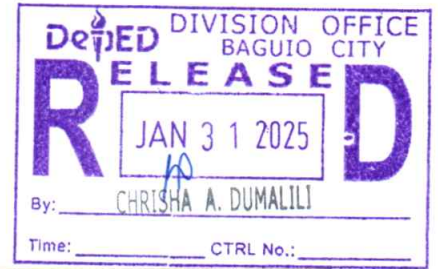




Republic of the Philippines
Department of Education
 Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY



January 31, 2025

Division Memorandum
 No. 090-2025

CONDUCT OF 2025 DIVISION FESTIVAL OF TALENTS

To: CID and SGOD Chiefs
 Public Schools District Supervisors
 Education Program Supervisors
 Public and Private Elementary and Secondary School Heads
 Public and Private School Paper Advisers (SPA)

- In line with the goal of delivering quality relevant, inclusive and responsive education, DepEd Division of Baguio will conduct the **2025 Division Festival of Talents** through Curriculum Implementation Division with events, dates, venues and persons responsible presented below. Please be guided accordingly.

<i>Event</i>	<i>Date</i>	<i>Venue</i>	<i>In charge</i>
READ-A-THON (English and Filipino)	February 12, 2025	SDO Baguio	Armi Victoria Fiangaan Marilyn S. Api-it ✓
Araling Panlipunan	February 13, 2025	SDO Baguio	Marina Tabangcura ✓
NUMBER RACE STEMAZING	February 13, 2025	Baguio City High School	Virginia Alindayo ✓
MUSABAQUAH and VALUES EDUCATION	February 13, 2025	Mabini ES	Nora Dalapnas Mark Malidom ✓
KINDERGARTEN and SPFL	February 13, 2025	SDO Baguio City	Sydney Shan Cariño ✓
EPP/TLE	February 14 Elementary February 15 Secondary	Lucban ES Baguio City High School	Mary Jane Malihod ✓
MAPEH	February 27-28, 2025	Baguio City High School	Lolita Manzano ✓

- The said festival aims to:
 - Reinforce on what the learners learned in school and what they actively performed and produced during the activity;
 - provide meaningful learning opportunities for basic education learners to display their talents and skills, and
 - serve as culminating activity of gauging learning mastery and skill development.
- The official general guidelines and specific guidelines for each skills exhibition are contained in the following enclosures;



Address: 82 Military Cutoff Rd, Baguio, Benguet, 2600
 Telephone No.: (074) 665-1231

Email Address: baguio.city@deped.gov.ph

DepEd Tayo Baguio City


<https://depedpines.com>



Republic of the Philippines
Department of Education
Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY

- Enclosure No 1: STEMAZING
- Enclosure No. 2: Read-A-Thon
- Enclosure No. 3: Araling Panlipunan
- Enclosure No. 4: EPP/TLE
- Enclosure No. 5: Musabaquah and Values Education
- Enclosure No. 6: MAPEH
- Enclosure No. 7: Kindergarten and SPFL

4. Immediate and wide dissemination of this memorandum is directed.


SORAYA T. FACULO PhD, CESO VI
Schools Division Superintendent



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on STEMazing

The categories, components, number of learner-participants and teacher-coaches, and time allotment for STEMazing per region are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
NumbeRace	in-person	3	1	1.75 hrs
AGHAMazing	in-person	2-3 members	1	3 hours writing, 1 minute presentation and 5 minutes Q and A
Total		8	2	



STEMazing



(A Showcase of Science, Technological, and Mathematical Outputs)

NumbeRace!

COMPONENT AREA	MATHEMATICS AND PROBLEM SOLVING	
KEY STAGE	Key Stage Two (2) Grades 4 to 6	
EVENT TITLE	NumberTrek: Navigate, Investigate, Calculate!	
NO. OF PARTICIPANT/S	3 students per team (one from each grade level 4-6)	
TIME ALLOTMENT	1.75 hours total Elimination round: 45 minutes Final round: 60 minutes	
PERFORMANCE STANDARD	<p>The learners:</p> <ul style="list-style-type: none"> • demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications 	
21ST CENTURY SKILL/S	Critical Thinking and Problem Solving Collaboration and Communication Digital Literacy	
CREATIVE INDUSTRIES DOMAIN	<ul style="list-style-type: none"> ▪ Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) ▪ Creative Services Domain (through creative research and development, cultural and recreational services) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) Audiovisual Media Domain (through educational content development)	
DESCRIPTION	NumbeRace is a two-phase mathematical adventure competition designed for Grades 4-6 students that combines physical exploration, mathematical investigation, and problem-solving in real-world contexts.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Basic calculator • Measuring tools (ruler, tape measure) • Writing materials • Digital device for QR codes (if allowed by organizers) • Safety equipment (as specified in orientation) 	To be provided by the event organizers: <ul style="list-style-type: none"> • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms • Investigation tools and materials • Data collection forms

		<ul style="list-style-type: none"> • Emergency and first aid equipment • Digital tracking system • Maps and route guides
B. VENUE	School grounds or designated competition area with: <ul style="list-style-type: none"> • Multiple checkpoint stations • Investigation areas • Presentation space • Rest areas and first aid stations • Emergency assembly points 	
CRITERIA FOR JUDGING	Accuracy (60%) and speed (40%)	

EVENT RULES AND MECHANICS

A. Pre-Competition Requirements

- Teams must complete registration two (2) weeks before the event
 Registration Process (2 Weeks Before)
 - Submission of Regional Team Registration Forms including the following:
 - Region number and name
 - Division/Schools Division Office
 - Name of Regional Mathematics Supervisor
 - Name of Division Mathematics Supervisor
 - Team Composition Details:
 - Official team name representing the region
 - Grade levels of members (one each from Grades 4-6)
 - Certified true copy of school records proving grade levels
 - Regional team coach/adviser information with designation
 - Regional Endorsement Requirements:
 - Endorsement letter from Regional Director
 - Certification from Schools Division Superintendent
 - Regional screening competition results
 - Proof of winning at division and regional levels
- Mandatory orientation session 1 week before the competition proper
 - 2-hour mandatory session covering:
 - Competition mechanics
 - Safety protocols
 - Equipment usage
 - Scoring system
 - Emergency procedures
 - Hands-on practice activities
 - Q&A portion
 - Equipment familiarization
- Practice Session (3 Days Before the competition proper)
 - Mini challenges
 - Equipment testing
 - Route familiarization
 - Team strategy development
- Equipment and Documentation Verification
 - Pre-Event Documentation Checklist:

- Team Registration Form
- Individual Participant Forms
- Medical Certificates
- Consent Forms
- Equipment Checklist
- Equipment Inspection:
 - Basic calculator
 - Measuring tools
 - Writing materials
 - Digital devices (if allowed)
 - Safety equipment

B. Competition Structure

- Elimination Round
 - Individuals and teams navigate through multiple stations
 - Solve challenges at each station:
 - Station 1: Grade 4 representative
 - Station 2: Grade 5 representative
 - Station 3: Grade 6 representative
 - Stations 4 and 5: Team
 - Challenges from stations 1 to 3 should be grade-level specific.
 - Grade-level representatives may ask to be replaced when they cannot answer the challenge assigned to the team.
 - Additional 30 seconds for the first replacement and 60 seconds for the second replacement.
 - They cannot proceed to the next station unless correct answers are given and confirmed by their team manager.
 - Half of the number of teams with the lowest scores will be eliminated
- Final Round
 - Teams will go through challenges from Stations 6 to 10.
 - Apply mathematical concepts and analyze real-world data
 - Develop mathematical solutions and solve problems
 - Present solutions and findings
- The highest score for each station is 50 points, with a standard deduction of 3 points for the next player/team who will finish successfully.

C. Safety and Compliance

General Safety Protocols

- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas
- Compliance with station-specific safety guidelines
- **Supervision and Support**
 - Station Masters present at each checkpoint
 - Medical team on standby throughout the competition
 - Safety Officer overseeing all activities
 - Technical support team for digital components
- **Emergency Response Procedures**
 - Medical emergency response protocol
 - Weather emergency contingency plans
 - Technical failure backup systems
 - Lost team search and recovery procedure
- **Incident Management**
 - Immediate reporting to Safety Officer
 - Documentation through incident report forms
 - Implementation of appropriate response measures
 - Post-incident analysis and documentation

D. Scoring and Awards

- **Scoring System Implementation**
 - Digital real-time scoring through station verification
 - Individual judge scoring followed by panel consensus
 - Final verification by Head Judge and Technical Committee
- **Award Categories**
 - Main Awards:
 - Overall Champion (Trophy + Certificates)
 - First Runner-up (Medals + Certificates)
 - Second Runner-up (Medals + Certificates)
 - Special Awards:
 - Best Navigation Team
 - Outstanding Investigation
 - Excellence in Calculation
 - Innovation Award
 - Team Spirit Award
 - Recognition:
 - Certificates of participation for all competing students
 - Certificates of appreciation for all coaches
 -

E. Documentation Requirements

1. Team registration forms
2. Medical and consent forms
3. Competition worksheets
4. Final presentation materials



STEMazing

(A Showcase of Science, Technological, and Mathematical Outputs)



AGHAMazing

COMPONENT AREA	SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS					
KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)					
EVENT TITLE	AGHAMazing					
NO. OF PARTICIPANT/S	A team shall be composed of two or three learner-participants per region					
TIME ALLOTMENT	3 Hours (Creation of Outputs), 1 Minute Presentation and 5 Minutes of Question and Answer					
PERFORMANCE STANDARD	Obtain scientific and technological information from varied sources about global issues that have impact on the country. Acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. Process information to get relevant data for a problem at hand					
21ST CENTURY SKILL/S	Critical thinking, Communication skills, Creativity, Problem solving, Collaboration. Information and digital literacy and Technology and Engineering skills.					
CREATIVE INDUSTRIES DOMAIN	Technology and Engineering					
DESCRIPTION	<p>AGHAMazing is an NFOT event category of STEMazing which involves on-the-spot development of research proposal that allows learner-participants to apply science and mathematics thinking skills to solve problems that have local, national, and global impact. It allows them to become problem solvers by addressing social, scientific, cultural, and environmental issues through the application of STEM and 21st century skills.</p> <p>In this activity, participants will be presenting oral and written proposed solution to a given scenario.</p>					
TECHNICAL SPECIFICATIONS						
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Computer/ Laptop/ • Notebook/ books and other printed resources, pocket Wi-Fi 	To be provided by the event organizers: <ul style="list-style-type: none"> • Timer • 2 multimedia projectors, • Printer • fast internet connection, • Sound System • Adequate electrical outlets, extension cords • 2 reams bond paper A4 				
B. VENUE	Hall with stage, three holding rooms					
CRITERIA FOR JUDGING	<table border="1" style="width: 100%;"> <thead> <tr> <th style="width: 70%;">Criteria</th> <th style="width: 30%;">Percentage</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> </tr> </tbody> </table>		Criteria	Percentage		
Criteria	Percentage					

	Written Proposal	50%
	Content/Organization/Thematic Relevance	
	Content	25%
	Organization	10%
	Feasibility of the proposed solution (Based on scientific, technological, and other valid assumptions, Feasibility of the proposed solution)	15%
	Relevance of data used	15%
	Oral Presentation	
	Discussion/Arguments/Delivery (Based on scientific, technological, and other valid assumptions, feasibility of the proposed solution)	20%
	Ability to answer the questions	15%
	Total	100%

EVENT RULES AND MECHANICS

General Guidelines

- A. The competition shall consist of on-the-spot proposal writing and One-Minute Presentation. Each team which is composed of 2-3 student members in which the 3 members could all be coming from senior high school, or could all come from junior high school, or combination shall develop and present their proposal to the panel of judges of their solution about a real-world problem/scenario of local or global importance. The situation concerning the problem should be given on-site during the competition.
- B. The participants are given 3 hours to conceptualize and prepare the written description of their proposed solution.
- C. All entries submitted shall not bear any markings that identify their regions.
- D. The participants may use the internet and other printed resources in developing their written solution, however, the teams are not allowed to confer with their coaches while the activity is on – going. Any form of communication between the participants and other parties (coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification.
- E. The proposed solution shall have the following components:
 - Title
 - Summary (100 – 200 Words)
 - Background and Problem (200 – 300 Words)
 - (Describe the challenges and how the proposed solution addresses the problem presented. Scientific Principles and Technology applicable to the resolution of the problem.)*
 - Beneficiaries
 - Proposed Solution to the Problem Presented (300 – 500 words)
 - Methods/Details of the proposed solution including the Cost -Analysis as applicable.
 - Include illustrations, figures, and charts.
 - References: May use any format as long as consistency is observed.
 - Note: for every 1 to 10 excess words from the maximum and/or lacking number of words from the minimum number of words shall be given a deduction of 1 point from the total score per judge.*

- F. The teams shall encode their proposals in word processing software, double-spaced using Bookman Old style font size eleven set in A4 size paper. Margins shall be 1 inch on all sides of the paper. Within 3 hours, the teams shall submit their outputs (electronic copy) to the facilitators.
- G. The proposals shall be subjected to plagiarism and AI-generated check. Any proposal which will exceed 20% AI-generated content and exceed 15% similarity index (uncited) shall be deducted 2 points from the total score for every percent in excess for both areas.
- H. After the 3-hour proposal development, the members of each team will be separately placed in different waiting areas. They will only meet once they are called to present their proposal in the Presentation Room.
- I. The submitted proposals shall be evaluated by the judges before the oral presentation.
- J. During the presentation, a timer board shall be shown to the public as well as to the participants.
- K. At the end of one minute, a buzzer shall signal that the time for presentation is up, and the participants shall immediately stop presenting.
- L. After the presentation, a 5-minute question and answer will be asked by the judges for clarifications.
- M. To evaluate the results, each judge shall add the scores. The judge will then ask the NTWG for any deduction point from the entries, after which the entries will be ranked based on their total final scores. The summary of rank results will be consolidated to determine the final ranking. The judges or NTWG will add the ranks of each entry from each judge and get the total rank score. The total rank scores will be set in descending order in which the lowest total rank score will be declared as the winner (Top 1), followed by the team with the next lowest total rank, and so on. In case of ties, the chairman of the Board of Judges with the consent of the other judges shall decide.
- N. An NFOT medal and Certificate of Recognition shall be awarded to each participant as National Finalist.
- O. The Top 5 shall be awarded as First, Second, Third, Fourth, and Fifth winners.



Republic of the Philippines
Department of Education
Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY

Enclosure No. 2 to Division Memorandum No. 90 s. 2025

**READATHON FOR ENGLISH AND FILIPINO, TECHNICAL WORKING GROUP (TWG)
AND JUDGES
FEBRUARY 12, 2025**

<i>Date</i>	<i>Contest</i>	<i>Venue</i>	<i>TWG</i>
February 12, 2025	*Story Retelling *LikhaWento	Division Office (Conference Hall and Training Center)	Geraldine Sumipit, Dolores Comom, Riona Copiling Maylyn Samidan, Marijoy Gupaal
	*Story Resolution Challenge *TahiRawan		Ligaya Annawi, Sharon Castillo, Gemma Lomboy
	*5-Minute Pecha Kucha		Jane Adolfo, Jeannette Lacana Randy Cayat
	*Bidyokasiya		*Jayrerosse Guevara, Armi Victoria Flangaan, Marilyn Api-it



2025 NATIONAL FESTIVAL OF TALENTS



TIMPALAK SA NFOT 2025

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Unang Yugto – Ikatlong Baitang
PAMAGAT NG TIMPALAK	LikhaWento
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	30 minuto para sa paghahanda at pagtatanghal
PAMANTAYAN SA PAGGANAP	Naipamamalas ng mag-aaral ang sariling mga ideya at nagagamit ang mga kasanayan at estratehiya sa pagbasa at pagsasalita nang naaangkop upang maipahayag ang sariling pag-unawa sa mga simbolo at larawang-kuwento sa pamamagitan ng malikhaing pagkukuwento.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing & Visual Arts Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang LikhaWento na tinataya ang pag-unawa ng kalahok sa larawang-kuwento o <i>wordless story</i> sa pamamagitan ng malikhaing pagkukuwento o pagsasalaysay ng mahahalagang pangyayaring nakapaloob dito.
TEKNIKAL NA KAILANGANIN	
A. KAGAMITAN AT IBA PANG KASANGKAPAN	<p>Dadalhin ng mga kalahok</p> <p>Galing sa Tagapamahala:</p> <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • Kopya ng kuwento (wordless story) • Book stand (opsyonal) • Orasan at flaglets • Mga opisyal na papel para sa palabunutan • <i>Wireless</i> na mikropono na may <i>stand</i> • <i>Sound system</i> • mga sertipiko

	<ul style="list-style-type: none"> mga lapis 		
B. LUGAR NA PAGGAGANAPAN	Maaaring gamitin ang kahit na anong silid-aralan/ entablado basta't panatilihin ang katahimikan ng lugar. Mahalagang magkaroon ng sumusunod na mga silid: paghihintay, paghahanda, pagsasanay at paligsahan tugon sa proseso ng timpalak.		
MGA PAMANTAYAN SA PAGTATANGHAL	Mga Pamantayan	Bahagdan	
	Kaalaman/Pag-unawa sa Kuwento		
	<ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> mahalagang detalye at pangyayari; elemento ng larawang-kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento 	50%	
	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay)		
	<ul style="list-style-type: none"> Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood Naipamamalas ang wastong diin, intonasyon at pagbigkas 	30%	
Pagganap sa Entablado			
<ul style="list-style-type: none"> Naipakikita ang kumpiyansa at angkop na tindig/pagganap, ekspresyon ng mukha at kilos/galaw Nakapagtatanghal sa itinakdang oras 	20%		
	Kabuoan	100%	
I. MGA GABAY NA TUNTUNIN AT MEKANIKS			

