

FOR IMMEDIATE RELEASE
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Math inventor topbills math storytelling at library hubs

Math storytelling anyone?

Jesus L. Huenda, eDamath/SciDama inventor, DepEd-Bureau of Secondary Education senior education program specialist and a 1981 presidential gold medallion awardee for his innovative way of teaching mathematics will use his own inventions to conduct math storytelling nationwide.

To encourage the habit of reading and better appreciation of mathematics, DepEd slates year-round storytelling events in library hubs nationwide for selected Math teachers and students.

Dubbed as the “Juan-day Storytelling at the Library Hub by the Mathemajess’yan”, the reading event commences on December 16 at the library hub in Plaridel, Bulacan.

“We believe that learning starts with an aptitude in reading. This program makes mathematics teaching more interesting thus bringing about better learning among our students,” Education Secretary Jesli Lapus said.

Huenda’s innovation entitled “Max the Matrix & Co.”, a printed module using Asian characters with exciting adventures in problem-solving will be used by selected 40 to 50 fourth year high school students and some teachers in the division during the informal morning storytelling session.

Huenda uses non-traditional approaches in applying mathematics in real life. He hopes to make the teaching and learning of mathematics meaningful and relevant in everyday living.

The storytelling session continues in the afternoon with second year students and their teacher using Huenda’s interactive computer-assisted instructional (CAI) material “Fibo the Frog Mathemajess’yan” plus his eDamath. The eDamath involves a player against the computer and player A versus player B in Local Area Network (LAN) platform. These are in LCD, PC tablet and webcam.

The yearly activity uses blended math teaching and learning resource materials through storytelling that are integrated with concepts on global warming, climate change, disaster preparedness, consumer education and entrepreneurship.

“We thank Mr. Huenda for his initiative in making the teaching and learning of mathematics more appealing to our students,” Lapus said. “We encourage innovations like these which can help our students further expand their minds,” he added.

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Damath and SciDama are board games similar to Pinoy's dama where the players are required to do mathematical computations or climate change challenges, respectively, in order to win the games. Damath is done manually while eDamath is the digital version.

DepEd recently awarded the winners of the Search for Outstanding Reading Teacher and Read-A-Thon. "Knowledge gained from reading frees us from ignorance, injustice and prejudices" Lopus stressed.

In order to avail of this innovative math storytelling, division library hub coordinators are encouraged to coordinate with Ms. Beverly Berame of the Library Hub Secretariat with contact numbers: (02) 631-9640 or (02) 633-9342 or Mr. Jesus Huenda (Library Hub TWG member) at (02) 632-7746, 0920-9002256 or email jesuslhuenda@yahoo.com or jlhuenda@gmail.com.

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