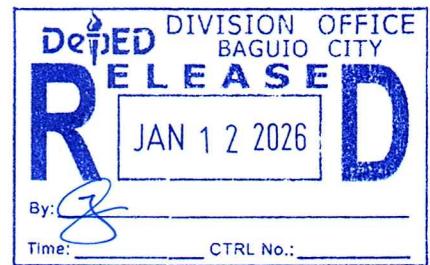




Republic of the Philippines
Department of Education
Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY



January 12, 2026

DIVISION MEMORANDUM

No. **016-2026**

**CONDUCT OF 2026 ONLINE MEETING FOR DIVISION FESTIVAL OF TALENTS
and DIVISION SCHOOLS PRESS CONFERENCE**

To: Assistant Schools Division Superintendent
CID and SGOD Chief Education Supervisors
Education Program Supervisors
Public Schools District Supervisors
Public and Private School Heads/Administrators
All Others Concerned

- In line with the Department of Education's commitment to providing opportunities for learners to showcase their skills, creativity, and excellence in various learning areas, the **Schools Division Office (SDO) Baguio City** shall conduct the online meeting/orientation for all School Paper Advisers, School FOT Coordinators, School Heads, and PSDS shall be conducted on (matrix see enclosure 1):
Date: January 13, 2026 (1:30 PM to 3:30 PM)
Time: Jan 13, 2026 01:30 PM (Meeting DFOT AND DSPC)
Join Zoom Meeting ID: 899 2061 3858
Passcode: G2V80e
- This activity aims to select the Division's official entries for the Regional Festival of Talents and to strengthen the implementation of the K-12 co-curricular programs across schools.
- Moreover, the mechanics and specific guidelines for each learning area are included as enclosures to this memorandum.
 - Enclosure 2: Guidelines for **TECHNOLYMPICS**
 - Enclosure 3: Guidelines for **SINING TANGHALAN**
 - Enclosure 4: Guidelines for **READ-A-THON – English**
Guidelines for **TAGISAN NG TALENTO- Filipino**
 - Enclosure 5: Guidelines for **STEMazing**
 - Enclosure 6: Guidelines for **HISTOPOP**
 - Enclosure 7: Guidelines for **SNED Abilympics**
 - Enclosure 8: Guidelines for **LINGOSTARS**
 - Enclosure 9: Guidelines for **Tagis Talino**
 - Enclosure 10: Guidelines for **MUSAHBAQAH**
 - Enclosure 11: Guidelines for **Kinder Festival of Talents**
- For inquiries, do not hesitate to get in touch with CID Chief – Juliet Sannad, telephone number 619-3491.
- Immediate dissemination of this memorandum to all concerned is desired.

SORAYA T. FACULO PhD, CESO V
Schools Division Superintendent



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

Enclosure 1. Online Coordination Meeting

ONLINE MEETING MATRIX

Joint Coordination Meeting for DFOT, DSPC, and Program Updates

January 13, 2026 | 1:30 PM – 3:30 PM

Online Platform: Meeting DFOT AND DSPC

- Time: Jan 13, 2026 01:30 PM

Join Zoom Meeting

Meeting ID: 899 2061 3858

Passcode: G2V80e

Time	Agenda / Activity	Presenter / Person Responsible	Participants
1:30 – 1:35 PM	Preliminaries: Audio-Visual Presentation (AVP)	Secretariat / Host	All Participants
1:35 – 1:45 PM	Opening and Statement of Purpose	Chief, CID	All Participants
1:45 – 2:05 PM	DSPC Updates	Ms. Marilyn Apiit	School Coordinators, School Heads, PSDS
2:05 – 2:25 PM	DFOT Updates	Ms. Mary Jane Malihod	
2:25 – 2:40 PM	Kinder Program Updates	Ms. Sydney Cariño	
2:40 – 2:55 PM	MEP m Updates	Ms. Rosie Beel Marzo	
2:55 – 3:20 PM	Open Forum	All Presenters	
3:20 – 3:30 PM	Synthesis & Agreements and Closing Message	Facilitator / CID	

Facilitator: PSDS *Rosanna Dizon*



2026 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-Participants	No. of Teacher-Coaches	Time Allotment
Elementary				
Techno-Fusion	ICT/IA/AFA	2	1	360 mins.
Secondary				
Food Processing (Fish)	AFA	1	1	240 mins
Bread and Pastry Production (Baking and Decorating)	FCS/HE	2	1	240 mins
Technical Drafting	ICT	1	1	240 mins
Office Table with Storage	IA	2	1	360 mins
Total		8	5	1440 mins