- A. Isang timpalak ang **LikhaWento** sa lahat ng mag-aaral sa Ikatlong Baitang na opisyal na nakapagpatala sa publiko o pribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa unang silid (*holding area*) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating habang nagsisimula na ang pagganap.
- C. Ang unang kalahok ay mamamalagi sa kasunod na silid ng paghahanda (*preparation area*) sa loob ng labinlimang (15) minuto upang pag-aralan ang larawang-kuwento o *wordless story* na ipagkakaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel upang maiayos ang mga naiisip na interpretasyon ng kalahok batay sa kuwento.
- D. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid-sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibibigay ng kalahok ang panulat at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
- E. Sa silid-paligsahan (*contest area*), muling isasalaysay ang nabasang kuwento gamit ang sariling mga salita mula sa nabuong interpretasyon na hindi lalagpas ng limang (5) minuto.
- G. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
- H. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
- I. Ang paggamit ng *cellphone* o anomang gadyet at/o pagdadala ng sanggunian/babasahin, sipi ng kuwento, kasuotan, props, kagamitang pangmusika/*accompaniment* ay hindi pinahihintulutan sa loob ng silid-paligsahan.
- J. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Ikalawang Yugto – Ikaanim na Baitang
PAMAGAT NG TIMPALAK	TahiRawan
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	30 minuto para sa paghahanda at pagtatanghal
PAMANTAYAN SA PAGGANAP	Naipamamalas ng mga mag-aaral ang katatasan sa pagbasa at paglalahad ng mensahe na may tamang lakas, damdamin at ekspresyon sa pamamagitan ng kasanayan sa pagbalangkas ng isang kuwento gamit ang palarawang teksto.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing & Visual Arts Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang TahiRawan na nagbibigay ng pagkakataon sa mga mag-aaral na maipamalas ang kanilang kasanayan at kakayahan sa pag-unawa at pag-uugnay ng mga larawan upang makabuo ng sariling kuwento nang malikhain.
TEKNIKAL NA KAILANGANIN	
A. KAGAMITAN AT IBA PANG KASANGKAPAN	<p>Dadalhin ng mga Kalahok:</p> <p>Galing sa Tagapamahala:</p> <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • 2 sets ng limang (5) Komik Istrip (1 gagamitin sa pagganap, 1 gagamitin sa paghahanda) • Orasan at mga <i>flaglet</i> • Mga opisyal na papel para sa palabunutan • <i>Wireless</i> na mikropono na may stand • <i>sound system</i> • mga sertipiko • mga lapis • mga <i>ballpen</i> • mga <i>folder</i>

	<ul style="list-style-type: none"> • <i>bond paper</i> • <i>holding area</i>, silid ng paghahanda at silid-paligsahan • mga karatula/paskil (<i>holding area</i>, silid ng paghahanda at silid-paligsahan) 								
<p>B. LUGAR NA PAGDADAUSAN</p>	<p>Maaaring gamitin ang kahit na anong silid-aralan/ entablado basta't panatilihin ang katahimikan ng lugar. Mahalagang magkaroon ng sumusunod na mga silid: paghihintay, paghahanda, pagsasanay at paligsahan tugon sa proseso ng timpalak.</p>								
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Mga Pamantayan	Bahagdan								
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	ekspresyon ng mukha at kilos/galaw <ul style="list-style-type: none"> Nakapagtatanghal sa itinakdang oras 	
	Kabuoan	100%

I. MGA GABAY NA TUNTUNIN AT MEKANIKS

- A. Isang paligsahan ang **TahiRawan** sa lahat ng mag-aaral sa Ikaanim na Baitang na opisyal na nakapagpatala sa publiko o pribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa unang silid (holding area) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating habang nagsisimula na ang pagganap.
- C. Ang unang kalahok ay mamamalagi sa kasunod na silid ng paghahanda (*preparation area*) sa loob ng labinlimang (15) minuto upang pumili ng limang (5) larawan mula sa sampung larawan na ipagkaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel upang makabuo ng kuwento mula sa napiling larawan.
- D. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid-sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibibigay ng kalahok ang panulat at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
- E. Sa silid-paligsahan (*contest area*), isasalaysay ang nabuong kuwento na hindi lalagpas ng limang (5) minuto.
- F. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlumpung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
- G. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
- H. Ang paggamit ng *cellphone* o anomang gadyet at/o pagdadala ng sanggunian/babasahin, sipi ng kuwento, kasuotan, props,

kagamitang pangmusika/ *accompaniment* ay hindi pinahihintulutan sa loob ng silid-paligsahan.

- I. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

DRAFT

PANUKULANG TIMPALAK SA NFOT 2025

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Ikatlong Yugto- Ikasampung Baitang
PAMAGAT NG TIMPALAK	Bidyokasiya
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	4 na oras: isang (1) oras sa pagsusuri ng saliksik at pagbuo ng iskrip at tatlong (3) oras sa pagbuo ng video at iba pang teknikal na kailanganin
PAMANTAYAN SA PAGGANAP	Nakabubuo ng sariling photo/video documentary na nagmumungkahi ng solusyon sa kasalukuyang suliraning panlipunan. Sa pamamagitan nito naipamamalas ng mag-aaral ang kakayahang komunikatibo, mapanuring pag-iisip, pag-unawa at pagpapahalagang pampanitikan gamit ang teknolohiya at iba't ibang uri ng teksto tungo sa pagkakaroon ng kamalayang global.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing, Audio-Visual and Digital Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang Bidyokasiya na tinataya ang kritikal na pag-unawa ng mga mag-aaral sa mga isyung panlipunan mula sa binasang tekstong impormatibo. Mula sa binasa, bubuo ng isang adbokasiya ang mga kalahok tungkol sa mahalagang kaisipan o mensahe na nakapaloob dito. Ang adbokasiya ay isasagawa sa pamamagitan ng <i>short video</i> gaya ng <i>reels</i> na nakikita sa iba't ibang platform ng <i>social media</i> . Layunin ng timpalak na ito na ipamalas ang gamit ng wikang Filipino sa mundo ng Social Media na behikulo sa pagpapalaganap ng pagpapahalagang panlipunan.
TEKNIKAL NA KAILANGANIN	

<p>A. KAGAMITAN AT IBA PANG KASANGKAPAN</p>	<p>Dadalhin ng mga kalahok: Mobile Phone, Mobile Phone Tripod, Wireless Lapel, Flash drive , Power bank at cord na akma sa laptop para sa paglipat ng file.</p> <p>Technical Specification ng Mobile Phone</p> <ul style="list-style-type: none"> ✓ 8 gb ram ✓ 128 storage ✓ 8-12 core processor ✓ 1080p-4k camera resolution ✓ capable to install video editing applications like Capcut (free) and Adobe Premier Rush ✓ Adobe license from DepEd <p>Galing sa Tagapamahala:</p> <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • Kaugnay na artikulo, batas, balita, at iba pang teksto • orasan at flaglets • Mga opisyal na papel sa pagtatala ng marka • <i>Wireless</i> na mikropono na may <i>stand</i> • <i>Sound system</i> • mga sertipiko • mga lapis • mga <i>ballpen</i> • mga <i>folder</i> • mga larawan o kagamitang nakatuon sa tema at layunin • <i>bond paper</i> • <i>holding area</i>, silid ng paghahanda at silid-paligsahan 					
<p>B. LUGAR NA PAGDADAUSAN</p>	<ol style="list-style-type: none"> 1. Silid kung saan bubuoin ang storyboard at/ o konsepto ng BIDYOKASIYA. Mahalagang komportable ang mga mag-aaral na makapag-isip at hindi siksikan ang silid. 2. Gymnasium o isang maluwang na lugar kung saan nila gagawin ang BIDYOKASIYA. 					
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<p>Nilalaman</p> <ul style="list-style-type: none"> ▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o 	40%					

	<p>mensaheng nakapaloob sa binasa</p> <ul style="list-style-type: none"> ▪ Holistiko ang pagkakabuo ng bidyo ▪ Malinaw ang ugnayan ng mga konsepto at kaisipan ▪ Kaangkupan ng mga salitang ginamit 	
	<p>Kalidad/ Presentasyon</p> <ul style="list-style-type: none"> • Malikhain ang pagkakabuo • Natatangi ang teknik na ginamit • Naipakita ang lalim ng kahulugan sa paraang magaan 	30%
	<p>Hikayat/ Dating sa madla</p> <ul style="list-style-type: none"> ▪ Nakapanghihikayat ang bidyo sa madla • Kapana-panabik 	20%
	<p>Nakasunod sa Takdang Oras</p> <ul style="list-style-type: none"> ▪ Naipasa ang bidyo sa naitakdang oras ▪ Nakasunod sa isang (1) minutong bidyo 	10%
	Kabuoan	100%

I. MGA GABAY NA TUNTUNIN AT MEKANIKS

A. Isang timpalak ang **BIDYOKASIYA** sa lahat ng mag-aaral mula ikasampung (10) Baitang sa pampubliko o pamprivadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.

B. Isang araw bago ang timpalak iinspeksiyunin ng National Technical Working Group (NTWG) ang mga mobile phone kung ang mga ito ay sumunod sa teknikal na kailanganin ng timpalak. Tiyaking *fully charge* ang mga *mobile phone* bago ibigay ang mga ito sa NTWG. Pagkatapos ng inspeksyon, patayin ang mga *mobile phone* para maka-*save* ng *battery*. Lalagyan ng bilang ng kalahok bilang tanda ang mga *mobile phone* at ibibigay lamang sa oras ng timpalak.

C. Bubuoin ng kalahok ang BIDYOKASIYA sa loob ng apat (4) na oras.

D. Ilalaan ang unang isang (1) oras sa itinakdang silid upang basahin at suriin ang tekstong impormatibo at tukuyin ang adbokasiyang maaaring makuha mula sa kaisipan o mensaheng nakapaloob dito. Ang NTWG ang titiyak sa kaangkupan ng teksto sa antas ng mga kalahok. Pagkatapos matukoy ang adbokasiya, susulat ang kalahok ng balangkas ng konsepto, iskrip o story board sa bubuoing bidyo.

Gagamitin ang panulat at papel na ibibigay ng National Technical Working Group (NTWG).

- E. Ang natitirang tatlong (3) oras ay ilalaan sa pag-*shoot* at *editing* na gaganapin sa isang maluwang na silid-paligsahan/ espasyo o gymnasium. Tiyakin na malayang makagagalaw ang mga kalahok upang mag-*shoot* ng kanilang bubuoing *BIDYOKASIYA* at sila ay babantayan ng NTWG. Mahigpit na ipinagbabawal na pumunta o makipag-usap ang mga kalahok sa kani-kanilang mga tagapagsanay. Lahat din ng tagapagsanay ay hindi na pinahihintulutan na makalapit sa kanilang mga mag-aaral.
- F. Itataas ng NTWG ang berdeng *flaglet* tanda ng pagsisimula ng kanilang pagsho-*shoot*. Malayang magagamit ng mga kalahok ang tatlong (3) oras sa pagkuha ng larawan at video, pag-*shoot* at pag-*edit*. Itataas ang kahel na *flaglet* biglang hudyat sa nalalabing tatlumpung (30) minuto. Ang video na gagawin ay hindi lalagpas ng isang (1) minuto. Sa huling sampung minuto, itataas ng NTWG ang pulang *flaglet* hudyat ng pagsasapinal at pag-*save* ng bidyo. Mahigpit na ipinapaalala na ang pagsi-*save* ng *file* ay bahagi ng kabuoang oras. Ibabawas sa probisyon sa pamantayan na: *Nakasunod sa Takdang Oras* sa mga minutong huli sa pagpasa.

Labis na Oras sa Pagpasa	Kabawasan
1-10 segundo	1 puntos
11-20 segundo	2 puntos
21-30 segundo	3 puntos
31-40 segundo	4 puntos
41-pataas	5 puntos

- G. Sa hudyat ng NTWG, sabay-sabay na ipapasa ang lahat ng *mobile phone*. Ililipat ng NTWG sa itinakdang laptop ang lahat ng nabuong bidyo.
- H. Sa itinakdang oras, ipalalabas ang lahat ng nabuong bidyo sa isang silid-paligsahan ayon sa pagkakasunod-sunod. Bibigyan ito ng kapasiyahan ayon sa pamantayan.
- I. Dapat tandaan na lahat ng gagamiting kagamitan ay pasok sa *technical specification* na itinakda ng Kagawaran. Ang paggamit ng mga *applications* na may *ready-made templates* ay mahigpit na pinagbabawal at maaaring maging dahilan ng diskwalipikasyon ng kalahok.
- J. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

K. Ang mga BIDYOKASIYA na lalampas sa itinakdang isang (1) minuto ay ibabawas sa probisyon sa pamantayan na: *Nakasunod sa Takdang Oras*:

Labis na Oras	Kabawasan
1-3 segundo	1 puntos
4-20 segundo	2 puntos
21-40 segundo	3 puntos
41-60 segundo	4 puntos
61-pataas	5 puntos

J. Ang desisyon ng hurado ay pinal at hindi mapasusubalian.

Binuo at pinagtibay ng sumusunod:

JOSELITO D. DAGUISON
EPS, REGION I

ELAINE F. PERFECIO
EPS, REGION VII

ROSEMARIE A. YANGKIN
EPS, REGION CAR

DANDY G. ACUIN
EPS, REGION VIII

EARVIN H. SAKILAYAN
EPS, SDO-CAVITE CITY, REGION IVA

ALMA M. BETON
EPS, REGION IX

KAMILLE KAY Q. TAMOR
EPS, REGION MIMAROPA

NOEMIE M. PAGAYON
EPS, SDO- VALENCIA CITY, REGION X

JENNIFER G. RAMA
EPS, TAPAT

MARIA CONSUELO C. JAMERA
EPS, CARAGA

RENITA A. BOCALID
EPS, SDO- ROXAS CITY, REGION VI

SAADA J. TUBING
EPS, REGION BARMM

ENRICO LEE SUAREZ
SEPS, BLD-TLD

JEFFERSON V. TORRES
SEPS, BLD-TLD

MICHELLE F. TOLENTINO
SEPS, BLD-TLD

LUISA M. CANTILLO
SEPS, BCD-CSD

GAUDENCIO LUIS N. SERRANO
SVEPS, BLD-TLD



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Read-A-Thon (English)

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Read-A-Thon (English) per region are provided as follows:

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary				
Story Retelling	Read-A-Thon	1	1	30 minutes
Story Resolution Challenge	Read-A-Thon	1	1	25 minutes
Secondary				
Five-Minute Pecha Kucha	Read-A-Thon	1	1	96 minutes
Total		3	3	



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage One (1): Grade Three (3)	
EVENT TITLE	Story Retelling	
NO. OF PARTICIPANT/S	1 Grade Three (3) learner-participant per region	
TIME ALLOTMENT	30 minutes including preparation	
PERFORMANCE STANDARDS	The learner uses speaking skills and strategies appropriately to communicate ideas in varied theme-based tasks (oral language); accurately, fluently, and creatively reads aloud literary texts (fluency); and proficiently uses English vocabulary in varied and creative oral and written activities (vocabulary).	
21ST CENTURY SKILL/S	Communication Skills and Learning & Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Story Retelling is an NFOT event category of Read-A-Thon that determines how well learner-participants have comprehended a specific story read by retelling it using their own words and expressions.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <i>None</i>	To be provided by the event organizers: <ul style="list-style-type: none"> • Supplies and materials • Timer and flags • Strips of paper for drawing of lots • Number identifier • Wireless microphone with stand • Sound system • Certificates • Pencils • Ball pens • Folders • Calculators • Bond paper • Holding Area, Preparation Area, and Contest Area • Signages (e.g., Preparation Area, Holding Area, and Contest Area)
B. VENUE	<ul style="list-style-type: none"> • Holding Area 	

	<ul style="list-style-type: none"> • Preparation Room • Contest Room 										
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td> Mastery of the Story <ul style="list-style-type: none"> • Retell accurately the significant details and elements of the story read. • Communicate the story in a sequential order within the allotted time. </td> <td>50%</td> </tr> <tr> <td> Voice Projection <ul style="list-style-type: none"> • Retell the story creatively with correct use of language and loudly enough for the audience to hear. • Observe proper stress, intonation, and juncture. </td> <td>30%</td> </tr> <tr> <td> Stage Presence <ul style="list-style-type: none"> • Show confidence and appropriate posture/projection, facial expressions, and gestures. • Engage the audience with a strong and suitable presence. </td> <td>20%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </tbody> </table>	Criteria	Percentage	Mastery of the Story <ul style="list-style-type: none"> • Retell accurately the significant details and elements of the story read. • Communicate the story in a sequential order within the allotted time. 	50%	Voice Projection <ul style="list-style-type: none"> • Retell the story creatively with correct use of language and loudly enough for the audience to hear. • Observe proper stress, intonation, and juncture. 	30%	Stage Presence <ul style="list-style-type: none"> • Show confidence and appropriate posture/projection, facial expressions, and gestures. • Engage the audience with a strong and suitable presence. 	20%	Total	100%
	Criteria	Percentage									
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Stage Presence <ul style="list-style-type: none"> • Show confidence and appropriate posture/projection, facial expressions, and gestures. • Engage the audience with a strong and suitable presence. 	20%										
Total	100%										

MECHANICS

- A. **Story Retelling** event is open to all Grade Three (3) learners who are officially enrolled in public or private schools. This shall be done under the **contest category**. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- B. A printed copy of a story in English, a pen, and paper shall be provided to the learner-participants by the National Technical Working Group (NTWG) during the event. These shall be retrieved from them before their actual performance.
- C. All learner-participants will stay in the Holding Area without hearing the performance of other learner-participants, while the next learner-participant will stay in the Preparation Room before the performance.
- D. Drawing of lots by the learner-participants for their number identifier shall be done thirty (30) minutes before the event proper.
- E. At the event venue, learner-participants shall be given twenty-five (25) minutes to silently read the given story. They may use pen and paper to organize their thoughts. Then, they shall retell the story read using their own words which shall not exceed five (5) minutes.
- F. Learner-participants shall not be allowed to read the story again during their performance.
- G. Colored flags shall be raised by the NTWG to cue the learner-participant during the event proper:
 - **Green flag** - start of performance
 - **Yellow flag** - 30 seconds remaining

- **Red flag** - end of performance

H. Using and bringing of any of the following are prohibited in the entire event:

- cellphone or any gadget
- reference materials/handouts
- copy of any story
- costumes and props
- musical instrument/accompaniment

I. Learner-participants are required to wear plain white t-shirt (*no school/ division/ region identification*) and jeans (*maong*) during the event.



