Undersecretary for Operations (OOPS), through the Bureau of Learner Support Services-Youth Formation Division (BLSS-YFD), encourages all learners aged 13-18 to participate in the Microsoft Imagine Cup Junior (ICJ) 2023.
- The ICJ is a global student competition that provides an engaging learning opportunity covering a range of skills. Educators utilize lessons to teach their students about Artificial Intelligence (AI) technologies and then students form teams and apply these lessons to dream up a solution to solve the world's biggest challenges.
- To ensure maximum participation of interested learners, the OOPS through the Ministry of Basic, Higher, and Technical Education hereby directs all Schools Division Superintendents (SDs), through their respective Youth Formation Coordinators (YFCs), to disseminate the said program to as many learners as possible through the issuance of a division memorandum.
- Furthermore, all School Heads, through their respective Information Communication Technology (ICT) Coordinator and Supreme Advisers, Student Government shall assist (SSG) Teacher- al interested learners to register Via <https://imaginecup.microsoft.com/en-us/junior> and in their entire journey in the said program. It is advised that all learners who wish to participate in this endeavor shall adhere to the provisions of DepEd Order No. 003, s. 2023, An Order Allowing the Conduct of In-person Activities in Schools, dated January 26, 2023, which states that the conduct of in-person extra-curricular activities shall be allowed, provided that these activities are conducted after class hours. For more details about the program, such as lesson journey, key dates and timeline, resources, and guidelines on how to register and participate, kindly refer to Annex For questions or clarifications, please **contact Mr. Rovin James F. Canja**, Officer- In-Charge, Project Development Officer IV of the BLSS-YFD, through email **biss.vfd@depd.gov.ph** or **telephone number (02) 8637-9814**.
- For immediate dissemination and appropriate action





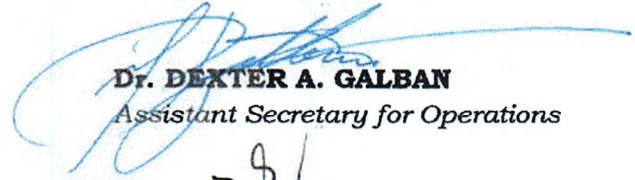
Republic of the Philippines  
**Department of Education**  
OPERATIONS



OUOPS No. 2023-03-2087

**MEMORANDUM**

TO : **Minister, Basic, Higher, and Technical Education, BARMM**  
**Regional Directors**  
**Schools Division Superintendents**  
**Regional and Division Youth Formation Coordinators**  
**All Others Concerned**

FROM :   
**Atty. REVSEE A. ESCOBEDO**  
*Undersecretary for Operations*

  
**Dr. DEXTER A. GALBAN**  
*Assistant Secretary for Operations*

  
**NENNETH ESPLANA-ALAMA**  
*Director IV, Bureau of Learner Support Services* 

SUBJECT : **CALL FOR PARTICIPANTS TO THE MICROSOFT IMAGINE**  
**JUNIOR CUP (ICJ) 2023**

DATE : **20 February 2023**

The Office of the Undersecretary for Operations (OUOPS), through the Bureau of Learner Support Services–Youth Formation Division (BLSS–YFD), hereby encourages all learners aged 13-18 to participate in the **Microsoft Imagine Cup Junior (ICJ) 2023**.

The ICJ is a global student competition that provides an engaging learning opportunity covering a range of skills. Educators utilize lessons to teach their students about Artificial Intelligence (AI) technologies and then students form teams and apply these lessons to dream up a solution to solve the world's biggest challenges.

To ensure maximum participation of interested learners, the OUOPS hereby requests all Schools Division Superintendents (SDSs), through their respective Youth Formation Coordinators (YFCs), to disseminate the said program to as many learners as possible through the issuance of a division memorandum.

YFD\_MGM/02202023

Ground Floor, Rizal Building, DepEd Complex, Meralco Avenue Pasig City 1600  
Email: [oure@deped.gov.ph](mailto:oure@deped.gov.ph); Website: [www.deped.gov.ph](http://www.deped.gov.ph)  
Tel. No.: (02) 8633-5313; (02) 8631-8492

Furthermore, all School Heads, through their respective Information Communication Technology (ICT) Coordinator and Supreme Student Government (SSG) Teacher-Advisers, shall assist all interested learners to register via <https://imaginecup.microsoft.com/en-us/junior> and in their entire journey in the said program.

It is advised that all learners who wish to participate in this endeavor shall adhere to the provisions of DepEd Order No. 003, s. 2023, *An Order Allowing the Conduct of In-person Activities in Schools*, dated January 26, 2023, which states that the conduct of in-person extra-curricular activities shall be allowed, provided that these activities are conducted after class hours.

For more details about the program, such as lesson journey, key dates and timeline, resources, and guidelines on how to register and participate, kindly refer to **Annex A**.

For questions or clarifications, please contact **Mr. Rovin James F. Canja**, Officer-In-Charge, Project Development Officer IV of the BLSS-YFD, through email [blss.yfd@deped.gov.ph](mailto:blss.yfd@deped.gov.ph) or telephone number (02) 8637-9814.