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

TECHNO-FUSION

COMPONENT AREA	Information and Communication Technology (ICT), Agriculture and Fishery Arts (AFA), Industrial Arts (IA)
KEY STAGE	Key Stage 2 (Grades 4-6)
NO. OF PARTICIPANT/S	Two (2) learner-participants; One (1) teacher-coach
TIME ALLOTMENT	360 minutes (excluding interview)
PERFORMANCE STANDARD	<ul style="list-style-type: none"> • The learner constructs simple electrical gadgets with ease and dexterity. • Application of the most applicable dish gardening technique. • Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang computing devices at productivity tools
21ST CENTURY SKILL/S	Learner-participants must demonstrate learning and innovation skills: thinking critically, creatively, and reflectively; solving problems; applying techniques; and generating functional knowledge while observing proper tool use and OHS standards. These skills, including creativity, problem-solving, communication, technological application, and procedural competence, are strengthened in the Techno-Fusion Contest, where learner-participants integrate Dish Gardening (DG), algorithm design, and Extension Cord (EC) Making into one innovative activity.
CREATIVE INDUSTRIES DOMAIN	Design, creative industries, Landscape Architecture, Agri-Tourism Industry, Agri-entrepreneurial Industry,
CAREER PATHWAYS	(N/A)
DESCRIPTION	The Techno-Fusion Contest integrates three key skill areas—Dish Gardening, Extension Cord with Switch Assembly, and Algorithm Design—to challenge learner-participants to apply creativity, technical ability, and logical thinking in one comprehensive performance task. Learner-participants create a dish garden, a miniature landscaped scene in a shallow container using compatible plants arranged to depict nature. They also construct an extension cord with switch, demonstrating their understanding of electrical components, tool handling, and safety practices aligned with Technolympics standards. Complementing these hands-on tasks, participants prepare an algorithm, a clear step-by-step set of instructions that outlines their process for both dish gardening and electrical assembly. The contest highlights learner-participants' ability to integrate design, technology, and structured problem-solving while showcasing innovation, craftsmanship, and 21st-century skills.
TECHNICAL SPECIFICATIONS	

<p>A. MATERIALS, TOOLS, AND EQUIPMENT</p>	<p>To be provided by participants:</p> <p>For ICT</p> <ul style="list-style-type: none"> - 1 Laptop <p>For EC</p> <ul style="list-style-type: none"> - Electrical tools (long nose, pliers, Phillips, and flathead screwdriver) - Multi Tester - Appropriate PPE <p>For DG</p> <ul style="list-style-type: none"> - Pliers - Spade - Cutter - Tie wire - Sprinkler - Hand sprayer 	<p>To be provided by the event organizer:</p> <p>For All</p> <ul style="list-style-type: none"> - 1 printer <p>For each participating team</p> <p>For EC</p> <ul style="list-style-type: none"> - 2 Working tables - 1 pc surface utility box - Long bond paper - Pencils - Long folders - 6 meters no.14 strand wire - 1 foot no.14 THHN electrical wire - 1 pc single pole single throw switch - 2 pcs convenience outlet - 1 set 3-gang plate - 1 pc male plug (15A) <p>For DG</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) - Submersible pump - Hand trowel - Shovel
<p>B. VENUE</p>	<ul style="list-style-type: none"> • Well-ventilated covered area/room with electrical outlets/extension wires, fire extinguishers, and first-aid kits. • 	

CRITERIA FOR JUDGING	Criteria	Percentage
		A. TECHNICAL PRODUCT OUTPUT (Extension Cord Assembly & Dish Garden Output)
	Quality of Output (EC) / Visual Impact (DG)	
	Accuracy (EC) / Originality & Plan Alignment (DG)	
	Functionality (EC only)	
	Combination & Design of Plants & Materials (DG only)	
	B. USE OF TOOLS, METHODS & SAFETY	30%
	Use of Tools & Equipment (EC & DG)	
	Methods & Safety Work Habits (EC & DG)	
	Speed (All Categories)	
	C. COMMUNICATION, PRESENTATION & DIGITAL COMPETENCY (ICT + EC + DG)	25%
	Ability to Explain / Present Ideas (All Categories)	
	Organization & Clarity of Ideas (ICT)	
	Digital Presentation Skills (ICT)	
	Technical Accuracy (Grammar, Spelling) (ICT)	
	D. ICT DOCUMENTATION (Word → PDF)	15%
	Content Accuracy & Completeness	
	Formatting & Layout in Word	
	Use of Productivity Tools & PDF Export	
	TOTAL	100%
RUBRICS	<i>Attached in Annex A</i>	
MECHANICS		
A. PRE-EVENT		
1. Eligibility		
<ul style="list-style-type: none"> ○ All officially enrolled Grades 4 to 6 learners, including elementary ALS learners with LRN, may join the contest. ○ A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation: <ul style="list-style-type: none"> a. Medical Certificate b. Parental Consent c. Certified true copy of SF 9 d. Certified true copy of SF 10 ○ For the teacher-coach, the required documents include <ul style="list-style-type: none"> a. Certification from the school stating that the teacher-coach is currently handling Edukasyong Pangtahanan at Pangkabuhayan/TLE 5-6, and the subject teacher or the learner-participant. 		
2. Venue and Personnel Preparation		

- The Event Administrator, Technical Committee, and Board of Judges must be at the venue **60 minutes** before the event schedule.
- All materials, supplies, tools, and equipment must be prepared by the Event Administrator **60 minutes** before the competition, except those that the participants have brought.

3. Inspection

- The Technical Committee shall inspect and verify all resource requirements for the contest (both Dish Gardening and Extension Cord Making).
- The coaches shall inspect the laptops before the briefing of the event/contest manager.

4. Participant Arrival

- All participants must arrive **30 minutes before** the event begins.
- Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols**.

6. Briefing

- A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.
- Participants shall also be given a short **orientation on algorithm basics** (inputs, process, outputs) before the competition proper.

7.

8. Drawing of Lots

- Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

9. Food Provision

- Participants/contestants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

1. Start of Event

- The Event Administrator will signal the official start of the competition.
- Once the event begins, **coaches, teachers, and delegates are no longer allowed to stay in the contest venue**.