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage Two (2): Grade Six (6)	
EVENT TITLE	Story Resolution Challenge	
NO. OF PARTICIPANT/S	1 Grade six (6) learner-participant per region	
TIME ALLOTMENT	25 minutes including preparation	
PERFORMANCE STANDARDS	The learner uses speaking skills and strategies appropriately to communicate ideas in varied theme-based tasks (oral language); uses knowledge of stress and intonation of speech to appropriately evaluate the speaker's intention, purpose and meaning (fluency); uses linguistic cues to appropriately construct meaning from a variety of texts for a variety of purposes (reading comprehension); and publishes texts using appropriate text types for a variety of audiences and purposes (writing and composition).	
21ST CENTURY SKILL/S	Communication, Learning and Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Story Resolution Challenge is an NFOT event category of Read-A-Thon that allows learner-participants to demonstrate their creative and interpretive skills in reading aloud the story and ability to provide logical ending using effective verbal and non-verbal strategies.	
TECHNICAL SPECIFICATIONS		
C. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <i>None</i>	To be provided by the event organizers: <ul style="list-style-type: none"> • Supplies and materials • Timer and flags • Strips of paper for drawing of lots • Number identifier • Sound system • Certificates • Pencils • Ball pens • Folders • Calculators • Bond paper • Lapel • Holding Area, Preparation Area, and Contest Area

		<ul style="list-style-type: none"> • Signages (e.g., Preparation Area, Holding Area, and Contest Area)
D. VENUE	<ul style="list-style-type: none"> • Holding Area • Preparation Room • Contest Room 	
CRITERIA FOR PRESENTATION	Criteria	Percentage
	Oral Interpretation	
	<ul style="list-style-type: none"> • Read aloud creatively and accurately the message/theme, emotions, mood, character, and all other elements of the story. • Establish creative and dramatic impact throughout the presentation to connect and engage with the audience. 	35%
	Story Extension	
	<ul style="list-style-type: none"> • Demonstrate originality and innovative ideas in the resolution. • Provide logical and consistent story ending that connects with the original narrative. • Align character actions with their established traits in the story. • Use correct language conventions in conveying message. 	35%
Voice Projection		
<ul style="list-style-type: none"> • Speak clearly, distinctly, and with appropriate and varied pauses, pitch, and tone modulation. • Recite loudly enough for the audience to hear. 	15%	
Stage Presence		
<ul style="list-style-type: none"> • Show confidence, authenticity, appropriate posture/projection, facial expressions, and gestures. 	15%	
Total		100%

<p>EVENT RULES AND MECHANICS</p> <p>A. Story Resolution Challenge event is open to all Grade six (6) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.</p> <p>B. All learner-participants shall stay in the Holding Area without hearing the presentation of other participants, while the next learner-participant shall stay in the Preparation Room to prepare for the presentation.</p> <p>C. Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper. A printed copy of an open-ended</p>
--

and developmentally-appropriate story in English shall be provided to the participants one at a time by the National Technical Working Group (NTWG) during the event.

- D. At the Preparation Room, participants shall be given twenty (20) minutes to study the story and write the story resolution.
- E. The learner-participant shall read aloud the given story and its logical ending all within the 5-minute allotment in the Contest Room.
- F. Colored flags shall be raised by the NTWG to cue the learner-participant during the event proper:
- **Green flag** - start of performance
 - **Yellow flag** - 30 seconds remaining
 - **Red flag** - end of performance
- G. Using and bringing of any of the following are prohibited in the entire event:
- a. cellphone or any gadget
 - b. reference materials/handouts
 - c. copy of any story
 - d. costumes and props
 - e. musical instrument/accompaniment
- H. Learner-participants are required to wear plain white t-shirt (*no school/division/region identification*) and jeans (*maong*) during the event.

RESOURCE REQUIREMENTS

- Supplies and materials
- Timer and flags
- Strips of paper for drawing of lots
- Number identifier
- Wireless microphone/lapel
- Sound system
- Certificates
- Pencils
- Ball pens
- Folders
- Calculators
- Bond paper
- Holding Area, Preparation Area, and Contest Room
- Signages (Preparation Area, Holding Area, Contest Area, Coaches and Parents' Area)



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage Three (3): Grade Ten (10)	
EVENT TITLE	Five-Minute Pecha Kucha	
NO. OF PARTICIPANT/S	1 Grade Ten (10) learner-participant per region	
TIME ALLOTMENT	96 minutes	
PERFORMANCE STANDARD	The learner skillfully delivers a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.	
21ST CENTURY SKILL/S	Communication Skills Information, Media and Technology Skills, Learning and Innovation Skills Life and Career Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Five-Minute Pecha Kucha is an NFOT event category of Read-A-Thon that determines how well learners deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies, and Information and Communications Technology resources.	
TECHNICAL SPECIFICATIONS		
E. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> Laptop installed with MS PowerPoint 2010 or latest version Lapel 	To be provided by the event organizers: <ul style="list-style-type: none"> Projector/ LED Screen/ TV 55" or better Extension cords HDMI/VGA Cables Flash Drives
F. VENUE	Holding Room Preparation Room Contest Room	
CRITERIA FOR JUDGING	Criteria	Percentage
	Composition <ul style="list-style-type: none"> Compose a short, logical, and coherent speech relevant to given topic or theme. Use words that represent own thoughts, feelings, and expressions. Cite sources properly. 	40%
	Delivery and Voice Projection <ul style="list-style-type: none"> Speak clearly, distinctly, and with appropriate and varied poses, pitch, and tone modulation. 	30%

	<ul style="list-style-type: none"> Project loudly enough for the audience to hear. Deliver the speech in a formal, dignified, engaging, and persuasive manner. Perform within the allotted time. 	
	Media Presentation <ul style="list-style-type: none"> Use appropriate and effective presentation standards (color, effects/animation, number of lines per slide, images) 	20%
	Stage Presence <ul style="list-style-type: none"> Show confidence and appropriate posture or projection, facial expressions, and gestures 	10%
	Total	100%

MECHANICS

A. Five-Minute Pecha Kucha event is open to all Grade Ten (10) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.

B. Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper.

C. There shall be four (4) Phases in this event:

Phase 1 – Text Immersion (30 Minutes)

- Three (3) grade-level appropriate informational texts stored in the flash drive shall be provided to the participants by the National Technical Working Group (NTWG) during the event in the Holding Room. This shall be retrieved from them before their presentation.
- Learner-participant shall be given thirty (30) minutes to read the texts.

Phase 2 - Topic Outlining (20 Minutes)

- Learner-participant shall be given twenty (20) minutes to outline his/her presentation using laptops.

Phase 3 – Presentation Preparation (40 Minutes)

- Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
- Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.
- Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
- Learner-participant shall save the file using the filename format: Entry Number_Event Contest Code (ex: 01_PK).

5. NTWG shall collect and save the file in his/her laptop and ensure that the file is working and ready for presentation. Once saved, learner-participant shall not be allowed to open his/her laptop.

Phase 4 – Presentation Proper (6 Minutes)

1. Before the delivery, the learner is given 1 minute for technical check and rehearsal and five (5) minutes for presentation.
2. The NTWG shall raise the green flag to cue the start of the slide presentation.

D. Using and bringing of any of the following are prohibited in the entire event:

- cellphone or any gadget
- reference materials/handouts
- copy of any story
- costumes and props
- musical instrument/accompaniment.

E. Learner-participant shall wear corporate attire during the contest.

RESOURCE REQUIREMENTS

- Supplies and materials
- Timer and flaglet (green only)
- Strips of paper for drawing of lots
- Number identifier
- Sound system
- Certificates
- Pencils
- Ball pens
- Folders
- Calculators
- Bond paper
- Projector/ LED Screen/ TV 55” or better
- Extension cords
- HDMI/VGA Cables
- Flash Drives
- Laptop
- Holding Area, Preparation Area, and Contest Area Signages (e.g., Preparation Area, Holding Area, and Contest Area)

Prepared by:

EDUARDO F. OMAÑA

Education Program Supervisor
Region VII

EDNA C. OABEL

Education Program Supervisor
IV-MIMAROPA

JOHNSON P. SUNGA

Education Program Supervisor
Region I

ABNER L. PUREZA

Education Program Supervisor
SDO Quezon, CALABARZON

G.L. JOHN C. HARO

Education Program Supervisor
Region VI

DINDO JOHN H. MORENO

Education Program Supervisor
SDO Nueva Vizcaya, Region II

NOVER KEITHLEY S. MENTE

Education Program Supervisor
CAR

REYMAR D. PAGUIO

Education Program Supervisor
SDO- Tarlac City

LOVELYN M. INTAL

Education Program Supervisor
SDO TAPAT, NCR

JOEISA M. PRESBITERO

Education Program Supervisor
Region XI

Reviewed by:

JOCELYN S. TUGUINAYO

Supervising Education Program Specialist
BLD-TLD

CINDERELLA U. REGINIO

Supervising Education Program Specialist
BLD-SID

Submitted to:

MARITES P. ROMEN

Supervising Education Program Specialist
BLD-SID



Republic of the Philippines
Department of Education
Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY

Enclosure 3 to DM 90, s.2025

ARALING PANLIPUNAN

1. The Division Festival of Talents in Araling Panlipunan will be conducted at the Division Training Hall on February 13, 2025, 8:00 AM to 5:00 PM.

The schedule of the events are as follows:

- Kasaysayan ng Pilipinas Kwiz - 8:00 to 11:00 AM
- PopDev Quiz Bee - 9:30 to 12:00 PM
- Speak Up! (Impromptu) - 1:00 to 3:00 PM

2. The participants in the Kasaysayan ng Pilipinas Kwiz and PopDev Quiz Bee are the top 2 winners from the District Level Competition and the top 1 winner from the "Speak Up" event.
3. The Technical Working Committee are the following:

Kasaysayan ng Pilipinas Kwiz	PopDev Quiz Bee	Speak Up
Marlon Leocadio	Rommel Manzano	
Virginia T. Ulatan	Wilma Biteng	
Estelito Mendoza	Leonila Catungal	
Pacita Gawaen	Lillie Vinluan	

4. Please see the attached copies for the performance standard, description, criteria for assessment, and event rules and mechanics.
5. For your information and guidance.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

Kasaysayan ng Pilipinas Kwiz

COMPONENT AREA	ARALING PANLIPUNAN																
KEY STAGE	Key Stage 2 (Grade 6)																
EVENT TITLE	Kasaysayan ng Pilipinas Kwiz																
NO. OF PARTICIPANT/S	One (1) learner-contestant																
TIME ALLOTMENT	Three (3) Hours																
PERFORMANCE STANDARD (Grade 6 Learning Standard)	Naipamamalas ang patuloy na pag-unawa at pagpapahalaga sa kasaysayan ng Pilipinas mula sa ika-20 siglo hanggang sa kasalukuyan, tungo sa pagbuo ng tiyak na pagkakatilanlan bilang Pilipino at mamamayan ng Pilipinas. Naipamamalas ang malalim na pag-unawa sa kasaysayan ng Pilipinas base sa pagsusuri ng sipi ng mga piling primaryang sangguniang nakasulat, pasalita, awdyo-biswal at kumbinasyon ng mga ito, mula sa iba-ibang panahon, tungo sa pagbuo ng makabansang kaisipan na siyang magsisilbing basehan ng mas malawak na pananaw tungkol sa mundo																
21ST CENTURY SKILL/S	Communication, Creativity, Critical Thinking Skills, Global Citizenship, Technology Literacy																
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts																
DESCRIPTION	The quiz shall be based on the concepts of Philippine Geography, History, and Culture from Araling Panlipunan Grade 6.																
CRITERIA FOR ASSESSMENT	<table border="0"> <thead> <tr> <th colspan="2">Round</th> <th>Presentation (point/s per item)</th> </tr> </thead> <tbody> <tr> <td>Easy</td> <td>(8 items)</td> <td>1 (8 points)</td> </tr> <tr> <td>Average</td> <td>(7 items)</td> <td>2 (14 points)</td> </tr> <tr> <td>Difficult</td> <td>(6 items)</td> <td>3 (18 points)</td> </tr> <tr> <td>Total</td> <td>= 21 Items</td> <td>40 points</td> </tr> </tbody> </table>	Round		Presentation (point/s per item)	Easy	(8 items)	1 (8 points)	Average	(7 items)	2 (14 points)	Difficult	(6 items)	3 (18 points)	Total	= 21 Items	40 points	
Round		Presentation (point/s per item)															
Easy	(8 items)	1 (8 points)															
Average	(7 items)	2 (14 points)															
Difficult	(6 items)	3 (18 points)															
Total	= 21 Items	40 points															

I. Event Rules and Mechanics

- A. The quiz is open to all learners officially enrolled in grade 6.
- B. There shall be one learner contestant from Grade 6.
- C. The test questions shall be based on the Grade 6 Araling Panlipunan competencies which shall be provided by the Bureau of Learning Delivery (BLD). Also, the official list of references will be provided by the Bureau of Curriculum Development (BCD) through the Bureau of Learning Delivery (BLD). Each answer slide deck must include the specific competency and reference.
- D. Learner-contestants shall be provided with whiteboards, marker and eraser.
- E. Filipino shall be used as the official language in the quiz.

- F. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.
- G. Points shall be awarded for each correct answer as follows: one (1) point for an "easy" question, two (2) points for an "average" question, and three (3) points for a "difficult" question. In the event of a tie, a clincher question shall be asked until a winner is determined.
- H. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions.
- I. The quizmaster shall read each question twice. Countdown shall start after the question has been read the second time and the quizmaster says "GO". When the quizmaster says "STOP" or "TIME IS UP", contestants must raise their answers to the audience and the Board of Judges until the proctors have verified or confirmed the answer. Those who are unable to observe the instructions shall not earn a point.
- J. The Chair of the Board of Judges will decide whether or not the instruction is observed.
- K. The learner-contestants are allowed to change their answer within the allotted time.
- L. National winners shall be proclaimed based on cumulative scoring.
- M. In case of a protest or inquiry during the actual quiz proceedings, the following procedures shall be observed:
- Only the learner-contestants or the official coaches are allowed to raise a protest or inquiry before the next question is read.
 - The protest or inquiry shall be addressed orally to the chair of the Board of Judges who shall recognize the protest or inquiry after validating the proof/evidence presented.
 - The chair shall announce the decision upon deliberation with the members of the board of judges.
- N. The decision of the Board of Judges is final.