For immediate dissemination and appropriate action.

## **Annex A.**

### **Microsoft Imagine Cup Junior (ICJ) 2023**

#### **ABOUT THE ACTIVITY**

The Imagine Cup Junior (ICJ), a Microsoft-led program, is a global student competition for students aged 13-18. Educators utilize lessons to teach their students about Artificial Intelligence (AI) technologies and then students form teams and apply these lessons to dream up a solution to solve the world's biggest challenges.

**Why AI?** AI is currently one of the world's most important technologies. Empowering young people with the skills and confidence to be AI for Good inventors will bring positive changes to communities and the world. Microsoft is focused on making a difference in the world with AI in these five categories: AI for Earth, AI for Cultural Heritage, AI for Accessibility, AI for Humanitarian Action and AI for Health.

**What happens in ICJ?** In ICJ, students explain their concept in a PowerPoint template and record a video to illustrate their concept. No coding is required, and the competition is open to any student who is interested in learning more about (AI.) The completed PowerPoint template and link to video are then uploaded to the Imagine Cup platform where a panel of judges evaluates each team's project based on a rubric. The top 10 teams are then recognized as global winners of ICJ and receive trophies & prizes.

**What is ICJ for?** Imagine Cup Junior provides an engaging learning opportunity supported by educators that covers a range of skills and is open to all students ages 13-18, whether or not they are technically proficient.

#### **ACTIVITY SUMMARY**

1. Students learn about Artificial Intelligence through a simple to follow and engaging curriculum led by their teacher, team leader, and the global ICJ team.
2. Students then team up and submit an AI concept that solves a problem in the world in a PowerPoint template.
3. Student submissions are then judged next to others from around the world. 10 winning teams will be awarded trophies and other prizes.

#### **IMAGINE CUP JUNIOR 2023 LESSON JOURNEY**

1. Forming a team and identifying a real-world challenge to be solved by their pitched solution.
  - o Students will be asked to form a team and work with a teacher or team leader.
  - o Students will identify a problem that they want to solve in the ICJ competition.

2. Learning about how Artificial Intelligence works
  - Students will learn the basics and concepts of AI.
  - Students will be taught how to use API tools to build an AI.
3. Becoming a team of AI inventors
  - Students will learn the techniques to think like an inventor.
  - Students will be challenged to innovate their own AI concept as a team.
4. Making sure the AI is good
  - Students will learn the ethics of AI and in particular cyber-security.
  - Students will learn how to ensure their AI concept has good ethical principles.
5. Learning about cybersecurity
  - Students will learn about the basic concepts of cybersecurity.
  - Students will be taught how to make their concepts cyber safe
6. Entering a great submission to Imagine Cup Junior
  - Students will learn how to submit their AI concept to Imagine Cup Junior

#### **KEY DATES AND TIMELINE FOR IMAGINE CUP JUNIOR 2023**

To be guided accordingly, kindly refer to the table below indicating the schedule of activities, which were set by Microsoft Philippines.

January 11, 2023	Competition Launch
March 22, 2023	Hackathon 1
March 29, 2023	Hackathon 2
April 6, 2023	Hackathon 3
May 10, 2023	Submissions to ICJ close
June 7, 2023	Global winners announcement

#### **HOW TO REGISTER AND PARTICIPATE IN IMAGINE CUP JUNIOR 2023**

Registration for Imagine Cup Junior opened on January 11, 2023. Team Leaders must submit projects on behalf of their student teams before the submission deadline, May 10th 2023.

Participation in Imagine Cup Junior for students is via a Team Leader (educator, instructor, parent, or guardian - over the age of 18). Team Leaders register on behalf of students and gain access to the Imagine Cup Junior resource pack outlined below to facilitate learning and the challenge. Students work in teams of one (1) to six (6) to develop an original concept addressing Microsoft's AI for Good Initiatives and complete the Imagine Cup Junior PowerPoint submission template.

For the submission to qualify for the 2023 Imagine Cup Junior, each application must comply with the challenge rules and regulations.

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 Tel. No.: (02) 8633-5313; (02) 8631-8492

## **IMAGINE CUP JUNIOR 2023 RESOURCES**

Once registered for Imagine Cup Junior, Team Leaders can access all the materials needed to educate students and run a great Imagine Cup Junior challenge. These resources include:

- Beginners Kit – six (6) 45-minute lesson modules. New this year are additional AI lessons in Minecraft: Education Edition as well as an option for students to create a prototype of their concept using <https://azure.microsoft.com/free/students/>
- Deep Learning Modules – 6 sets of in-depth content
- Team Leader Toolkit – get students excited about participating in Imagine Cup Junior with participation resources including social media templates, certificates, posters, and t-shirt templates
- Submission Template
- Judging Criteria and Rubric
- Access the full ICJ rules here: <https://aka.ms/ICJRules>

Team Leaders can also access hackathon materials to run a hackathon in their classroom to help further understand best practices for running Imagine Cup Junior and facilitate additional learning for students.