2. Authorized Personnel Only

- Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and participants are allowed inside the contest area.

3. **Contest Rules**

- Borrowing of materials, supplies, or tools is **strictly prohibited**.
- Participants must give their full attention to their tasks to ensure quality, accuracy, and safety.
- All participants must follow prescribed OHS standards and tool-handling guidelines.

4. **Work Execution**

- Participants shall prepare the sketch plan of the **dish garden for submission to the event administrator**.
- Prepare the logical steps for tasks in **dish gardening** and **extension cord making** using the Word document with clear headings and numbered steps, which shall be exported (PDF format) and submitted to the Event Secretary for printing.
- Participants shall complete:
 - The algorithm of the logical steps for Techno-Fusion
 - The **extension cord with switch assembly**, and
 - The **dish garden** following their submitted sketch/blueprint.
 - The printed algorithm should be displayed near the working area.

5. **Judging and Documentation**

- Techno-Fusion outputs must be **ready for display** once all judges complete individual evaluation.
- The Techno-Fusion output must remain **unaltered and on display** until the closing ceremony.

6. **Panel Interview**

- Participants shall undergo a **panel interview** with the Board of Judges within the time allotment.
- Interviews shall be conducted **one at a time** using uniform questions.

7. **Final Deliberation**

- Judges shall finalize scores based on:
 - Final scores following the rubrics,
 - Panel interview results,
 - Algorithm explanation, and
 - Output quality and safety.

8. **Irregularities**

- Any irregularity found during the event may result in the suspension of the activity at the discretion of the Event Administrator, in consultation with the Board of Judges. The matter shall then be forwarded to the Technical Evaluation Committee for appropriate action.

C. AFTER THE EVENT

1. **Cleanup**

- Participants must **clean their working area immediately** after completing their tasks.

2. **Submission of Requirements**

- All participants must submit:
 - The **algorithm document** (Word File format and PDF format)
 - All required outputs from both skills.

3. **Display of Outputs**

- The Techno-Fusion outputs shall remain **on display until the closing ceremony**.

4. **Event Documentation**

- The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.

Annex A

Rubrics for TECHO-Fusion

CRITERIA	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
A. TECHNICAL PRODUCT OUTPUT (Extension Cord Assembly & Dish Garden Output)					
Quality of Output (EC) / Visual Impact (DG)	Highly polished, neat, professional; visually striking and well-balanced.	Clean, organized, strong appeal with minor imperfections.	Acceptable quality; some inconsistencies, but still neat.	Weak execution; uneven quality or weak visual elements.	Poorly made, messy, unbalanced, or unsafe.
Accuracy (EC) / Originality & Plan Alignment (DG)	Measurements, layout, and design strictly follow specifications or sketch plan; exceptionally original.	Minor deviations, but do not affect performance or design coherence.	Generally accurate; follows most specifications.	Multiple inaccuracies: the parts are different from the plan.	Major errors: does not follow specifications or plan.
Functionality (EC only)	Fully functional; flawless switch/connection performance.	Fully functional; minor inconsistencies.	Functional but may show inconsistent performance.	Limited or partial function.	Non-functional or unsafe.
Combination & Design of Plants & Materials (DG only)	Harmonious, balanced, compelling; enhances theme and sustainability.	Effective combinations; minor balance issues.	Acceptable combinations; coherent design.	Mismatched choices; theme unclear.	Poor combination; lacks unity or suitability.
B. USE OF TOOLS, METHODS & SAFETY					
Use of Tools & Equipment (EC & DG)	Confident, precise, efficient; correct technique.	Mostly correct and safe use; minor inefficiency.	Adequate use; some gaps, but task completed.	Frequent improper handling; needs reminders.	Incorrect or unsafe tool use.
Methods & Safety Work Habits (EC & DG)	Consistently follows all protocols; PPE used; organized, hazard-free workspace.	Safe practices with minor lapses.	Basic safety observed; occasional reminders needed.	Several lapses or inefficient methods.	Repeated unsafe behaviors; disorganized.

Speed (All Categories)	Finishes within/ahead of time with excellent quality.	Slightly slow but efficient overall.	Completes within a reasonable time.	Slow pace causes delays.	Unable to finish on time.
C. COMMUNICATION, PRESENTATION & DIGITAL COMPETENCY (ICT + EC + DG)					
Ability to Explain / Present Ideas (All Categories)	Clear, confident, thorough explanation of process, reasoning, tools, safety, or design choices.	Clear explanation with minor gaps.	Basic explanation; some unclear areas.	Limited explanation; missing key details.	Cannot explain; unclear or incorrect responses.
Organization & Clarity of Ideas (ICT)	Logical flow; strong structure; coherent transitions.	Mostly organized; minor clarity lapses.	Understandable but loosely organized.	Ideas are not well-connected.	Disorganized and unclear.
Digital Presentation Skills (ICT)	Highly confident; complete explanation of tools and processes (Word/PDF).	Clear with minor gaps.	Basic; some details missing.	Struggles to articulate workflow.	Inaccurate or incomplete explanation.
Technical Accuracy (Grammar, Spelling) (ICT)	No errors; polished and professional.	Minor errors.	Several errors, but readable.	Frequent errors affect clarity.	Many errors; hard to understand.
D. ICT DOCUMENTATION (Word → PDF)					
Content Accuracy & Completeness	Fully complete, accurate, and meets all requirements.	Mostly complete; minor omissions.	Generally correct; some missing parts.	Incomplete sections; inaccuracies.	Largely off-task or incorrect.
Formatting & Layout in Word	Professional formatting: correct margins, spacing, headings, page breaks.	Minor inconsistencies.	Basic formatting applied.	Frequent formatting errors.	No formatting standards followed.
Use of Productivity Tools & PDF Export	Effective use of styles, tables, images; error-free PDF.	Several tools used effectively; minor PDF issues.	Basic tools used; acceptable PDF.	Minimal tool use; many errors.	Incorrect tool use; faulty/no PDF export