II. Resource Requirements			
	Learner-contestants	Host School/Venue	Host Division/Region
Attire	Plain white t-shirt and denim pants	-	-
Tools and Equipment		Timer	-
Others		Sound System Tables and chairs LCD Projector	Utility expenses



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

POP QUIZ

COMPONENT AREA	ARALING PANLIPUNAN																
KEY STAGE	Key Stage Three (3): Grades 7 to 10																
EVENT TITLE	Pop Quiz																
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Three 3 (Grades 7-10)																
TIME ALLOTMENT	3 hours																
PERFORMANCE STANDARD	Ang mag-aaral ay... may pag-unawa sa mga epekto ng mga isyu at hamon na may kaugnayan sa kasarian at lipunan upang maging aktibong tagapagtaguyod ng pagkakapantay-pantay at paggalang sa kapwa bilang kasapi ng pamayanan. AP10-Q3w1-8																
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills																
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts																
DESCRIPTION	<p>Quiz based on the following Population Education Core Messages/Key Concepts:</p> <ul style="list-style-type: none"> • Family Life and Responsible Parenthood • Gender and Development • Population and Reproductive Health <p>Population, Environment, Resources, and Sustainable Development</p>																
RESOURCE REQUIREMENTS																	
CRITERIA FOR ASSESSMENT	<table border="0"> <tr> <th colspan="2">Round</th> <th>Presentation (point/s per item)</th> </tr> <tr> <td>Easy</td> <td>(8 items)</td> <td>1 (8 points)</td> </tr> <tr> <td>Average</td> <td>(7 items)</td> <td>2 (14 points)</td> </tr> <tr> <td>Difficult</td> <td>(6 items)</td> <td>3 (18 points)</td> </tr> <tr> <td>Total =</td> <td>21 Items</td> <td>40 points</td> </tr> </table>	Round		Presentation (point/s per item)	Easy	(8 items)	1 (8 points)	Average	(7 items)	2 (14 points)	Difficult	(6 items)	3 (18 points)	Total =	21 Items	40 points	
Round		Presentation (point/s per item)															
Easy	(8 items)	1 (8 points)															
Average	(7 items)	2 (14 points)															
Difficult	(6 items)	3 (18 points)															
Total =	21 Items	40 points															

J. Event Rules and Mechanics

- A. The formulation of test questions at the local and national levels shall be based on the following Population Education Core Messages/Key Concepts:
- Family Life and Responsible Parenthood;
 - Gender and Development;
 - Population and Reproductive Health; and
 - Population, Environment, Resources, and Sustainable Development.
- B. The Department of Education (DepEd) and the Commission on Population and Development (CPD) shall prepare and provide the questions and review materials for the Pop Quiz. Each answer slide deck must include the specific competency and reference.
- C. During the quiz, learner-contestants shall be provided with *whiteboards*, markers, and erasers.
- D. Questions shall be constructed using the English language.
- E. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.
- F. Points for every correct answer shall be given as follows:
One (1) point shall be given to the correct answer for each "easy" question, two (2) points for each "average" question, and three (3) points for each "difficult" question.
- G. Participants shall be given ten (10) seconds to answer each question. For questions that require computation, participants shall be given a maximum of thirty (30) seconds.
- H. The quizmaster shall only read each question twice. Countdown shall start after the question has been read for the second time and the quizmaster says GO. When the quizmaster says "STOP" or "TIME IS UP.", participants must raise their answers to the audience and to the Assessing Committee until such time that the Proctors have verified or confirmed the answer. A general reminder shall be given to all. However, if the participant still violates, his /her answer shall not be considered.
- I. A participant shall be allowed to change his/her answer within the allotted time.
- J. In case of a tie, a clincher question shall be asked.
- K. In case of inquiry during the actual quiz proceedings, the following procedures shall be observed:
- Only the participant or the official coach is allowed to raise an inquiry before the next question is read. The inquiry shall be addressed orally to the assessing committee which shall recognize the inquiry.
 - The chair shall announce the decision upon deliberation with the members of the committee.
- L. The decision of the board of judges is final.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)
SPEAK UP! (IMPROMPTU SPEECH)

COMPONENT AREA	ARALING PANLIPUNAN	
KEY STAGE	Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Speak Up! (Impromptu)	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Four (4)	
TIME ALLOTMENT	Three (3) minutes per learner contestant	
PERFORMANCE STANDARD	Develop students' awareness of cultural, social, and political dynamics, and sensitivity to cultural diversity; provide them with an understanding of how culture, human agency, society, and politics work; and engage them in examining the country's current human development goals. Students should acquire ideas about human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.	
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills	
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts	
DESCRIPTION	The <i>Speak Up!</i> is an impromptu speech competition of the National Festival of Talents (NFOT) designed to showcase their communication, creativity, and critical thinking skills in public speaking on topics of human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.	
CRITERIA FOR ASSESSMENT	Exhibit Rubrics	Presentation
	Message and Content -Relevance to the specific content in the mechanics. -Bases of arguments -Unity and Coherence are evident. -Powerful and meaningful message.	50 %
	Delivery and Performance -Facial expression, hand gestures. -Emphasized the different elements of the performance. -Words are pronounced distinctly and correctly. -Projection of authentic emotion.	30 %
	Originality -The piece has a unique central idea and innovative supporting points.	10 %
	Over-all Impact -Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to	10 %

	convey the message effectively and with great impact.	
	Total	100%

EVENT RULES AND MECHANICS

- A. The *Speak Up!* (Impromptu) competition is open to all Senior High School learners, both from private and public schools, who are enrolled for the school year 2024-2025.
- B. There shall be one learner-contestant per region.
- C. The competition shall use English as the primary language however, learner-contestants may incorporate Filipino terms or phrases when citing sources, quotations, or emphasizing key ideas to support their claims and arguments.
- D. Each learner-contestant shall draw a topic from the box prepared by the National Technical Working Group (NTWG). The moderator shall read aloud the topic twice.
- E. Each learner-contestant shall deliver his/her speech in 2-3 minutes.
- F. The decision of the Board of Judges is final.

IV. Resource Requirements

	Learner-contestants	Host School/Venue	Host Division/Region
Attire	Culturally inspired dress	-	
Tools and Equipment		Timer	



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Technolympics

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Technolympics per region are the following:

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary				
Invitation Card Making using MS Productivity Tools	ICT	1	1	3 hours
Extension Cord with Switch Assembly	IA	1	1	3 hours
Food Preparation and Presentation	FCS	2	1	4 hours
Dish Gardening	AFA	1	1	4 hours
Secondary				
Technical Drafting	ICT	1	1	4 hours
Electrical Installation and Maintenance (EIM)	IA	2	1	4 hours
Bread and Pastry Production	FCS	2	1	4 hours
Food Processing (Meat, Fish & Vegetable)	AFA	2	1	4 hours
Additional Events Table Napkin Folding (Grade 7) (1pax/school)	FCS	1	1	35minutes
Additional Events Automotive Servicing	IA	2	1	1hour
Total		15	11	



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



INVITATION CARD MAKING USING MICROSOFT PRODUCTIVITY TOOLS

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)	
KEY STAGE	Elementary Grades 4-6)	
EVENT TITLE	Invitation Card Making Using Microsoft Productivity Tools	
NO. OF PARTICIPANT/S	One (1) learner-participant	
TIME ALLOTMENT	Three (3) Hours, excluding interview	
PERFORMANCE STANDARD	<p>Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang <i>computing devices</i> at <i>productivity tools</i>. [MATATAG, Grade 4]</p> <p>Nakagagawa ng knowledge products gamit ang productivity tools. [Kto12 Curriculum, Grade 5, Content 7]</p>	
21ST CENTURY SKILL/S	Creativity, Communication, Critical Thinking, ICT for Learning, Self-Regulation, Digital Literacy, Adaptability	
CREATIVE INDUSTRIES DOMAIN	Publishing, Printed Media, ICT, and Digital Communication	
DESCRIPTION	Invitation Card Making Using Microsoft Productivity Tools is an NFOT event category of Technolympics that allows learner-participants to utilize several Microsoft Productivity Tools to make unique invitation cards based on the given topic or theme.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • None 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • Desktop/Laptop with Windows 10 or higher installed with MS Office Standards or higher version • Printer with colored cartridges • Filed Photos on the computer • Extension wire and UPS • Laid paper in A4 • Mouse • Scissors/ Handheld Cutter • Plastic /Metal Ruler • Curling Ribbon, 2 meters per participant

B. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room	
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Creativity of Design	30%
	<i>Exceptional</i>	30%
	<i>Proficient</i>	25%
	<i>Adequate</i>	20%
	<i>Basic</i>	15%
	Technical Use of the Productivity Tools	20%
	<i>Exceptional</i>	20%
	<i>Proficient</i>	15%
	<i>Adequate</i>	10%
	<i>Basic</i>	5%
	Relevance to the Theme	15%
	<i>Exceptional</i>	15%
	<i>Proficient</i>	10%
	<i>Adequate</i>	5%
	<i>Basic</i>	1%
	Layout and Measurement	15%
	<i>Exceptional</i>	15%
	<i>Proficient</i>	10%
	<i>Adequate</i>	5%
	<i>Basic</i>	1%
	Wise use of time/speed	15%
	<i>Exceptional</i>	5%
<i>Proficient</i>	4%	
<i>Adequate</i>	3%	
<i>Basic</i>	2%	
Ability to Present the Process	15%	
<i>Exceptional</i>	15%	
<i>Proficient</i>	10%	
<i>Adequate</i>	5%	
<i>Basic</i>	1%	
Total	100%	
D. MECHANICS		
<p>A. All officially enrolled Grades 4 to 6 including elementary ALS learners with LRN can join the contest.</p> <p>B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.</p> <p>C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.</p> <p>D. The Technical Committee shall inspect the resource requirements for the contest.</p> <p>E. All participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.</p> <p>F. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.</p> <p>G. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.</p>		

- H. The learner-participants may use any of the following Microsoft Productivity Tools (Word, Excel, PowerPoint, Publisher, Paint, Picture Manager)
- I. The layout size of the invitation card and the theme shall be announced by the Event Administrator during the preliminaries.
- J. Borrowing of materials, supplies, tools, and equipment is strictly prohibited.
- K. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- L. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- M. Participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.
- N. Participants are advised to bring their food as they are not allowed to go out of the venue.
- O. Filename shall be using this format:
 InvitationCard# (participant's number)
 Example: **InvitationCard#01**
- P. The working area shall be cleaned by the participants immediately after the contest.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



EXTENSION CORD WITH SWITCH ASSEMBLY

COMPONENT AREA	INDUSTRIAL ARTS (IA)	
KEY STAGE	Key Stage Two (2): Grades 4-6	
EVENT TITLE	Extension Cord with Switch Assembly	
NO. OF PARTICIPANT/S	One (1) learner-participant	
TIME ALLOTMENT	Three (3) Hours, including interview	
PERFORMANCE STANDARD	The learner constructs simple electrical gadgets with ease and dexterity.	
21ST CENTURY SKILL/S	Creativity, Critical Thinking, Self-Regulation, Adaptability	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Extension cord with switch assembly is an NFOT event category of Technolympics that allows learner-participant to demonstrates an understanding of and skills in making simple electrical gadgets.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Appropriate Personal Protective Equipment (PPE) 	<p>To be provided by the event organizers:</p> <p>Materials</p> <ul style="list-style-type: none"> • 6 meters # 16 stranded wire • 1foot # 16 THHN electrical wire • 1 pc surface type utility box • 1 pc single pole single throw switch • 2 pcs convenience outlet • 1 set 3-gang plate • 1 pc male plug (15A) <p>Tools</p> <ul style="list-style-type: none"> • Electrical tools (long nose, pliers, phillips and flathead screwdriver) • Multi Tester
B. VENUE	Well-ventilated covered-area/room with electrical outlets/extension wires, fire extinguishers, and first-aid kits.	

C. CRITERIA FOR JUDGING	Criteria	Percentage
	Quality of the output/	15%
	Accuracy	15%
	Functionality	30%
	Use of tools	15%
	Safety	10%
	Speed	5%
	Ability to explain	10%
	Total	100%

D. MECHANICS

- A. All officially enrolled Grades 4 to 6 including elementary ALS learners with LRN can join the contest.
- B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- D. The Technical Committee shall inspect the resource requirements for the contest.
- E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.
- F. The learner-participants shall adhere to all health and safety requirements.
- G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.
- H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.
- I. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- J. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- K. Participants shall go through a panel interview and deliberation by the Board of Judges within the three (3) hour time allotment.
- L. Participants are advised to bring their food as they are not allowed to go out of the venue.
- M. The working area shall be cleaned by the participants immediately after the contest.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



FOOD PREPARATION AND PRESENTATION

COMPONENT AREA	FAMILY AND CONSUMER SCIENCE/HOME ECONOMICS	
KEY STAGE	Key Stage Two (2): Grades 4-6	
EVENT TITLE	Food Preparation and Presentation	
NO. OF PARTICIPANT/S	Two (2) learner-participants	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate kitchen tools and equipment and follows the Occupational Health and Standard (OHS) in food preparation and presentation.	
21ST CENTURY SKILL/S	Use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively.	
CREATIVE INDUSTRIES DOMAIN	Creative Services	
DESCRIPTION	Food Preparation and Presentation is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preparation and presentation. It includes food preparation, designing, and presentation of a main course with chicken as the main ingredient.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Appropriate Personal Protective Equipment (PPE) 	To be provided by the event organizers: <ul style="list-style-type: none"> • 1 kg Chicken (leg part) • Marketable ingredients • Cooking utensils • Gas Stove/LPG • Dinner Plate for plating presentation • Extension Cords • Working Table • Presentation Table • Provision of Oven
B. VENUE	Preferably HE Room with tiled floors, well-lighted and fully ventilated cooking area, sufficient water supply, medical kit and fire extinguishers.	
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Quality of the output/	15%
	Accuracy	15%

	Functionality	30%
	Use of tools	15%
	Safety	10%
	Speed	5%
	Ability to explain	10%
	Total	100%

D. MECHANICS

- A. All officially enrolled Grades 4 to 6 including elementary ALS learners with LRN can join the contest.
- B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- D. The Technical Committee shall inspect the resource requirements for the contest.
- E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.
- F. The learner-participants shall adhere to all health and safety requirements.
- G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.
- H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.
- I. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- J. Each learner-participants will receive a mystery box containing a set of ingredients.
- K. The learner-participants will have four (4) hours to create a dish using the ingredients from the mystery box.
- L. Participants are not allowed to use ingredients that are not provided in the mystery box.
- M. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- N. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- O. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.
- P. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.
- Q. The working area shall be cleaned by the participants immediately after the contest.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



DISH GARDENING

COMPONENT AREA	AGRI-FISHERY ARTS	
KEY STAGE	Key Stage Two (2): Grades 4-6	
EVENT TITLE	Dish Gardening	
NO. OF PARTICIPANT/S	One (1) learner-participants	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	Application of the most applicable dish gardening technique.	
21ST CENTURY SKILL/S	Creative skills, problem-solving skills, communication skills, promotion of techniques and technological skills, procedural skills, operating tools, occupational safety and health (OSH)	
CREATIVE INDUSTRIES DOMAIN	Design and Creative industries, Landscape Architecture, Agri-tourism Industry, Agri-entrepreneurial Industry.	
DESCRIPTION	A dish garden is a miniature garden which uses a shallow dish or bowl for a container. It is landscaped to depict a scene in nature. Different plants can be used in the dish garden but these have to be compatible with each other (https://aggie-horticulture.tamu.edu/syllabi/302/new/topic/dish.htm).	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Appropriate Personal Protective Equipment (PPE) 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • Dish Garden Plants (Assorted Minimum of 6 kinds) • Decorative object • Colored rocks • Horticultural charcoal • Potting Soil • Moss or sand • Wide, low sided container (without a drainage hole, any design) • Working table • Hand Trowel • Shovel • Sprinkler • Pliers • Spade • Cutter • Tie Wire

		• Hand Sprayer
B. VENUE	Covered court/Open Area	
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Originality of Sketch Plan	10%
	Combination and design of plants and materials	20%
	Use of tools and equipment	10%
	Methods and safety work-habit	10%
	Visual Impact	20%
	Followed the Sketch Plan	10%
	Speed	5%
	Ability to present ideas	15%
Total	100%	
D. MECHANICS		
<p>A. All officially enrolled Grades 4 to 6 including elementary ALS learners with LRN can join the contest.</p> <p>B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.</p> <p>C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.</p> <p>D. The Technical Committee shall inspect the resource requirements for the contest.</p> <p>E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.</p> <p>F. The learner-participants shall adhere to all health and safety requirements.</p> <p>G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.</p> <p>H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.</p> <p>I. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.</p> <p>J. The finished dish garden should be ready for photography, sketching, after all the members of the Board of Judges shall have finished their individual judging.</p> <p>K. A blueprint or a sketch or plan must be submitted by the contestant using a long size bond paper.</p> <p>L. The dish garden shall remain unaltered and on display until the closing ceremony.</p> <p>M. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.</p> <p>N. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.</p> <p>O. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.</p> <p>P. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.</p> <p>Q. The working area shall be cleaned by the participants immediately after the contest.</p>		



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



TECHNICAL DRAFTING

COMPONENT AREA	INFORMATION AND COMMUNICATIONS TECHNOLOGY (ICT)	
KEY STAGE	Key Stage Three (3): Grades 9 to 10; Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Technical Drafting: Prepare Computer-Aided Design of a House	
NO. OF PARTICIPANT/S	One (1) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	The learners create a house plan following architectural standards.	
21ST CENTURY SKILL/S	Core skills supported using ICT, technical, information management, communication, collaboration, creativity, critical thinking, and problem-solving	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Technical Drafting is an NFOT event category of Technolympics that allows learner-participants to perform mensuration and calculations, interpret technical drawings and plans, and prepare computer-aided drawings with structural layout and details.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • None 	To be provided by the event organizers: <ul style="list-style-type: none"> • Desktop computer (16 gigabyte RAM, i5 processor or higher) • Printer (ratio 1:1) • AutoCAD 2019 Version or higher (uniform version) • Printing cost
B. VENUE	Airconditioned/Well-ventilated Room	Computer Laboratory/Room
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Accuracy	40%
	<i>Floor Plan</i>	15%
	<i>Elevations</i>	15%
	<i>Perspective</i>	10%
	Aesthetic/Architectural/Originality and Creativity of Design	40%

	<i>Architectural</i>	15%
	<i>Aesthetic</i>	5%
	<i>Structural</i>	10%
	<i>Originality</i>	5%
	<i>Details</i>	5%
	Ability to Present the Process	10%
	Speed	10%
	Total	100%

D. MECHANICS

- A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education/Technology and Livelihood Education (TVE/TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in technical drafting are eligible to join.
- B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- D. The Technical Committee shall inspect the resource requirements for the contest.
- E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.
- F. The learner-participants shall adhere to all health and safety requirements.
- G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.
- H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.
- I. The Event Administrator will distribute a task requirement and learner-participants will be given 15 minutes to read and analyze it.
- J. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- K. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- L. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- M. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.
- N. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.
- O. The working area shall be cleaned by the participants immediately after the contest.

Note: All outputs (soft and hard copies) shall be collected by the Event Secretary and shall be endorsed to the Organizers.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

ELECTRICAL INSTALLATION AND MAINTENANCE (EIM)

COMPONENT AREA	INDUSTRIAL ARTS (IA)	
KEY STAGE	Key Stage Three (3): Grades 9 to 10; Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Electrical Installation and Maintenance (EIM)	
NO. OF PARTICIPANT/S	One (1) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	The learners perform electrical installation and maintenance which involve reading and installing schematic wiring diagrams based on the Philippine Electrical Code (PEC) and national Electrical Code (NEC).	
21ST CENTURY SKILL/S	It is essential for learners to manifest learning and innovation skills and abilities where they think critically, reflectively, and creatively, analyze and solve problems, create and implement innovations using a variety of techniques or methods, and generate functional knowledge that supports varying degrees of thinking skills and metacognition.	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Electrical Installation and Maintenance (EIM) is an NFOT event category of Technolympics that allows learner-participants to read and install wiring diagrams based on a given schematic diagram. Knowledge of schematic diagrams and installation skills may be handy in establishing a business or landing a job.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Personal Protective Equipment (PPE) 	To be provided by the event organizers: <ul style="list-style-type: none"> • Electrical tape • No. 14 stranded wire • No. 12 stranded wire • Lighting fixture • SPST switch • Junction box • And other materials • Floor Plan single storey residential house)

		<ul style="list-style-type: none"> • All tools/equipment needed for the wiring installation • Working board 4' X 8' • Utility expenses
B. VENUE	Well-ventilated covered-area/room with electrical outlets/extension wires, fire extinguishers, and first-aid kits.	
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Accuracy of interpretation of schematic diagram	25%
	Accuracy of installation	30%
	Use of tools	15%
	Safety	15%
	Speed	10%
	Ability to Explain Process	5%
	Total	100%
D. MECHANICS		
<p>A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education/Technology and Livelihood Education (TVE/TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in technical drafting are eligible to join.</p> <p>B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.</p> <p>C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.</p> <p>D. The Technical Committee shall inspect the resource requirements for the contest.</p> <p>E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.</p> <p>F. The learner-participants shall adhere to all health and safety requirements.</p> <p>G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.</p> <p>H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.</p> <p>I. All provided event materials shall be used by participants for their outputs.</p> <p>J. Alteration of the event materials by the participants is not allowed.</p> <p>K. The schematic diagram will be provided on the day of the event.</p> <p>L. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.</p> <p>M. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.</p> <p>N. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.</p>		

- O. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.
- P. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.
- Q. The working area shall be cleaned by the participants immediately after the contest.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



BREAD AND PASTRY PRODUCTION (BAKING AND DECORATING)

COMPONENT AREA	FAMILY AND CONSUMER SCIENCE/HOME ECONOMICS	
KEY STAGE	Key Stage Three (3): Grades 9 to 10; Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Bread and Pastry Production (Baking and Decorating)	
NO. OF PARTICIPANT/S	One (1) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate baking tools and equipment and follows the Occupational Health and Standard (OHS) in baking and decorating cake.	
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Baking and Design	
DESCRIPTION	Applying the principles in Bread and Pastry Production including Decorating . The task involves preparation of chiffon cake and decoration through basic icing. One-layer cake with a mold size: 6 inch.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Personal Protective Equipment (PPE) • Packaging Materials 	To be provided by the event organizers: <ul style="list-style-type: none"> • Baking ingredients • Marketable ingredients (confectioner sugar) • Stove • Oven • LPG • Baking utensils • Working table • Cooking area • Water outlet/supply • Utility expenses
B. VENUE	Preferably HE Room/laboratory/covered area <ul style="list-style-type: none"> • with sufficient water supply • medical kit • fire extinguisher 	

	• well lighted and ventilated	
C. CRITERIA FOR JUDGING	Criteria	Percentage
	Process on the Product Development	20%
	Proper use of tools and equipment	15%
	Palatability	20%
	Product Presentation	15%
	Speed	10%
	Safety/Sanitation and Hygiene	10%
	Ability to Present Idea/Process	10%
	Total	100%

D. MECHANICS

- A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education/Technology and Livelihood Education (TVE/TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in Bread and Pastry Production are eligible to join.
- B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- D. The Technical Committee shall inspect the resource requirements for the contest.
- E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.
- F. The learner-participants shall adhere to all health and safety requirements.
- G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.
- H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.
- I. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- J. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- K. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- L. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment.
- M. The learner-participants shall submit copies of the recipe to the Event Administrator.
- N. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.
- O. The working area shall be cleaned by the participants immediately after the contest.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



FOOD PROCESSING (MEAT, FISH, AND VEGETABLE)

COMPONENT AREA	AGRI-FISHERY ARTS	
KEY STAGE	Key Stage Three (3): Grades 9 to 10; Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Food Processing (Meat, Fish, and Vegetable)	
NO. OF PARTICIPANT/S	Two (2) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	Four (4) Hours, excluding interview	
PERFORMANCE STANDARD	The learners independently develop the skills in food processing and demonstrate the core competencies in food processing prescribed in the K to 12 Basic Education Curriculum as of May 2016.	
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	Food Processing (Meat, Fish, and Vegetable) is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preservation. This includes preparation and processing of various types of meats, fruits, and vegetables: (<i>Chicken Longanisa</i>), Fish (<i>Bangus-Spanish Sardines</i>), Vegetables (<i>Pickling-Sayote, Papaya, Sitaw, Ampalaya, & Carrots</i>)	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> Personal Protective Equipment (PPE) 	To be provided by the event organizers: <p>Materials</p> <ul style="list-style-type: none"> Cooking utensils 12 oz. Jar, with wide opening (4 bottles) rubberized cap/lid Polyethylene 2 pcs bangus (approx. 2 pcs per half kg.) per participant (1 for presentation, 1 for tasting) 1 kg whole dressed chicken

		<ul style="list-style-type: none"> • Ingredients (vegetable, fruits & others) binder ingredients (ex. egg and cornstarch) <p>Tools and Equipment</p> <ul style="list-style-type: none"> • Working Tables • Cooking Area • Stove • Water outlets • Knife • Chopping Board • Pressure Cooker • Gas stove • LPG • Utility expenses
B. VENUE	Preferably HE Room/laboratory/ covered area <ul style="list-style-type: none"> • with sufficient water supply • medical kit • fire extinguisher • well lighted and ventilated 	
C. CRITERIA FOR JUDGING	Criteria	
	Palatability	15%
	Process used in preservation	25%
	Product Presentation and Packaging	10%
	Use of tools and equipment	15%
	Sanitation Procedures, Methods & Safety work habits	15%
	Speed	10%
	Ability to Present the Process	10%
	Total	100%
D. MECHANICS		
<p>A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education/Technology and Livelihood Education (TVE/TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in Food Processing are eligible to join.</p> <p>B. The Event Administrator, Members of the Technical Committee, and Board of Judges shall be at the venue sixty (60) minutes ahead of the event schedule.</p> <p>C. The materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.</p> <p>D. The Technical Committee shall inspect the resource requirements for the contest.</p> <p>E. All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.</p> <p>F. The learner-participants shall adhere to all health and safety requirements.</p> <p>G. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.</p>		

- H. The Event Administrator shall let the participants draw lots to determine their respective entry numbers and places.
- I. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.
- J. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- K. Only the Event Administrator, Technical Committee Members, Judges, Official photographers, and participants are allowed to be at the contest venue.
- L. The products shall be displayed on the table prepared by the host region for appreciation and tasting of the panel of experts. Other table set up/accessories are strictly not allowed.
- M. The learner-participants shall go through a panel interview and deliberation by the Board of Judges after the four (4) hour time allotment with presentation of the output:
- For Meat (Chicken): Present 1 pack at 250g and remaining cooked sample for evaluation.
 - For Sardines and Pickles: Prepare 1 bottle for tasting and 1 bottle for display.
- (A plate for tasting shall be provided at the display area intended for each entry).*
- N. The learner-participants are advised to bring their food as they are not allowed to go out of the venue.
- O. The working area shall be cleaned by the participants immediately after the contest.

ADDITIONAL EVENTS

Table Napkin Folding Contest Mechanics (Grade 7)

- **One participant Only per school (22 JHS)** with one coach

Contest Overview

The Table Napkin Folding Contest is a fun and creative event where students showcase their skills in folding napkins for table settings. The contest highlights neatness, creativity, and presentation skills while teaching students the importance of table etiquette.

Contest Rounds

Basic Napkin Folding (10 minutes)

Contestants will demonstrate two simple napkin folds.

Creative Napkin Folding (15 minutes)

Contestants will create two decorative or advanced fold.

Table Setting & Napkin Placement (Optional, 10 minutes)

Contestants can showcase their ability to place folded napkins in a formal table setting.

Napkin Basics

- **Uses of Table Napkins:**
 - Keeps hands and face clean during meals.
 - Adds decoration to the table.
 - Protects clothing from spills.
 - Shows the level of formality of the dining setting.
- **Table Napkins will be provided**

Judging Criteria

- **Creativity** – Unique and visually appealing folds.
- **Neatness** – Clean and precise folding.
- **Practicality** – Usability for real table settings.
- **Time Management** – Completion within the given time.
- **Presentation** – Overall table arrangement and final look.

Contest Flow & Timing

Introduction & Rules Explanation (5 minutes)

Basic Fold (10 minutes per contestant)

Creative Napkin Fold (15 minutes per contestant)

Table Setting & Napkin Placement (Optional, 10 minutes per contestant)

Awards & Recognition

- **Best Overall Fold** – Most creative and well-executed fold.
Contestants will be judged on their originality, precision, and presentation. The winner should demonstrate a fold that is both unique and practical, with smooth and crisp lines.

Best Overall Fold Mechanics:

1. **Time Limit:** Contestants have **15 minutes** to complete their best fold.
 2. **Materials:** Each contestant will be provided with a standard dinner napkin (20x20 inches) to ensure fairness.
 3. **Execution:** The fold must be neatly done, maintaining precise lines and symmetry.
 4. **Creativity & Innovation:** Unique and visually stunning folds are encouraged.
 5. **Practicality:** The fold should be functional for a real dining setup.
 6. **Final Presentation:** Contestants will place their folded napkin on a plate or table setting for evaluation.
- **Most Practical Fold** – Best suited for real dining use.
 - **Best Presentation** – Most visually appealing arrangement.

**EsP, GMRC & Values Education
TAGIS TALINO 2024**

KEY STAGE	2 (Grade 4 - 6) & 3 (Grade 7 - 10)																						
PERFORMANCE STANDARD	The learners demonstrate mastery of the competencies learned in stages 2 & 3 of EsP, GMRC & Values Education																						
DESCRIPTION	EsP, GMRC & Values Education Tagis Talino shall test the knowledge and understanding of the learners on the core values/pangunahing pagpapahalaga- Kalusugan at Pakikiisa sa Kalikasan (Physical); Katotohanan at Paggalang (Intellectual); Pagmamahal sa Kabutihan (Moral); Ispiritwalidad (Spiritual); Kapayapaan at Katarungan (Social); Likas-Kayang Pag-unlad (Economic) & Pagkama-Pilipino at Pakikibahagi sa Pandaigdigang Pagkakaisa (Political).																						
21st Century Skills	<ul style="list-style-type: none"> • Social/Emotional/physical/Intellectual/Spiritual Skills • Valuing Skills • Global Awareness • Critical Thinking 																						
CRITERIA FOR ASSESSMENT	<table border="1"> <thead> <tr> <th>Rounds</th> <th>No. of Questions</th> <th>Point per Question</th> <th>TOTAL</th> </tr> </thead> <tbody> <tr> <td>Easy</td> <td align="center">7</td> <td align="center">1</td> <td align="center">7</td> </tr> <tr> <td>Average</td> <td align="center">10</td> <td align="center">2</td> <td align="center">10</td> </tr> <tr> <td>Difficult</td> <td align="center">15</td> <td align="center">3</td> <td align="center">15</td> </tr> <tr> <td>Clincher</td> <td align="center" colspan="3">as the need arises</td> </tr> </tbody> </table>			Rounds	No. of Questions	Point per Question	TOTAL	Easy	7	1	7	Average	10	2	10	Difficult	15	3	15	Clincher	as the need arises		
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Easy	7	1	7																				
Average	10	2	10																				
Difficult	15	3	15																				
Clincher	as the need arises																						

I. Event Rules and Mechanics

1. Certificate of Enrollment signed by the School Head shall be submitted to the Technical Working Group before the contest event.
2. All participants shall wear their School ID.
3. Coaches are not allowed to enter the contest room.
4. There shall be one (1) participant from each division for stages 2 and 3.
5. The officials for this category are the quizmaster, proctor, timekeeper, and recorder.
6. The sealed envelope that contains the questions shall be opened by the quizmaster during the contest proper.
7. Questions are all written in Filipino.
8. There shall be three (3) rounds of questions namely easy, average, and difficult. The easy round shall have seven (7) questions at one (1) point each. The average round shall have ten (10) questions at two (2) points each. The difficult round shall have fifteen (15) questions at three (3) points each.
9. Each question shall be read twice by the quizmaster. After the second reading, the quizmaster shall say "Go". The timer starts when the quizmaster gives the GO signal. The contestants then shall write their answers in the meta-strips within ten (10) seconds for easy and average rounds and twelve (12) seconds for the difficult & clincher rounds.
10. The learner-contestants are allowed to change their answer within the allotted time.
11. When the time is up, the timekeeper rings the bell/buzzer. The contestants then shall stop writing and show their answer to the proctor by raising their meta-strips.
12. The proctor shall check the answer of each contestant and the recorder will project on the screen and write on the tally sheet.

13. In case of appeal, only the official contestants may raise a complaint or clarification. This shall be done immediately after the item before the next question is read.
14. Queries and clarification done after the entire contest shall NOT be entertained.
15. After each round, points shall be tabulated. The final scores shall be tabulated after the difficult and/or clincher rounds shall be posted on the screen.
16. The contestants with the highest points win. They shall be declared as first, second, and third place winners respectively.
17. In case of a tie, a clincher round shall be given. The first one to give the correct answer shall be the winner. If no contestant can answer correctly, another clincher question shall be given until there is a winner.
18. The decision of the Judges/Technical Working Group is final.
19. The whole process shall be recorded.

DIVISION MUSABAQUAH 2025

GENERAL GUIDELINES

1. The Musabaqah is open to all learners in the public schools who are enrolled in LIS as ALIVE learners.
2. Learner-participants should have registered and complied with the following requirements prior to the activity:
 - a. Parents' Consent;
 - b. PSA-annotated Birth Certificate
 - c. Accomplished Entry Form;
 - d. School Form 10 (for Verification);
 - e. Medical Certificate, and;
 - f. School ID
3. Any learner-participant who fails to comply with the requirements and the qualifications specific to each category shall be disqualified.
4. Only official coaches can file an appeal to the Grievance Committee, should there be contest.
5. The whole proceedings shall be recorded by the DTWG.
6. The decision of the judges is final and irrevocable.

COMPONENT AREA	Arabic Language and Islamic Values Education	
GRADE LEVEL	Grade 5	
EVENT TITLE	Oration (Naseehah)	
NO. OF PARTICIPANT	One (1) per region	
TIME ALLOTMENT	5-7 minutes (including preparations)	
PERFORMANCE STANDARD	The learner participant exhibits multi-lingual skills in Arabic and Filipino in expressing his/her thoughts relevant to the Muslim culture, traditions, and practices.	
21st Century Skills	Critical Thinking, Communication, Literacy	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	An oration is an act of performing a speech to a live audience such as "Naseehah" (Speech) to inform, persuade, and entertain.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Three (3) printed copies of the oratorical piece (in A4-sized bond paper) • Muslim attire (Jubah/Thawb for male, Abaya for female); with head hijab and tutob 	To be provided by the event organizers: <ul style="list-style-type: none"> • Microphone with stand • Stop Watch • Bell/Buzzer • Video recorder • Score sheets • Rubrics
CRITERIA FOR JUDGING	The criteria for judging the contest will be based on the substance or content of the piece, delivery, and stage presence. Contestants must strictly observe the time limit of five to seven (5-7) minutes to avoid penalty deductions from their overall scores. 1. Substance - 50% <ul style="list-style-type: none"> • Relevance of the Topic or Focus on the Theme (15) • Originality/Creativity (15) 	

	<ul style="list-style-type: none"> • Rhetorical Organization (10) • Grammar (10) <p>2. Delivery - 40%</p> <ul style="list-style-type: none"> • Quality of Voice (10) • Diction (10) • Fluency/Mastery of the Speech (10) • Pronunciation (10) <p>3. Stage Presence - 10%</p> <ul style="list-style-type: none"> • Stage Poise (3) • Gestures (3) • Proper Attire (2) • Appropriate Use of the Stage (2)
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Mechanics

- 1.1. There shall be one (1) participant, Grade 5, male or female.
- 1.2. The participant shall be given five to seven (5-7) minutes including preparations.
- 1.3. At the first bell, the participant shall get ready. At the second bell, the participant shall start the “Muqaddimah” (Introduction). At the third bell, the participant may stop as he/she already consumed the minimum number of minutes or continue until the fourth bell for the maximum number of minutes. The participant whose speech is shorter than the minimum requirement of five (5) minutes as well as those who exceeded the maximum of seven (7) minutes will get a deduction of one (1) point from his/her total score for every minute or a fraction thereof in excess/deficit of the allotted time.
- 1.4. The participant shall use Filipino as a medium of delivery.
- 1.5. “Adillah” (evidences) from the Qur’an and Hadith should be recited in the Arabic Language.
- 1.6. The printed copy of the entry shall be submitted to the NTWG Secretariat during the Solidarity Meeting, a day before the competition.
- 1.7. The oration (naseehah) shall not, in whole or in part, expressly or impliedly, subvert the principles of democracy, offend any religion, sect, or creed, or violate either the standards of decency or the laws on libel and oral defamation.