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



FOOD PROCESSING (Fish)

COMPONENT AREA	Agri-Fishery Arts	
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grades 11)	
NO. OF PARTICIPANT/S	One (1) learner-participant; One (1) teacher-coach	
TIME ALLOTMENT	240 minutes, 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. Holding/Waiting area for teacher-coaches	
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	
CAREER PATHWAYS	Food technology, culinary arts, or business, and progress from entry-level roles to advanced positions in the agri-fishery industry.	
DESCRIPTION	Food Processing (Fish) is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preservation. This includes preparation and processing of Fish (<i>Bangus-Spanish Sardines</i>),	
TECHNICAL SPECIFICATIONS		
C. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by participants: <ul style="list-style-type: none"> ● Personal Protective Equipment (PPE) ● Packaging Materials ● Pressure Cooker 	To be provided by the event organizer: <ul style="list-style-type: none"> ● Marketable ingredients ● Stove ● LPG ● Working table ● Cooking area ● Water outlet/supply ● Utility expenses ● Heat gun blower ● Frying Pan
D. VENUE	Airconditioned/Well-ventilated Laboratory/ Room Holding Area	

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%

RUBRICS	Attached in <i>Annex A</i>
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<p>MECHANICS</p> <p>A. PRE-EVENT</p> <p>1. Eligibility</p> <ul style="list-style-type: none"> ○ All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), currently enrolled in schools offering specialization in food processing, are eligible to join. ○ A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation: <ul style="list-style-type: none"> a. Medical Certificate b. Parental Consent c. Certified true copy of SF 9 d. Certified true copy of SF 10 e. Certification from the School Head that the learner-participant is currently enrolled in Food Processing ○ For the teacher-coach, the required documents include <ul style="list-style-type: none"> a. Certification from the school stating that the teacher is currently handling Food Processing and the subject teacher or the learner-participant b. certified true copy of the updated National Certificate (NC) Level II in Food Processing, duly authenticated by the Division and Regional Focal Person. <p>2. Venue and Personnel Preparation</p> <ul style="list-style-type: none"> ○ The Event Administrator, Technical Committee, and Board of Judges must be at the venue 60 minutes before the event schedule. ○ All materials, supplies, tools, and equipment must be prepared by the Event Administrator 60 minutes before the competition, except those that the participants have brought. <p>3. Inspection</p> <ul style="list-style-type: none"> ○ The Technical Committee shall inspect and verify all resource requirements for the contest. ○ The teacher-coaches shall inspect the resource requirements before the briefing of the event/contest manager. <p>4. Participant Arrival</p> <ul style="list-style-type: none"> ○ All participants must arrive 30 minutes before the event begins.

- Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols**.

6. Briefing

- A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.

7. Drawing of Lots

- Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

8. Food Provision

- Learner-participants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

9. Start of Event

- The Event Administrator will signal the official start of the competition.
- Once the event begins, **teacher-coaches and delegates are no longer allowed to stay in the contest venue**.

10. Authorized Personnel Only

- Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and learner-participants are allowed inside the contest area.

11. Contest Rules

- All **provided materials** must be used as-is; **alteration of materials is not allowed**.
- Borrowing of materials, supplies, or tools is **strictly prohibited**.
- Participants must give their full attention to their tasks to ensure quality, accuracy, and safety.
- All participants must follow prescribed OHS standards and tool-handling guidelines.
- In case the participants encounter technical problems, the timekeeper will pause the time for the specific participant and resume the time after the problem is addressed.

12. Judging and Documentation

- Outputs must be **ready for display** once all judges complete individual evaluation.
- Outputs must remain **unaltered and on display** until the closing ceremony.

13. Panel Interview

- Participants shall undergo a **panel interview** with the Board of Judges within the time allotment.
- Interviews shall be conducted **one at a time** using uniform questions.

14. Final Deliberation

- Judges shall finalize scores based on:
 - Final scores following the rubrics,
 - Panel interview results,
 - Output quality and safety.

15. Irregularities

- Any irregularity found during the event may result in the suspension of the activity at the discretion of the Event Administrator, in consultation with the Board of Judges. The matter shall then be forwarded to the Technical Evaluation Committee for appropriate action.

C. AFTER THE EVENT

16. Cleanup

- Participants must **clean their working area immediately** after completing their tasks.

17. Display of Outputs

- Outputs shall remain **on display until the closing ceremony**.

18. Event Documentation

- The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.