Rubrics for Oration (Naseehah)

Criteria	1	2	3	4
Substance (50%)				
• Relevance of the topic or focused on the theme(15%)	No surah/verses /ahadith recited are	1 surah/verses /ahadith recited	2 surah/	3 surah/verses /ahadith recited

	relevant to the theme	are relevant to the theme	verses/ahadith are relevant to the theme	are relevant to the theme
<ul style="list-style-type: none"> Originality/ Creativity (15%) 	The oration piece lacks originality and creativity in its interpretation of the Surah or Ayah, presenting a predictable and conventional perspective. Audience engagement is minimal.	The oration piece displays some originality and creativity in expounding the Surah or Ayah, although it may be somewhat limited, with a more conventional approach. Audience engagement is moderate.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.
<ul style="list-style-type: none"> Rhetorical Organization (10%) 	The sequence of ideas from general (Ayah) to specific (Hadith) is not evident.	The sequence from general (Ayah) to specific (Hadith) is evident but not consistently maintained.	The sequence of ideas generally follows a progression from general (Ayah) to specific (Hadith).	The sequence of ideas is presented seamlessly, starting from general concepts (Ayah) and progressing to specific examples (Hadith).
<ul style="list-style-type: none"> Grammar (10%) 	5 and more grammatical errors in Arabic and Filipino	3-4 grammatical errors in Arabic and Filipino	1-2 grammatical errors in Arabic and Filipino	no grammatical errors in Arabic and Filipino
Delivery (40%)				
<ul style="list-style-type: none"> Quality of Voice (10%) 	Voice lacks clarity and is heavily affected by fluctuations in pitch or tone. 5 or more modulation issues which significantly hinder audience engagement.	Voice is somewhat clear but has noticeable fluctuations in pitch or tone. 3-4 variations in modulation that may mildly affect the audience's engagement.	Voice is generally clear and well-modulated, with only minor fluctuations. 1-2 instances of variation in pitch or tone, which do not significantly affect the overall quality. The voice maintains audience engagement.	Voice is consistently clear and well-modulated throughout the speech. No significant fluctuations in pitch or tone. The voice is engaging and effectively captures the audience's attention.
<ul style="list-style-type: none"> Diction (10%) 	Diction is unclear and often includes inappropriate or irrelevant word choices. 5 or more issues with word choice which significantly hinder the speech's effectiveness.	Choice of words is somewhat unclear at times, affecting the speech's overall effectiveness. Vocabulary may lack consistency or relevance in 3-4 instances.	Diction is generally good, with 1-2 instances of less precise word choice. Vocabulary is mostly relevant, though minor inconsistencies may be present.	Choice of words is consistently precise and well-articulated. No instances of unclear or inappropriate word choices.
<ul style="list-style-type: none"> Fluency/Mastery of the Speech (10%) 	Delivery is heavily disrupted by 5 or more hesitations,	Delivery is somewhat hesitant, with 3-4	The participant delivers the speech with good	The participant demonstrates complete mastery

	making the speech difficult to follow. Hesitations significantly hinder the speech's overall effectiveness.	noticeable disruptions in fluency. Hesitations may affect the overall flow but not to a severe extent.	fluency and confidence, with only 1-2 hesitations. Hesitations do not significantly impact the overall flow of the speech.	of the speech, with no hesitations or disruptions. Delivers the speech with exceptional fluency and unwavering confidence.
• Pronunciation (10%)	Pronunciation is poor, with 5 or more errors and mispronunciations. Clarity is significantly compromised due to consistent pronunciation issues.	Pronunciation is somewhat unclear at times, with 3-4 noticeable errors and mispronunciations. Mispronunciations may affect clarity but not overwhelmingly so.	Pronunciation is generally accurate and clear, with only 1-2 minor errors. Rare instances of mispronunciations, which do not significantly affect clarity.	Pronunciation is perfect, with no errors or mispronunciations. Every word is articulated clearly and accurately.
Stage Presence (10%)				
• Stage Poise (3%)	The participant's stage poise is poor, and there are frequent disruptions in composure.	The participant's stage poise is somewhat inconsistent and may need occasional adjustments.	The participant demonstrates good stage poise with occasional minor adjustments.	The participant maintains excellent stage poise throughout the performance, exhibiting confidence and control.
• Gestures (3%)	Gestures are inappropriate or overly distracting, negatively impacting the speech.	Gestures are somewhat distracting or less purposeful at times.	Gestures are generally appropriate and contribute positively to the speech.	Gestures are natural, purposeful, and enhance the speech, effectively engaging the audience.
• Proper Attire (2%)	The attire is unsuitable or highly distracting, significantly affecting the overall stage presence.	The attire may have some noticeable issues, but it does not significantly detract from the presentation.	The attire is generally appropriate, with only minor deviations.	The participant's attire is perfectly suitable for the occasion and adds to the overall stage presence.
• Appropriate Use of the Stage (2%)	The participant's use of the stage is poor, and it negatively impacts the overall presentation.	The use of the stage is somewhat awkward or inconsistent, but it does not seriously weaken the speech.	The participant uses the stage appropriately, with minor adjustments needed.	The participant makes excellent use of the stage, moving purposefully and effectively, enhancing the speech.

COMPONENT AREA	Arabic Language
GRADE LEVEL	Grade 2
EVENT TITLE	Harf Touch
NO. OF PARTICIPANT	One (1) per district
TIME ALLOTMENT	One (1) minute
PERFORMANCE STANDARD	The learner demonstrates oral fluency on Arabic phonemes, phonetics, and alphabets by pronouncing the letters correctly with speed and accuracy through cognition and psychomotor.
21st Century Skills	<ul style="list-style-type: none"> • Literacy Skills • Thinking Skills • Global Awareness
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions
DESCRIPTION	<p>Harf Touch is an NFOT event category of Musabaqah that allows blind-folded learner-participants to touch the surface of the illustration board with engraved Arabic letters. Learner-participants are expected to identify, recognize, and pronounce Arabic letters correctly with speed and accuracy within the allotted time.</p> <p>This activity enhances familiarization of the Arabic letter through cognition and psychomotor.</p>
CRITERIA FOR JUDGING	There shall be one (1) point given for every Arabic letter that is correctly identified and pronounced by learner-participants.
Event Rules and Mechanics	
<p>A. There shall be one (1) learner-participant per district, Grade 2, male or female.</p> <p>B. During the contest proper, the participants shall be seated at the designated holding area. They should not see the process undergone by the contestant on stage.</p> <p>C. The participants take turns on stage to identify the letters engraved/cut on illustration board within one (1) minute. The facilitator mixes the 28 letters as they take their turns.</p> <p>D. There shall be one (1) timekeeper/buzzer, one (1) recorder, one (1) tabulator and a panel of judges.</p> <p>E. Timekeeper shall signal the start and the end of time allotted for each participant.</p> <p>F. Missed letters shall not be counted.</p> <p>G. Panel of judges shall confirm the number of the correctly identified Arabic letters.</p> <p>H. The recorder tallies the scores.</p> <p>I. The corresponding time of each participant shall be flashed on the screen.</p> <p>J. The three participants with the highest number of correctly identified Arabic letters in a shortest recorded time shall be declared as the winner. There shall be first, second and third winners. In case of tie, another three (3) letters shall be added to twenty-eight (28) letters for the clincher round to be given for every correct response.</p> <p>K. The whole proceedings shall be recorded by the NTWG.</p>	
RESOURCE REQUIREMENTS:	
A. Engraved Arabic Alphabet in A-4 size, landscape illustration board (White colored on top and mounted in black colored illustration board) Font type: Traditional Arabic	

Font size: 720 except for letter kha and ghayn (600)

Note: prepare the letter in power point prior to produce the precise measurement

- B. Google covered with black cloth
- C. Table and chair where Arabic letter will be placed
- D. Lapel/Microphone
- E. Stopwatch
- F. Bell/Buzzer
- G. Tally board and marker
- H. Tally sheets/pen/pencil
- I. Video recorder

COMPONENT AREA	Arabic Language and Islamic Values	
GRADE LEVEL	Grade 6	
EVENT TITLE	Qur'an Reading	
NO. OF PARTICIPANT	One (1) district	
TIME ALLOTMENT	five (5) minutes	
PERFORMANCE STANDARD	The learner demonstrates the proper way to pause, continue and full stop in reading and reciting the verse (Ayah)/chapter (surah) with proper Tajweed, clear voice in <i>Tawasot</i> and stage presence.	
21st Century Skills	<ul style="list-style-type: none"> • Communication • Literacy • Global Awareness 	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	Qur'an Reading is an NFOT event category of Musabaqah that allows learner-participants to showcase their reading skills while developing their good speech habits. The Qur'an is the material to be used as it is an authentic source of stories and literature for Muslims.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: Holy Qu'an - black abayah and white kombong/hijab for female and kimon	with totob/kopya for male
CRITERIA FOR JUDGING	Criteria	Percentage
	<i>Tajweed</i> /Pronunciation	40%
	<i>Tawasot</i> /Chant	30%
	<i>Sawt</i> /Voice Clarity	20%
	<i>Hay'ah</i> /Stage Presence	10%
	Total	100%

Mechanics

- A. There shall be one (1) participant per region, Grade 6, male or female.
- B. During the contest proper, the participants shall be seated at the designated holding area. They should not see the process undergone by the contestant on stage.
- C. The panel of judges shall choose the surah to be read by the learner-participants.
- D. The participants shall read the selected surah in Tawasot.
- E. Each learner-participant shall bring a copy of the Holly Qu'ran.
- F. Learner Participants should wear proper attire (black abayah and white kombong/hijab for female and kimon with totob/kopya for male).
- G. The learner-participant shall be seated on the floor with the book stand and use the microphone in the actual reading of the selected *surah*.
- H. The participant shall read the *surah* or *ayah* in *tawasot* within five (5) minutes.

Rubric for Qur'an Reading

CRITERIA	1	2	3	4
Pronunciation 40%	Read the assigned Surah with 11 or more mispronounced letters	Read the assigned Surah with 6-10 mispronounced letters	Read the assigned Surah with 2-5 mispronounced letters	Read the assigned Surah with perfect and accurate pronunciation
Tawasot/Chant Mastery 30%	Read the assigned Surah with 11 and above missed words	Read the assigned Surah with 6-10 missed words	Read the assigned Surah with 2-5 missed words	Read the assigned Surah with perfect and accurate words
Voice Clarity/Enunciation 20%	Read the assigned Surah with 11 and above unclear words	Read the assigned Surah with 6-10 unclear words	Read the assigned Surah with 2-5 unclear words	Read the assigned Surah with clear and loud voice
Stage Presence 10%	Read the assigned Surah with noticeable least confidence and incomplete attire	Read the assigned Surah with noticeable less confidence and incomplete attire	Read the assigned Surah with confidence but less proper attire	Read the assigned Surah with the following: <ul style="list-style-type: none"> • Proper attire jubah/thawb and tutob • Proper placement of the hands • Apparent and strong Confidence



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Sining Tanghalan

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Sining Tanghalan per region are provided as follows:

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary				
Katutubong Sayaw	Dance	8	2	5 Hours (Half Day)
Pintahusay	Visual Arts	1	1	8 Hours (Whole Day)
Secondary				
Direk Ko, Ganap Mo	Theater	2	1	8 Hours (Whole Day)
Bayle Sa Kalye at Eksibisyon	Dance	16	2	8 Hours (Whole Day)
Sineliksik	Media Arts	3	1	12 Hours (1.5 Days)
Likhawitan	Music	2	1	8 Hours (Whole Day)
Total		32	8	



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcases in Various Art Disciplines)



COMPONENT AREA	DANCE
KEY STAGE	Key Stages Three (3) and Four (4)
EVENT TITLE	BAYLE SA KALYE AT EKSIBISYON
NO. OF PARTICIPANT/S	16 learners + 2 teacher-coaches
TIME ALLOTMENT	A. BAYLE SA KALYE = Grand dance parade B. BAYLE EKSIBISYON = Five (5) minutes performance with 1-minute entrance and 1-minute exit
PERFORMANCE STANDARD	<p>SPA 7- FOLK DANCE & BALLET STRAND <i>Performance Standards</i></p> <ul style="list-style-type: none"> • exhibits skills in the different dance forms/genres. • performs basic dance movement combinations (<i>locomotor and non-locomotor</i>) in relation to space. • creates basic movement combinations using the elements of dance in accordance with the movement framework of Rudolph Laban • creates movement combinations inspired by the local cultural experiences and/or a regional dance. <p>SPA 8 - FOLK DANCE STRAND</p> <ul style="list-style-type: none"> • performs skillfully selected local/regional/national dances from Luzon, Visayas, and Mindanao, based on dance literature. • showcases and skillfully performs selected local and national dances. <p>SPA 8 - BALLET STRAND</p> <ul style="list-style-type: none"> • performs correctly some ballet steps and movements using the principles of classical ballet. • performs contemporary dance movements using the Cunningham technique. • showcases and skillfully performs selected classical/contemporary dances. <p>SPA 9 - DANCE – FOLK DANCE STRAND</p> <ul style="list-style-type: none"> • performs at least three (3) dances from different countries. • executes the different ballroom/ dancesport movements with precision. • interprets at least one (1) Philippine or foreign dance literature. • conducts documentation of selected local dances through videos and other multimedia facilities. <p>SPA 9- DANCE – BALLET STRAND</p> <ul style="list-style-type: none"> • performs choreographed ballet movement phrases.

<p>PERFORMANCE STANDARD</p>	<p>SPA 7- FOLK DANCE & BALLET STRAND <i>Performance Standards</i></p> <ul style="list-style-type: none"> ● exhibits skills in the different dance forms/genres. ● performs basic dance movement combinations (<i>locomotor and non-locomotor</i>) in relation to space. ● creates basic movement combinations using the elements of dance in accordance with the movement framework of Rudolph Laban ● creates movement combinations inspired by the local cultural experiences and/or a regional dance. <p>SPA 8 - FOLK DANCE STRAND</p> <ul style="list-style-type: none"> ● performs skillfully selected local/regional/national dances from Luzon, Visayas, and Mindanao, based on dance literature. ● showcases and skillfully performs selected local and national dances. <p>SPA 8 - BALLET STRAND</p> <ul style="list-style-type: none"> ● performs correctly some ballet steps and movements using the principles of classical ballet. ● performs contemporary dance movements using the Cunningham technique. ● showcases and skillfully performs selected classical/contemporary dances. <p>SPA 9 - DANCE – FOLK DANCE STRAND</p> <ul style="list-style-type: none"> ● performs at least three (3) dances from different countries. ● executes the different ballroom/ dancesport movements with precision. ● interprets at least one (1) Philippine or foreign dance literature. ● conducts documentation of selected local dances through videos and other multimedia facilities. <p>SPA 9- DANCE – BALLET STRAND</p> <ul style="list-style-type: none"> ● performs choreographed ballet movement phrases. ● creates dance pieces utilizing the modern dance technique. ● creates a collaborative ballet dance composition according to a “thematic concept.” <p>SPA 10- DANCE – FOLK DANCE & BALLET STRAND</p> <ul style="list-style-type: none"> ● prepares a design for mounting a dance production. ● creates a plan for the ballet and folk dance production. ● organizes appropriate production rehearsal for the dance production. ● develops an understanding of quality dance production. <p>PE 4-10 (Quarters 3 & 4)</p> <ul style="list-style-type: none"> ● Executes the skills involved in the dance. <p>SHS ARTS & DESIGN (DANCE)</p>
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21ST CENTURY SKILL/S	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy 		
CREATIVE INDUSTRIES DOMAIN	<ol style="list-style-type: none"> 1. Performing Arts 2. Traditional Cultural Expressions 		
DESCRIPTION	Bayle sa Kalye at Eksibisyon is an NFOT event category of Sining Tanghalan that allows learner-participants to present a fusion of dances inspired by the culture of the region.		
TECHNICAL SPECIFICATIONS			
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Costume • Props • Music for Dance Exhibition 	To be provided by the event organizers: <ul style="list-style-type: none"> • Music for Grand Dance Parade • 6 pcs Two-way radio • Sound System for Showcase • Audio speakers installed in strategic areas along the dance parade • LED Wall during the showcase • Tables and chairs for experts and TWG • Extension cords for the TWG table • Stopwatch • Signboards 	
B. VENUE	<ol style="list-style-type: none"> A. One (1) fully air-conditioned/well-ventilated hall that can accommodate dancers and coaches as a holding area. B. One (1) fully air-conditioned/well-ventilated hall that can accommodate audience of 3000 pax (for NFOT Opening Program and Bayle Eksibisyon event) C. Dance Parade Route (maximum of 500 meters distance) 		
CRITERIA FOR JUDGING	Criteria	Percentage for Dance Parade	Percentage for Dance Showcase
	Choreography (Creativity/ Composition/ Originality/ Style)	35%	20%
	Performance (Skills and Technique, Timing and Coordination, Showmanship and Mastery)	40%	50%
	Production Design (costume/ props) and Music	15%	10%
	Theme/Concept	10%	20%
	Total	100%	100%
MECHANICS			

- A. A. The “Bayle” is a dance parade and showcase presenting a fusion of dances inspired by the culture of the region. The concept or theme for performance, costume, and props must be reflective and relevant to their region but not limited to the festivals.
- B. The “Bayle” shall have two (2) separate categories:
 - a. Grand Dance Parade - It is the choreographed parade routine performed by each group as they enter the festival venue. Official music for the parade shall be provided by the National Technical Working Group.
 - b. Dance Exhibition - It is the full presentation of the group’s choreographed dance performance. Music (mp3) for exhibition shall be prepared by each region. This copy shall be submitted during the Solidarity Meeting.
- C. Only one (1) entry per region is allowed. The region shall combine the results of the dance parade and dance showcase to determine the regional entry to the national level.
- D. Sixteen (16) dancers and 2 teacher-coaches per region shall be allowed.
- E. The group may use any music of their choice during the dance showcase, but the dance routines should be purely transformational in nature which is characterized by the use of dance steps and movements which could be a fusion of two or more dance forms such as classical ballet, contemporary/modern dance, jazz, hip-hop, folk dance, neo-ethnic, and other genres.
- F. The following are **strictly prohibited**:
 - a. tossing of dancers
 - b. lifting of dancers
 - c. use of flammable materials (fireworks/pyrotechnics)
 - d. live animals as part of the performance
 - e. props that do not fit inside a 160L storage box or beyond the following dimensions: L:69cm x W:51.5cm x H:42cm or L:29in x W:22in x H:19.5in.
 - f. provision for pre-set stage
- G. Participants are encouraged to use costumes and props that may represent their culture. (Costume changes/transitions and props that extend/fold/detach/expand but can fit to the prescribed storage dimensions are allowed)
- H. Sound system shall be provided by the host division/region along the parade route and in the exhibition area.
- I. In the event of inclement weather, the grand dance parade shall be performed inside the covered venue.