Annex A

Rubrics for Food Processing (Fish)

Criteria	Weight	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
Process on Product Development	20%	Exceptional understanding; systematic steps; mastery of techniques; innovative	Strong understanding; minor deviations; good technique	Adequate understanding; some confusion; timing issues	Limited understanding; misses steps; poor technique	Minimal understanding; fails steps; lacks sequencing
Proper Use of Tools & Equipment	15%	Expert knowledge; safe, efficient handling; proper maintenance	Good knowledge; minor hesitation	Basic knowledge; occasional reminders	Limited knowledge; frequent errors; safety concerns	Minimal knowledge; unsafe handling
Palatability	20%	Outstanding taste, texture, aroma; perfect balance	Very good flavor and texture	Acceptable taste; balanced enough	Below average; moisture issues	Poor taste; unbalanced flavors
Product Presentation	15%	Visually stunning; perfect shape; creative plating	Attractive; good symmetry	Acceptable; minor imperfections	Below average; uneven shape	Poor presentation; misshapen
Speed	10%	Finished on or before the allotted time.	Finished 1 minute past the allotted time.	Finished 2 minutes past the allotted time.	Finished 3 minutes past the allotted time.	Finished 4-5 minutes past the allotted time OR task was not fully completed.
Safety/ Sanitation & Hygiene	10%	Exemplary hygiene; clean area; proper handling	Good hygiene; mostly clean	Acceptable hygiene; needs improvement	Inconsistent hygiene; messy area	Poor hygiene; unsafe
Ability to Present Idea/Process	10%	Clear, confident; excellent technical knowledge	Good explanation; organized	Communicates adequately with minor gaps in clarity or detail	Presentation lacks clarity or depth	Unable to explain ideas or process effectively



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 3 (Grades 9-10); Key Stage 4 (Grade 11 only)	
NO. OF PARTICIPANT/S	Two (2) learner-participants; One (1) teacher-coach	
TIME ALLOTMENT	240 minutes, excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate baking tools and equipment and follow 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	
CAREER PATHWAYS	Baker, Commis – Pastry	
DESCRIPTION	Bread and Pastry Production including Decorating is an NFOT event category of Technolympics that allows learner-participants to apply the principles of bread and pastry production, including decorating. The task involves preparation of chiffon cake with icing decoration. It is a one-layer cake with a mold size of 6x3 inches (round).	
TECHNICAL SPECIFICATIONS		
E. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by participants: <ul style="list-style-type: none"> ● Personal Protective Equipment (PPE) ● Packaging Materials (not included in the judging) 	To be provided by the event organizer: <ul style="list-style-type: none"> ● Baking ingredients ● Marketable ingredients ● Icing: Commercial Non-Dairy Cream Paste for superior stability ● Stove ● Oven ● LPG ● Baking utensils ● Working table ● Cooking area ● Water outlet/supply ● Utility expenses
F. VENUE	Well-ventilated laboratory room with sufficient water supply, electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for coaches.	

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%

RUBRICS	<i>Attached in Annex A</i>
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<p>MECHANICS</p> <p>A. PRE-EVENT</p> <p>1. Eligibility</p> <ul style="list-style-type: none"> ○ All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), currently enrolled in schools offering specialization in Bread and Pastry Production, are eligible to join. ○ A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation: <ul style="list-style-type: none"> a. Medical Certificate b. Parental Consent c. Certified true copy of SF 9 d. Certified true copy of SF 10 e. Certification from the School Head that the learner-participant is currently enrolled in Bread and Pastry Production ○ For the teacher-coach, the required documents include <ul style="list-style-type: none"> a. Certification from the school stating that the teacher is currently handling Bread and Pastry Production and the subject teacher or the learner-participant b. certified true copy of the updated National Certificate (NC) Level II in Bread and Pastry Production, duly authenticated by the Division and Regional Focal Person. <p>2. Venue and Personnel Preparation</p> <ul style="list-style-type: none"> ○ The Event Administrator, Technical Committee, and Board of Judges must be at the venue 60 minutes before the event schedule. ○ All materials, supplies, tools, and equipment must be prepared by the Event Administrator 60 minutes before the competition, except those that the participants have brought. <p>3. Inspection</p> <ul style="list-style-type: none"> ○ The Technical Committee shall inspect and verify all resource requirements for the contest. ○ The teacher-coaches shall inspect the resource requirements before the briefing of the event/contest manager. <p>4. Participant Arrival</p> <ul style="list-style-type: none"> ○ All participants must arrive 30 minutes before the event begins.

- Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols.**

6. Briefing

- A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.

7. Drawing of Lots

- Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

8. Food Provision

- Learner-participants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

9. Start of Event

- The Event Administrator will signal the official start of the competition.
- Once the event begins, **teacher-coaches and delegates are no longer allowed to stay in the contest venue.**

10. Authorized Personnel Only

- Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and learner-participants are allowed inside the contest area.

11. Contest Rules

- All **provided materials** must be used as-is; **alteration of materials is not allowed.**
- Borrowing of materials, supplies, or tools is **strictly prohibited.**
- Participants must give their full attention to their tasks to ensure quality, accuracy, and safety.
- All participants must follow prescribed OHS standards and tool-handling guidelines.
- In case the participants encounter technical problem, the timekeeper will pause the time for the specific participant and resume the time after the problem is addressed.

12. Judging and Documentation

- Outputs must be **ready for display** once all judges complete individual evaluation.
- Outputs must remain **unaltered and on display** until the closing ceremony.

13. Panel Interview

- Participants shall undergo a **panel interview** with the Board of Judges within the time allotment.
- Interviews shall be conducted **one at a time** using uniform questions.