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcases in Various Art Disciplines)



COMPONENT AREA	THEATER
KEY STAGE	Key Stage Three (3): Grades 7 to 10 Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Direk Ko, Ganap Mo
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4); 1 teacher-coach
TIME ALLOTMENT	1 day
PERFORMANCE STANDARD	<ol style="list-style-type: none"> 1. The learner performs creative pieces using body movements and vocal improvisations in the integrated arts process that exhibit understanding of the different elements of artistic expressions and principles of organization. 2. The learner performs tasks and activities in the pre-production phase based on the criteria set.
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
CREATIVE INDUSTRIES DOMAIN	Performing Arts and Creative Services
DESCRIPTION	The Direk Ko, Ganap Mo is an NFOT event category of Sining Tanghalan relevant to acting showcase that allows learner-participants to follow the direction and instructions given by a theater director in relation to the script and scene provided.
TECHNICAL SPECIFICATIONS	

<p>A. MATERIALS, TOOLS AND EQUIPMENT</p>	<p>To be provided by the participants:</p> <p>-</p>	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> - Copy of the script - NFOT shirt for learner-participant - 1 ream A4 size bond paper - 10 pcs long folders - Pencils - Black Ballpens - One (1) HD video camera - Memory card for video camera - One (1) unit TV Monitor - Cable connectors for camera to TV monitor for holding area - Portable sound system - 2 wireless microphones 										
<p>B. VENUE</p>	<p>1. Two (2) fully air-conditioned/well-ventilated rooms that can accommodate 50 pax (1 for holding area; 1 for event proper)</p>											
<p>CRITERIA FOR JUDGING</p>	<table border="1"> <thead> <tr> <th data-bbox="501 1111 1121 1144">Criteria</th> <th data-bbox="1121 1111 1361 1144">Percentage</th> </tr> </thead> <tbody> <tr> <td data-bbox="501 1144 1121 1178">Interpretation of the whole script</td> <td data-bbox="1121 1144 1361 1178">25%</td> </tr> <tr> <td data-bbox="501 1178 1121 1211">Acting technique</td> <td data-bbox="1121 1178 1361 1211">40%</td> </tr> <tr> <td data-bbox="501 1211 1121 1245">Delivery (voice, clarity, projection etc.)</td> <td data-bbox="1121 1211 1361 1245">35%</td> </tr> <tr> <td data-bbox="501 1245 1121 1279">Total</td> <td data-bbox="1121 1245 1361 1279">100%</td> </tr> </tbody> </table>		Criteria	Percentage	Interpretation of the whole script	25%	Acting technique	40%	Delivery (voice, clarity, projection etc.)	35%	Total	100%
Criteria	Percentage											
Interpretation of the whole script	25%											
Acting technique	40%											
Delivery (voice, clarity, projection etc.)	35%											
Total	100%											
<p>MECHANICS</p>												

- A. "Direk Ko, Ganap Mo" is an on-the-spot acting competition.
- B. Each region shall be represented by two (2) learner-participants and one (1) teacher-coach.
- C. Participants must not be previously declared winners in any international acting competition.
- D. Participants must not have prior professional acting experience with established theater companies or talent agencies such as, but not limited to, Philippine Educational Theater Association (PETA), Repertory Philippines, Tanghalang Pilipino, ABS-CBN Talent Center, etc.
- E. Participants shall use the copy of the 2024 Sulatanghal winning script.
- F. During the event, theater directors/ event judges shall give instructions to participants as to how they want the script performed.
- G. Performance shall be done in a closed room with only the event judges and organizers. A video camera shall record all proceedings inside the room and transmit the live feed to a TV monitor for viewing in the holding area.
- H. Other participants waiting for their turn to perform shall be contained in a holding room together with other coaches.
- I. Participants must come on time; thus, late participants shall no longer be entertained.

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SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcases in Various Art Disciplines)

COMPONENT AREA	MUSIC
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Likhawitan
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4) per region
TIME ALLOTMENT	4 hours for songwriting (A.M.) 3 to 5 minutes performance per group (P.M.)
PERFORMANCE STANDARD	The learner creates a musical work using media and technology, performs music in solo and with accompaniment, and demonstrates musical skills in voice and/or instrument-playing.
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services
DESCRIPTION	Likhawitan is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase their talents in an on-the-spot event on songwriting, singing, and playing musical instruments.
TECHNICAL SPECIFICATIONS	

<p>A. MATERIALS, TOOLS AND EQUIPMENT</p>	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> - Musical instruments - copy of lyrics 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> - NFOT shirt for learner-participant - 1 ream A4 size bond paper - One (1) Printer with scanner - One (1) Laptop - 10 pcs long folders - 20 pcs Pencils - 15 pcs Black Ballpens - sound system - amplifiers for music instruments - 2 wireless microphones - 2 mic stands 																				
<p>B. VENUE</p>	<p>One (1) fully air-conditioned/well-ventilated rooms that can accommodate 100 pax for event proper;</p> <p>One (1) well-ventilated room as holding area of performers and coaches</p>																					
<p>CRITERIA FOR JUDGING</p>	<table border="1"> <thead> <tr> <th data-bbox="524 1030 1143 1065">Criteria</th> <th data-bbox="1143 1030 1385 1065">Percentage</th> </tr> </thead> <tbody> <tr> <td colspan="2" data-bbox="524 1065 1385 1100">Song Writing</td> </tr> <tr> <td data-bbox="524 1100 1143 1136">Lyrics (Relevance to the theme)</td> <td data-bbox="1143 1100 1385 1136">25%</td> </tr> <tr> <td data-bbox="524 1136 1143 1171">Music (Arrangement and melody)</td> <td data-bbox="1143 1136 1385 1171">25%</td> </tr> <tr> <td data-bbox="524 1171 1143 1206">Originality (Authenticity of the piece)</td> <td data-bbox="1143 1171 1385 1206">15%</td> </tr> <tr> <td colspan="2" data-bbox="524 1206 1385 1241">Performance</td> </tr> <tr> <td data-bbox="524 1241 1143 1277">Vocal quality</td> <td data-bbox="1143 1241 1385 1277">15%</td> </tr> <tr> <td data-bbox="524 1277 1143 1312">Accompaniment</td> <td data-bbox="1143 1277 1385 1312">15%</td> </tr> <tr> <td data-bbox="524 1312 1143 1382">Showmanship (Stage presence interpretation)</td> <td data-bbox="1143 1312 1385 1382">5%</td> </tr> <tr> <td data-bbox="524 1382 1143 1411">Total</td> <td data-bbox="1143 1382 1385 1411">100%</td> </tr> </tbody> </table>		Criteria	Percentage	Song Writing		Lyrics (Relevance to the theme)	25%	Music (Arrangement and melody)	25%	Originality (Authenticity of the piece)	15%	Performance		Vocal quality	15%	Accompaniment	15%	Showmanship (Stage presence interpretation)	5%	Total	100%
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Total	100%																					

MECHANICS

- A. There shall be one (1) entry per region composed of two (2) learner-participants from either Key Stage Three (3) and/or Four (4) and accompanied by 1 coach.
- B. Participants shall showcase their musical skills including composition writing, singing, and playing musical accompaniment.
- C. Participants should have not previously joined any professional group or performed/won in any international songwriting competition.
- D. Participants should have not previously published works in any professional recording company.
- E. Songs can be in English, Filipino or local language. Should the song be written in a local language, an English or Filipino translation of the lyrics shall be provided to the judges.
- F. Song composition may be interpreted in solo or duet with music accompaniment.
- G. The lyrics should be relevant to the given theme and/or depict local culture and heritage.
- H. Participants may choose any type of music genre (ballad, rock, etc.) for the composition.
- I. Each participant shall be given 4 hours to compose the song based on the theme which shall be provided during the event orientation.
- J. A live accompaniment must be played during the performance. Participants shall bring their preferred musical accompaniment like guitar, ukulele, piano/keyboard, rhythm instruments, etc.
- K. The handwritten composition with the lyrics and chords shall be submitted to the event administrator prior the performance for reproduction and judging purposes.
- L. Participants may use a copy of their composition during performance.
- J. Participants shall wear the NFOT shirt during the competition.



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcases
in Various Art Disciplines)



COMPONENT AREA	MEDIA ARTS
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Sineliksik
NO. OF PARTICIPANT/S	3 learner-participants either from Key Stage Three (3) or Four (4) per region; and 1 teacher-coach
TIME ALLOTMENT	<ul style="list-style-type: none"> • Four (4) hours for shooting • Four (4) hours for editing • Showcase (the next day)
PERFORMANCE STANDARD	<p>The learner:</p> <p>MAPEH Grade 7 produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian countries using relevant concepts, processes, techniques, and/or practices</p> <p>MAPEH Grade 8 integrates relevant concepts, techniques, processes, and/or practices of emerging and contemporary Asian popular music and arts in the production of one's creative work.</p> <p>MAPEH Grade 9 produces creative works about emerging popular music and arts of the world and their cultural influences using available technologybased mediums or indigenized materials in relation to Filipino culture and identity.</p> <p>MAPEH Grade 10 utilizes digital/available technologies in a collaborative creative work</p> <p>SPA MEDIA ARTS</p> <p>SHS ARTS AND DESIGN TRACK</p>
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy

CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Creative Services	
DESCRIPTION	Sineliksik is an NFOT event category of Sining Tanghalan that allows learner-participants to produce and showcase a short film.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> - laptop/s or computers with video editing software - digital cameras or video cameras with computer cable for file transfer - camera tripod - extension cord/s - other tools and equipment for video editing 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> - NFOT shirt for learner-participant - 1 ream A4 size bond paper - One (1) Laptop - 2 USB Flash Drive for saving final videos - 10 pcs long folders - Pencils - Black Ballpens - Stopwatch - Actor's Consent Form - One (1) LED screens for the public viewing of the finished short films; - chairs for judges and audience - Judge's Table
C. VENUE	<ol style="list-style-type: none"> 1. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location. 2. Fully air-conditioned computer laboratory that can accommodate 70 participants during the film editing; 3. Fully air-conditioned hall with LED wall that can accommodate 1000 pax during the public viewing. 	

CRITERIA FOR JUDGING	Criteria	Percentage
	Storyline, narrative flow: overall cohesive storytelling, unified look and feel, clear narrative focus and direction of storyline.	40%
	Cinematic Technique and Creativity: controlled camera work, clear quality of sound, attention to composition and framing. Creativity: originality or uniqueness of take, slant, or topic; freshness of technique or treatment.	25%
	Insight/Relevance to the theme: ability for the whole film to look into and discuss the theme/subject matter. Suitability of the narrative or storytelling to the audience appeal.	25%
	Quality: flawlessness of editing, clarity of sound, readability of text, focus of shots	10%
	Total	100%

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MECHANICS

- A. **Sineliksik** is a short film competition.
- B. Each region will showcase one (1) entry.
- C. Three learner-participants per region are allowed. They may be accompanied by one (1) teacher-coach provided that they should not assist the participants in the development, conceptualization, production, and/or editing of the video.
- D. Participants are required to bring their own laptop/s or computers with

- The works are available for use royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC) and these are obtained from recognized royalty-free or Creative Commons sources (e.g. SoundCloud, Jamendo, Wikimedia); and
 - The artists and works are properly cited in the closing credits (Artist, Title, website/ source).
- M. Participants may use to choose any style (e.g. observational, participative, or reflexive) or utilize various tools to deliver content (e.g. narration, on-camera, music, dramatization/s, etc.) but it must be noted that the emphasis of the showcase is on visual storytelling rather than narrative or textual stories.
- N. Participants shall be briefed on the rules and parameters of the showcase. They shall be given access to the same general film location and a space for post-production.
- O. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
- P. The official showcase time shall begin and end at a time allotted by the NTWG. All participants shall start from a location designated by the NTWG. Films must be submitted to the marshals at the assigned date and time.
- Q. An additional three (3) actors with written consent (learners/spectators in the location) may be requested to take part in the film.
- R. Roles of Teacher-Coaches:
- They are responsible for managing the participants, keeping them focused and on-track, maintaining team dynamics, and ensuring completion and adherence to the rules;
 - They may secure and manage production equipment but are not allowed to set up or configure equipment such as cameras, tripods, or editing systems; and
 - They should not interfere, influence, or be involved in the creative and technical development of the film during the shooting and editing.
 - Teacher-coaches are not allowed to edit, do camera or sound work, or similar involvement in the production process.



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcases in Various Art Disciplines)



COMPONENT AREA	DANCE
KEY STAGE	Key Stage Two (2): Grades 4 to 6
EVENT TITLE	Katutubong Sayaw
NO. OF PARTICIPANT/S	8 learner-participants; and 2 teacher-coaches
TIME ALLOTMENT	Maximum of five (5) minutes <ul style="list-style-type: none"> In dances where the literature does not specify the entrance/ exit, the trainer may arrange one, however both must not exceed sixteen measures.
PERFORMANCE STANDARD	<p>PE 4 (Q3 & Q4): The learners participate in rhythmic activities and dances promoting community wellness for active and healthy living.</p> <p>PE 5-6 (Q3 & Q4): The learner participates and assesses performance in physical activities.</p> <p>Music and Arts 4 (Q4): The learner produces a creative work based on performing and visual arts in their province.</p> <p>Music and Arts 6 (Q4): The learner integrate their understanding of their Filipino identity informed by history, culture, and nationhood in a creative work using contemporary concepts, processes, practices, and technology in Music and Arts.</p>
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> critical thinking; creativity; collaboration; communication; character education (discipline); citizenship; and cultural literacy
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Traditional Cultural Expressions
DESCRIPTION	Katutubong Sayaw is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase published dances from the rural communities/from the countryside and occupational in nature.
TECHNICAL SPECIFICATIONS	

<p>B. MATERIALS, TOOLS AND EQUIPMENT</p>	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> - Costumes - Props (if any) - Canned music for dance 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> - 1 ream A4 size bond paper - One (1) Laptop - 1 USB Flash Drive for saving music - 5 pcs long folders - Pencils - Black Ballpens - Stopwatch - Sound System - One (1) LED Screens during exhibition - Tables and chairs for judges and TWG - Stopwatch 												
<p>D. VENUE</p>	<ul style="list-style-type: none"> - One (1) fully air-conditioned hall that can accommodate at least 300 pax - One (1) big room adjacent to the contest hall that can accommodate 120 pax to be used as holding area for the performers. 													
<p>CRITERIA FOR JUDGING</p>	<table border="1"> <thead> <tr> <th data-bbox="502 981 1125 1014">Criteria</th> <th data-bbox="1125 981 1361 1014">Percentage</th> </tr> </thead> <tbody> <tr> <td data-bbox="502 1014 1125 1059">Performance (Showmanship)</td> <td data-bbox="1125 1014 1361 1059">40%</td> </tr> <tr> <td data-bbox="502 1059 1125 1104">Interpretation of Dance Literature</td> <td data-bbox="1125 1059 1361 1104">25%</td> </tr> <tr> <td data-bbox="502 1104 1125 1171">Staging (Spacing, Formations, Execution)</td> <td data-bbox="1125 1104 1361 1171">25%</td> </tr> <tr> <td data-bbox="502 1171 1125 1216">Appropriate Costume and Props</td> <td data-bbox="1125 1171 1361 1216">10 %</td> </tr> <tr> <td data-bbox="502 1216 1125 1249">Total</td> <td data-bbox="1125 1216 1361 1249">100%</td> </tr> </tbody> </table>		Criteria	Percentage	Performance (Showmanship)	40%	Interpretation of Dance Literature	25%	Staging (Spacing, Formations, Execution)	25%	Appropriate Costume and Props	10 %	Total	100%
Criteria	Percentage													
Performance (Showmanship)	40%													
Interpretation of Dance Literature	25%													
Staging (Spacing, Formations, Execution)	25%													
Appropriate Costume and Props	10 %													
Total	100%													
<p>MECHANICS</p>														

- A. The objective of this showcase is to promote appreciation and understanding for folk dances of the region. It aims to raise the awareness of the people on culture and the arts through folk dance performances.
- B. Only one (1) entry per region is allowed.
- C. Eight (8) performers and one (2) teacher-coaches shall be allowed per region.
- D. The dance literature is a rural folk dance highlighting occupational activity.
- E. The dance may be from any of the following published Philippine folk dance books:
 - Philippine Folk Dances, Volumes 1-6 by Francisca Reyes Aquino
 - Philippine National Dances by Francis Reyes Aquino
 - Visayan Folk Dances, Volumes 1-3 by Libertad Fajardo
 - Pangasinan Folk Dances by Jovita Sison Friese
 - Samar Folk Dances by Juan C. Miel
 - Handumanan by Jose Balcena
 - Philippine Folk Dances and Songs by the Bureau of Public Schools, 1965
 - Sayaw: Dances of the Philippine Islands, Volume 1-9 by the Philippine Folk Dance Society
 - Classic Collection of the Philippine Folk Dances by the Philippine Folk Dance Society Volumes 1-11
 - And other published Philippine Folk Dance books
- F. The dance must be accompanied by canned music prescribed by the book. Live accompaniment is not allowed.
- G. Medley (combination) of different dances is not allowed.
- H. In dances where the literature does not specify or describe the entrance/ exit, the trainer must arrange one, however, both must not exceed 16 measures.
- I. Each group must submit 3 copies of the dance literature in long folder labeled with their contestant number before the start of the event.