14. Final Deliberation

- Judges shall finalize scores based on:
 - Final scores following the rubrics,
 - Panel interview results,
 - Output quality and safety.

15. Irregularities

- Any irregularity found during the event may result in the suspension of the activity at the discretion of the Event Administrator, in consultation with the Board of Judges. The matter shall then be forwarded to the Technical Evaluation Committee for appropriate action.

C. AFTER THE EVENT

16. Cleanup

- Participants must **clean their working area immediately** after completing their tasks.

17. Display of Outputs

- Outputs shall remain **on display until the closing ceremony**.

18. Event Documentation

- The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.

Annex A

Rubrics for Bread and Pastry Production

Criteria	Weight	5 - Excellent	4- Highly Proficient	3 - Proficient	2- Developing	1 - Beginning
Process on Product Development	20%	Exceptional understanding; systematic steps; mastery of techniques; innovative	Strong understanding; minor deviations; good technique	Adequate understanding; some confusion; timing issues	Limited understanding; misses steps; poor technique	Minimal understanding; fails steps; lacks sequencing
Proper Use of Tools & Equipment	15%	Expert knowledge; safe, efficient handling; proper maintenance	Good knowledge; minor hesitation	Basic knowledge; occasional reminders	Limited knowledge; frequent errors; safety concerns	Minimal knowledge; unsafe handling
Palatability	20%	Outstanding taste, texture, aroma; perfect balance	Very good flavor and texture	Acceptable taste; balanced enough	Below average; moisture issues	Poor taste; unbalanced flavors
Product Presentation	15%	Visually stunning; perfect shape; creative plating	Attractive; good symmetry	Acceptable; minor imperfections	Below average; uneven shape	Poor presentation; misshapen
Speed	10%	Completes the task on or before the allotted time	Completes the task 1 minute past the allotted time	Completes the task 2 minutes past the allotted time	Completes the task 3 minutes past the allotted time	Completes the task 4-5 minutes past the allotted time
Safety/Sanitation & Hygiene	10%	Exemplary hygiene; clean area; proper handling	Good hygiene; mostly clean	Acceptable hygiene; needs improvement	Inconsistent hygiene; messy area	Poor hygiene; unsafe
Ability to Present Idea/Process	10%	Clear, confident; excellent technical knowledge	Good explanation; organized	Communicates adequately with minor gaps in clarity or detail	Presentation lacks clarity or depth	Unable to explain ideas or process effectively



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



TECHNICAL DRAFTING

COMPONENT AREA	Information And Communications Technology (ICT)	
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grade 11 only)	
NO. OF PARTICIPANT/S	One (1) learner-participants; One (1) teacher-coach	
TIME ALLOTMENT	240 minutes, 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	
CAREER PATHWAYS	Draftsman, CAD Operator	
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		
G. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by participants: <ul style="list-style-type: none"> • None 	To be provided by the event organizer: <ul style="list-style-type: none"> • Desktop computer /Laptop (16 GB RAM, i5 processor or higher) • Printer with ink (ratio 1:1) • AutoCAD 2019 Version or higher (uniform version) • Coupon Band A4 size (70-80 GSM) • Stipler and staple wire • Display Board
H. VENUE	Well-ventilated laboratory room with sufficient water supply, electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for coaches.	

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%
h		
RUBRICS	<i>Attached in Annex A</i>	
MECHANICS		
A. PRE-EVENT		
1. Eligibility		
<ul style="list-style-type: none"> ○ All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), currently enrolled in schools offering specialization in Technical Drafting, are eligible to join. ○ A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation: <ul style="list-style-type: none"> a. Medical Certificate b. Parental Consent c. Certified true copy of SF 9 d. Certified true copy of SF 10 e. Certification from the School Head that the learner-participant is currently enrolled in Technical Drafting ○ For the teacher-coach, the required documents include <ul style="list-style-type: none"> a. Certification from the school stating that the teacher is currently handling Technical Drafting and the subject teacher or the learner-participant b. certified true copy of the updated National Certificate (NC) Level II in Technical Drafting, duly authenticated by the Division and Regional Focal Person. 		
2. Venue and Personnel Preparation		
<ul style="list-style-type: none"> ○ The Event Administrator, Technical Committee, and Board of Judges must be at the venue 60 minutes before the event schedule. ○ All materials, supplies, tools, and equipment must be prepared by the Event Administrator 60 minutes before the competition, except those that the participants have brought. 		
3. Inspection		
<ul style="list-style-type: none"> ○ The Technical Committee shall inspect and verify all resource requirements for the contest. 		

- The teacher-coaches shall inspect the resource requirements before the briefing of the event/contest manager.

4. Participant Arrival

- All participants must arrive **30 minutes before** the event begins.
- Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols.**

6. Briefing

- A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.

7. Drawing of Lots

- Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

8. Food Provision

- Learner-participants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

9. Start of Event

- The Event Administrator will signal the official start of the competition.
- Once the event begins, **teacher-coaches and delegates are no longer allowed to stay in the contest venue.**

10. Authorized Personnel Only

- Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and learner-participants are allowed inside the contest area.

11. Contest Rules

- The Event Administrator will distribute a task requirement and learner-participants will be given 15 minutes to read and analyze it.
- Borrowing of materials, supplies, or tools is **strictly prohibited.**
- Participants must give their full attention to their tasks to ensure quality, accuracy, and safety.
- All participants must follow prescribed OHS standards and tool-handling guidelines.
- In case the participants encounter technical problem, the timekeeper will pause the time for the specific participant and resume the time after the problem is addressed.

12. Judging and Documentation

- Outputs must be **ready for display** once all judges complete individual evaluation.
- Outputs must remain **unaltered and on display** until the closing ceremony.

13. Panel Interview

- Participants shall undergo a **panel interview** with the Board of Judges within the time allotment.
- Interviews shall be conducted **one at a time** using uniform questions.

14. Final Deliberation

- Judges shall finalize scores based on:
 - Final scores following the rubrics,
 - Panel interview results,
 - Output quality and safety.

15. Irregularities

- Any irregularity found during the event may result in the suspension of the activity at the discretion of the Event Administrator, in consultation with the Board of Judges. The matter shall then be forwarded to the Technical Evaluation Committee for appropriate action.

C. AFTER THE EVENT

16. Cleanup

- Participants must **clean their working area immediately** after completing their tasks.

17. Display of Outputs

- Outputs shall remain **on display until the closing ceremony**.

18. Event Documentation

- The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.

Annex A

Rubrics for Technical Drafting

Criteria	Weight	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
Accuracy - 40%						
<i>Floor Plan</i>	15%	Clear, well-organized plan; correct symbology; precise walls, openings, fixtures, and annotations; excellent readability.	Mostly clear; minor graphic or labeling issues.	Some clarity problems; missing or inconsistent elements.	Weak clarity; several omissions.	Very poor readability; major omissions; largely inaccurate.
<i>Elevations</i>	15%	Proportional, detailed, accurate height relationships; correct material indications and linework.	Mostly accurate; minor proportional or detail issues.	Missing details; uneven linework; weak proportionality	low clarity; several inaccuracies; incomplete	Very unclear or significantly inaccurate elevations
<i>Perspective</i>	10%	Strong depth; clean vanishing points; accurate geometry; realistic representation.	Mostly accurate with minor distortions.	Limited depth; noticeable inconsistencies.	Weak perspective; several inaccuracies.	Incorrect or unclear perspective overall
Aesthetic/Architectural/Originality and Creativity of Design - 40%						
<i>Architectural</i>	15%	Strong logic; functional, efficient, coherent; well-justified decisions	Solid reasoning with minor weaknesses.	Some gaps or unresolved layout issues.	Weak reasoning; lacks cohesion.	Very poor or illogical design.

<i>Aesthetic</i>	5%	Highly visually appealing; strong composition; clean, polished.	Attractive with minor issues.	Limited clarity; inconsistent style.	Poor visual quality; unrefined.	Very poor aesthetics; unclear presentation.
<i>Structural</i>	10%	Realistic, well-planned, logically integrated structure.	Mostly logical; minor inconsistencies.	Some unclear or questionable structural elements.	Major flaws; unrealistic planning.	Illogical or nonfunctional structure.
<i>Originality</i>	5%	Innovative approach; unique interpretations; creative execution.	Some original or creative elements.	Basic, common, or standard ideas.	Minimal originality.	No originality.
<i>Details</i>	5%	Thorough details (doors, fixtures, notes, materials, etc.); refined linework.	Mostly detailed; minor omissions.	Several unclear or missing details.	Very limited detailing.	Insufficient or nearly zero detail.
Ability to Present the Process	10%	Clear, logical, well-organized documentation; strong progression of thought.	Mostly clear with small gaps.	Minimal or partially unclear process.	Poorly communicated process.	No meaningful documentation.
Speed	10%	Finished on or before the allotted time.	Finished 1 minute past the allotted time.	Finished 2 minutes past the allotted time.	Finished 3 minutes past the allotted time.	Finished 4-5 minutes past the allotted time.



TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



OFFICE TABLE WITH STORAGE MAKING

COMPONENT AREA	Industrial Arts	
KEY STAGE	Key Stage 3 & 4 (Grades 9-11)	
NO. OF PARTICIPANT/S	Two (2) learner-participants; One (1) teacher-coach	
TIME ALLOTMENT	360 mins (exclusive of 30 minutes lunch break and interview)	
PERFORMANCE STANDARD	The Learner shall be able to apply quality standards on raw or finished furniture products, components, and finishing materials based on job requirements. (Lesson 8: Applying Quality Standards or AQS).	
21ST CENTURY SKILL/S	Information, Media & Technology Skills Learning and Innovation Skills Life and Career Skills Communication Skills	
CREATIVE INDUSTRIES DOMAIN	Design and Craft Area	
CAREER PATHWAYS	Furniture and Fixture Production and Installation	
DESCRIPTION	Draw and Construction of Office Table with storage (H -29.5 inches, L-48 inches, w- 24 inches)	
TECHNICAL SPECIFICATIONS		
I. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by participants:</p> <p>Tools and Equipment:]</p> <ul style="list-style-type: none"> ● Power tools <ul style="list-style-type: none"> - Circular Saw - Sander - Driller - Router - Jig power saw ● Personal Protective Equipment (PPE) 	<p>To be provided by the event organizer:</p> <ul style="list-style-type: none"> ● 2 pcs -3/4x 4x8 Marine Plywood ● 5 pcs – 2 inches lattice 8 feet moldings ● 4 pcs -# 120 Sand paper ● 4 pcs - #180 sand paper ● 4 pcs - #100 Sand paper ● 1 Liter -Pioneer wood glue ● ½ kilo -2 ¼ inches finishing nail ● ½ kilo – 1 inch finishing nail ● 1 pair – concealed hinge ● Hand Tools <ul style="list-style-type: none"> - Hammer