SINING TANGHALAN

(A Showcase of Talents and Skills in Arts Areas and Performances)



COMPONENT AREA	VISUAL ARTS
KEY STAGE	Key Stage Two (2)
EVENT TITLE	PINTAHUSAY
NO. OF PARTICIPANT/S	1 learner-participant and 1 coach
TIME ALLOTMENT	8 hours
PERFORMANCE STANDARDS	The learner: <ul style="list-style-type: none"> - produces a creative work based on the performing and visual arts in their province. - draws/paints significant or important historical places.
21ST CENTURY SKILL/S	<ul style="list-style-type: none"> ● Critical Thinking Skills ● Creativity and Innovation ● Flexibility and Adaptability ● Initiative and Self-Direction

CREATIVE INDUSTRIES DOMAIN	Visual Arts												
DESCRIPTION	On-the-Spot Painting is an NFOT event category of Sining Tanghalan where learners can display their creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.												
CRITERIA FOR PRESENTATION (DFOT/RFOT)	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Artistic Merit (Elements and Principles of Art)</td> <td>30%</td> </tr> <tr> <td>Interpretation of the theme (Relevance)</td> <td>30%</td> </tr> <tr> <td>Difficulty (Technique)</td> <td>20%</td> </tr> <tr> <td>Overall impression of the art (Artwork on its own as a complete and outstanding work of art)</td> <td>20%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </tbody> </table>	Criteria	Percentage	Artistic Merit (Elements and Principles of Art)	30%	Interpretation of the theme (Relevance)	30%	Difficulty (Technique)	20%	Overall impression of the art (Artwork on its own as a complete and outstanding work of art)	20%	Total	100%
	Criteria	Percentage											
	Artistic Merit (Elements and Principles of Art)	30%											
	Interpretation of the theme (Relevance)	30%											
	Difficulty (Technique)	20%											
	Overall impression of the art (Artwork on its own as a complete and outstanding work of art)	20%											
Total	100%												

EVENT RULES AND MECHANICS
<p>A. Pintahusay is an on-the-spot painting event.</p> <p>B. One (1) learner-participant per region from Key Stage Two (2) is allowed.</p> <p>C. Learner-participants are given 8 hours to finish their output.</p> <p>D. Participants may be accompanied by one (1) teacher-coach. However, teacher-coaches are only allowed to assist them during the setting up of materials during the event.</p> <p>E. The participants should execute one solid composition or concept (poster concept is not allowed)</p> <p>F. Participants must bring their own paintbrushes, sponges, and paint cleaning materials (newspaper, washcloth, etc.) while acrylic paint in primary colors (red, blue, yellow) and neutral colors (black and white), easels and canvas (24x36 inches) will be provided by the RTWG/NTWG.</p> <p>G. Participants are not allowed to bring pictures or images as references to their entries.</p> <p>H. The subject of the painting shall be focused on outdoor SIGNIFICANT OR HISTORICAL PLACES.</p> <p>I. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.</p>

RESOURCE REQUIREMENTS		
	Participants	Host Division / Region

<p>A. Supplies and Materials</p>	<ul style="list-style-type: none"> - Paint brushes - Pencils - Erasers - Rulers - Other relevant painting materials (mixing palette, etc.) 	<ul style="list-style-type: none"> - Typewriting - Twenty (20) pcs pencils - Twenty (20) long-sized folders
<p>B. Tools and Equipment</p>		<ul style="list-style-type: none"> - Seventeen (17) pcs canvass (24x36 inches) with primer and frame - Seventeen (17) pcs painting easels. - 17 sets of Acrylic Paints (<i>1 set per participant</i>) <ul style="list-style-type: none"> o Blue (1 pint) o Red (1 pint) o Yellow (1 pint) o Black (1 pint) o White (1 quart) - Tables and chairs for the judges and contestants - Newspapers and rags - Stopwatch
<p>C. Room/ Hall Specification</p>		<ul style="list-style-type: none"> - Any open space conducive and safe for the orientation before the start of the painting event. - Preferably one (1) air-conditioned room for the art display/exhibit for the entire duration of the festival.

RUBRIC FOR ASSESSMENT OF ENTRIES IN PINTAHUSAY					
Category	5	4	3	2	1
Artistic Merit	Demonstrates a mastery of skill and a clear understanding and application of specific medium qualities. The output is pleasing and complete	Demonstrates skill and some understanding of specific medium qualities. The output is pleasing and partially complete	Demonstrates partial skill and understanding of specific medium qualities. The output is neat and partially complete	Demonstrates limited skill and understanding of specific medium qualities. The output is fairly neat and partially complete	Demonstrates limited skill and understanding of specific medium qualities. The output is fairly neat and not complete
Interpretation of the Theme	Design shows unique and creative interpretation of the task and ability to think with extreme attention to details.	Design shows clear understanding of task and ability to think with more effort and with attention to details.	Design shows some creativity and adequate interpretation of task and displays some details.	Design shows creativity with limited evidence of original thought	Design shows limited evidence of original thought and the work appears unfinished.
Difficulty	Shows and effectively utilizes knowledge of the elements and principles of design and effectively filled the entire space.	Shows knowledge by combining all elements and principles of design and filled the entire space.	Shows knowledge by combining 3 to 4 elements and filled the entire space.	Shows some elements and principles and filled the entire space.	Shows limited evidence of elements and principles and partly filled the space.
Overall Impression of the Art	Extraordinary organization of art elements, content and execution in the artwork.	The organization of art elements, content and execution are addressed in the artwork.	The organization of art elements, content and execution are partly addressed in the artwork.	The organization of art elements, content and execution with some notable information in the artwork.	The organization of art elements, content and execution has limited information in the artwork

Prepared by:

RODOLFO B. LIGAWAD, JR.
Education Program Supervisor
Region I

DENIS M. AGBAYANI
Education Program Supervisor
Region II

DHARYL C. BUCAD
Education Program Supervisor
Region III – SDO City of San Fernando

LOWIESITO O. ERNI
Education Program Supervisor
Region IV-A

ANNABELLE M. MARMOL
Education Program Supervisor
Region IV-B

MARIA AYRIN B. ADRIANO
Education Program Supervisor
Region V

ATHEA L. VILLARANDA
Education Program Supervisor
Region VI

JUVELYN P. OTERO
Education Program Supervisor
Region VII

NOVA P. JORGE
Education Program Supervisor
Region VIII

MELINDA L. TANGALIN
Education Program Supervisor
Region IX – SDO Zamboanga Del Sur

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BIENVENIDO U. TAGOLIMOT, JR.
Education Program Supervisor
Region X

MARIA ISABEL R. CUNANAN
Education Program Supervisor
Region XII

KARIM L. ULAMA
Regional Coordinator
BARMM

MARITA D. AQUINO
Education Program Supervisor
NCR

EDGAR D. VICENTE
Education Program Supervisor
CAR

ELNIE ANTHONY P. BARCENA
Education Program Supervisor
CARAGA – SDO Surigao Del Sur

CHRISTINE N. GRAZA-MAGBOO
Supervising Education Program Specialist
BLD-SID



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Enclosure 7: Guidelines for DFOT Kindergarten and SPFL Contests

Kindergarten Division Festival of Talents

General Guidelines:

1. Participants must be currently enrolled kindergarten learners, aged 5-6 years old in the **public** schools.
2. A contestant is allowed to participate in only one category.
3. Mechanics in the conduct of the contests are to be followed strictly.
4. Winners for each contest shall be identified by the Board of Judges. The decision of the board of judges is final.
5. All winners shall receive certificate of recognition.
6. The first-place winner in the **Story Telling competition OR** the **Draw and Tell** shall represent the Division at the Regional Festival of Talents.

A. Contest: Draw and Tell

1. One contestant shall be guided by the teacher-coach during the preparation phase but not during the activity proper.
2. Each contestant shall bring their own art materials (crayons and pencils). The drawing paper shall be provided by a technical working group member. No pre-made drawings allowed.
3. After the drawing, participants will narrate a short story or description about their drawing.
4. For time allotment:
 - a. Drawing: Participants will have 30 minutes to complete their artwork.
 - b. Telling: Each participant will have up to 2 minutes to present their story or description.
5. As to order of presentation or “telling”, participants will present their “draw and tell” outputs in the order drawn by a lot before the contest begins.
6. The drawing should adhere to the theme, “My Family.”

Criteria for Judging

Creativity in Drawing	- 35%
<i>(uniqueness, originality, effective use of colors and composition)</i>	
Story Telling Skills	- 35%
<i>(clarity and coherence of story, confidence and delivery)</i>	
Relevance to the Theme	- 30%
<i>(how well the drawing and story reflect the given theme)</i>	
TOTAL	100%

B. Contest: K-Moves

1. One group contestant per district; 4 members per group only.
2. To encourage creativity and self-expression, different music tracks should be used.
3. The dance music track must be:



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- a. Relevant to the Theme – music should relate to the theme, “fun and fitness” which celebrates physical activity, movement, and the joy of staying active to promote physical well-being.
 - b. Age appropriate – lyrics suitable to children, no explicit language, mature themes, or suggestive content.
 - c. Positive and uplifting tone – must be cheerful, fun, and energetic vibe.
 - d. Music Duration – must be more than 2 minutes 30 seconds but should not exceed 3 minutes and 30 seconds.
4. Entrance and exit are not part of the music duration but should be executed swiftly.

Criteria for Judging

Relevance to any of the Theme	- 20%
Choreography	- 20%
Coordination and Timing	- 25%
Energy and State Presence	- 20%
Costume and Props	- 15%
TOTAL	100%

C. Contest: Story Telling

1. One contestant per district.
2. One story reference shall be read and comprehended by the contestants. This shall be sent to the group chat of Kindergarten teachers by the EPS Focal in Kindergarten.
3. Order of story telling shall be known thru a draw lot.
4. Each contestant is given a minimum of 1 minute and 30 seconds up to a maximum of 2 minutes to delivery his/her story exclusive of entry and exit.
5. The story must be memorized. The contestant is not allowed to hold any copy of the story.

Criteria for Judging:

Voice Clarity, Diction, and Projection	25%
Mastery	25%
Expression & Showmanship	25%
Stage Presence	15%
Costume (no props)	10%
TOTAL	100%



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Special Program in Foreign Language Division Festival of Talents

Mechanics for SPFL Choral Singing

1. **Participants:**
 - Choral group is composed of **15 to 20 members**.
 - Members are from Grade 7 or Grade 8 SPFL class or a combination of both.
2. **Languages:**
 - Songs are performed in the specialization language – Japanese, Chinese, or Korean.
 - Groups are to incorporate their cultural or linguistic heritage into their performance.
3. **Song Choice:**
 - Each group must perform **one song** with a maximum duration of **5 minutes**.
 - Songs should uphold themes of unity, diversity, or positivity.
 - Avoid offensive or inappropriate lyrics.
4. **Accompaniment:**
 - Performances must have recorded musical accompaniment.
 - A cappella performances are NOT allowed.
5. **Attires:**
 - Groups wear costumes or attire reflecting their culture or song theme.
 - Costumes should be respectful and appropriate.
6. **Stage Etiquette:**
 - Groups should arrive **15 minutes before their turn** to ensure a smooth flow of the program.
 - Groups must clean up the stage if any props are used.
7. **Judging:**
 - Performances will be judged by a panel of judges with experience in music, language, or culture.
 - Judges' decisions are final.

Criteria for Judging

1. **Musicality (40%):**
 - Vocal harmony and blending of voices.
 - Accuracy of pitch and rhythm.
 - Overall musical performance and coordination.
2. **Language Clarity and Expression (25%):**
 - Clear pronunciation of lyrics in the chosen language(s).
 - Expression and emotion appropriate to the song's meaning.
3. **Creativity and Presentation (20%):**
 - Innovative use of language(s) in the song.
 - Stage presence, choreography, and overall presentation.
4. **Cultural Significance (15%):**
 - Reflection of cultural or linguistic heritage.
 - Respectful and meaningful representation of the chosen language(s).



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Mechanics and Criteria for SPFL Cultural Dance Contest

Mechanics

1. **Participants:**
 - Composed of **10 to 15 members**.
 - Dance members are Grade 7 or Grade 8 or combined.
2. **Dance Style:**
 - Performances must showcase **traditional or folk dances** from their language or represented culture.
 - Groups may incorporate elements from various cultural dances, provided they are respectful and authentic.
3. **Performance Duration:**
 - Each group is allotted **4 to 6 minutes** for their performance.
4. **Costumes and Props:**
 - Authentic and culturally appropriate costumes are required.
 - Props relevant to the dance are encouraged but must be safe and manageable.
5. **Music:**
 - Groups must use a recorded music.
 - No live music.
6. **Stage Etiquette:**
 - Groups should arrive **15 minutes before their turn** and prepare props and music promptly.
 - Any props must be removed from the stage immediately after the performance.
7. **Judging:**
 - Performances will be judged by a panel of judges with expertise in dance, culture, or performance arts.
 - The decision of the judges is final.

Criteria for Judging

1. **Authenticity and Cultural Representation (40%):**
 - Faithful representation of the chosen culture(s).
 - Respect for traditional movements, costumes, and themes.
2. **Execution and Skill (30%):**
 - Precision and synchronization of movements.
 - Overall grace, energy, and coordination.
3. **Creativity and Presentation (20%):**
 - Innovative use of props, costumes, or stage space while honoring tradition.
 - Overall impact and audience engagement.
4. **Audience Connection (10%):**
 - Ability to captivate and connect with the audience.
 - Expressiveness and emotional delivery of the performance.



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Mechanics and Criteria for SPFL Choral Reading Contest

Mechanics

1. **Participants:**
 - Open to groups composed of **15 to 20 members** of Grade 9 and Grade 10 learners.
2. **Materials:**
 - Groups must select a piece of **literature, poetry, or prose** that aligns with the themes of **unity, diversity, or community**.
 - The piece must be performed representing their language specialization.
3. **Performance Duration:**
 - Performances must be between **4 to 5 minutes**.
4. **Delivery:**
 - The reading should involve clear, expressive voices with synchronized delivery.
 - Groups may incorporate *gestures, simple movements, and minimal props* to enhance the performance.
5. **Costumes and Props:**
 - Costumes and props may be used to emphasize the theme but should be simple and not overpower the performance.
6. **Stage Etiquette:**
 - Groups must arrive **10 minutes before their scheduled performance**.
 - The stage must be left clean after the performance.
7. **Judging:**
 - Performances will be evaluated by judges with expertise in language, literature, and performance arts.
 - Judges' decisions are final.

Criteria for Judging

1. **Clarity and Articulation (30%):**
 - Pronunciation and enunciation of words.
 - Overall clarity and coherence of the reading.
2. **Expression and Delivery (30%):**
 - Emotional connection and expressive delivery.
 - Use of voice modulation, tone, and emphasis to convey meaning.
3. **Coordination and Teamwork (20%):**
 - Synchronization and harmony in group delivery.
 - Effective use of unison, solo parts, and other dynamics to enhance the performance.
4. **Creativity and Presentation (20%):**
 - Effective use of gestures, movements, and props (if any).
 - Visual and auditory appeal of the overall presentation.



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SPFL Quiz Bee Mechanics and Guidelines

I. General Guidelines

1. The Quiz Bee is open to **10 participants** only, who have been selected in advance.
 2. The competition consists of **three rounds: Easy, Average, and Difficult**, with **5 questions per round**.
 3. Participants must answer each question within the given time limit:
 - o **Easy Round:** 10 seconds
 - o **Average Round:** 15 seconds
 - o **Difficult Round:** 20 seconds
 4. All questions will be **read twice** by the quizmaster before the timer starts.
 5. Participants must write their answers on a **provided whiteboard/paper** and hold it up when time is called.
 6. **No erasures or modifications** are allowed after time is called.
 7. The **top 3 highest scorers** after all rounds will be declared **winners**.
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II. Scoring System

- **Easy Round:** 1 point per correct answer
- **Average Round:** 3 points per correct answer
- **Difficult Round:** 5 points per correct answer

In case of a tie, a sudden-death tiebreaker question will be asked. The first participant to give the correct answer wins the tie.

III. Disqualification Rules

- Any form of **cheating** (e.g., whispering, signals, use of mobile devices) leads to immediate disqualification.
- Failure to follow instructions after **two warnings** results in disqualification.
- Unsportsmanlike behavior (e.g., arguing with judges, disrespecting other participants) will not be tolerated.

*****The Foreign Language Skills Contest and Foreign Language Exposition shall follow the mechanics and guidelines stipulated in the NFOT 2024 Guidelines.**

Additional Event

Area: Industrial Arts

Grade Level: Grades 9 -12

Event package: Engine Tune up and Electrical (Automotive Servicing

No of Participants: 2 pax

Time Allotment: 2 hours

CRITERIA FOR ASSESSMENT

Criteria	Percentage
Functionality	30
Specifications	50
Speed	5
Safety Work Habits and Housekeeping	10
Fluency of oral communication	5
Total	100

EVENT RULES AND MECHANICS

1. The showcase is open to all learners who are enrolled in JHS and SHS from the eight Schools Division Offices. Participants must consist of 2 learners. The Teacher Coach will give minimal supervision to the learner as overseer.
2. Learners shall showcase the Automotive servicing skills which will concentrate on engine tune up (gasoline) with auto lighting.
3. Participants shall use appropriate personal protective equipment and shall observe safety.
4. Participants shall follow the sequence of skills showcase as stated below:

- a. Presentation of the participants information such as: Name of Learner and Grade Level only.
 - b. Introduction of the skills to be showcased
 - c. Skills showcase proper where learners shall verbally present the process.
5. Participants are given two hours (2hrs) to showcase their skills.
 6. Only the contest administrator, judges and members of the TWG are allowed to stay in the venue during the contest proper. Coaches are allowed to observe the process within 3-meter range from the contestants.
 7. Coaches shall not interfere with the conduct of the contest.
 8. Borrowing supplies, materials and tools from other contestants is not allowed during the contest.
 9. Contestants are not allowed to talk to each other and to their respective coaches immediately before the start, during and after the contest while judging is still taking place.
 10. The contestant shall clean the designated working/contest area immediately after the contest.