		<ul style="list-style-type: none"> - Cross Cut Saw - Hand Planer - Jack Plane - Try Square - Push Rule - Chackline - Nail set - Pencil • Working Table • Extension Cord 																				
J. VENUE	Well-ventilated room with electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for coaches.																					
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Workmanship</td> <td>60%</td> </tr> <tr> <td>Creativity</td> <td>20%</td> </tr> <tr> <td>Accuracy</td> <td>20%</td> </tr> <tr> <td>Quality of Product</td> <td>20%</td> </tr> <tr> <td>Proper Use of Materials, Tools and Equipment</td> <td>20%</td> </tr> <tr> <td>Safety work habits & housekeeping</td> <td>10%</td> </tr> <tr> <td>Speed 5%</td> <td>5%</td> </tr> <tr> <td>Ability to Present the Process</td> <td>5%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </tbody> </table>		Criteria	Percentage	Workmanship	60%	Creativity	20%	Accuracy	20%	Quality of Product	20%	Proper Use of Materials, Tools and Equipment	20%	Safety work habits & housekeeping	10%	Speed 5%	5%	Ability to Present the Process	5%	Total	100%
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A. PRE-EVENT																						
1. Eligibility <ul style="list-style-type: none"> ○ All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), currently enrolled in schools offering specialization in Carpentry or Furniture Making, are eligible to join. ○ A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation: <ul style="list-style-type: none"> a. Medical Certificate b. Parental Consent c. Certified true copy of SF 9 d. Certified true copy of SF 10 e. Certification from the School Head that the learner-participant is currently enrolled in Carpentry ○ For the teacher-coach, the required documents include <ul style="list-style-type: none"> a. Certification from the school stating that the teacher is currently handling Carpentry and the subject teacher or the learner-participant 																						

- b. certified true copy of the updated National Certificate (NC) Level II in Carpentry or Furniture Making, duly authenticated by the Division and Regional Focal Person.

2. Venue and Personnel Preparation

- o The Event Administrator, Technical Committee, and Board of Judges must be at the venue **60 minutes** before the event schedule.
- o All materials, supplies, tools, and equipment must be prepared by the Event Administrator **60 minutes** before the competition, except those that the participants have brought.

3. Inspection

- o The Technical Committee shall inspect and verify all resource requirements for the contest.
- o The teacher-coaches shall inspect the resource requirements before the briefing of the event/contest manager.

4. Participant Arrival

- o All participants must arrive **30 minutes before** the event begins.
- o Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- o All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols.**

6. Briefing

- o A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.

7. Drawing of Lots

- o Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

8. Food Provision

- o Learner-participants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

9. Start of Event

- o The Event Administrator will signal the official start of the competition.
- o Once the event begins, **teacher-coaches and delegates are no longer allowed to stay in the contest venue.**

10. Authorized Personnel Only

- o Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and learner-participants are allowed inside the contest area.

11. Contest Rules

- Borrowing of materials, supplies, or tools is **strictly prohibited**.
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- Outputs must be **ready for display** once all judges complete individual evaluation.
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16. Cleanup

- Participants must **clean their working area immediately** after completing their tasks.

17. Display of Outputs

- Outputs shall remain **on display until the closing ceremony**.

18. Event Documentation

- The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.

Annex A

Rubrics for Office Table with Storage Making

Criteria	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
Workmanship – (60%)					
Creativity (20%)	Unique and imaginative furniture design with innovative features	Some creative elements, but lacks uniqueness	Basic design with minimal creativity	Little creativity, lacks originality	Absence of Creativity and originality
Accuracy (20%)	Well-proportioned and precise, follows furniture design standards	Mostly accurate with minor proportion issues	Mostly accurate with major proportion issues	Noticeable inaccuracies in proportions	Major proportion errors, lacks balance
Quality of Product (20%)	Finish is smooth and consistent no imperfection (no drips, blotches or missed spots)	Finish is smooth and consistent little imperfection (little drips, blotches or missed spots)	Finish is smooth to the touch, but some minor, imperfections, drips, or inconsistencies in stain may be visible	Finish is partially smooth to the touch, but some minor, imperfections, drips, or inconsistencies in stain may be visible	Finish appears blotchy or incomplete; multiple drip marks and imperfection are everywhere
Proper Use of Materials, Tools and Equipment (20%)	Select and uses all tools and equipment correctly and confidently without assistance. Operate tools according to manufacturer instructions.	Uses tools and equipment correctly and confidently most of the time	Uses tools and equipment correctly but sometimes needs clarification or guidance	Uses tools and equipment incorrectly or less confidence most of the time	Unable to use tools or equipment properly

Safety Work Habit & House Keeping (10%)	Always wear PPE excellently follow safety rules for tool and machine use and maintain a clean and organized workplace at all times	Consistently wear PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace at all times	Wear some PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace sometimes	Wear PPE intermittently, inconsistently follow safety rules for tools and machines use and not so clean and organized workplace	Consistently neglect wearing of PPE, not following safety rules for tools and machines use and messy and disorganized workplace
Speed (5%)	Routinely uses time well throughout the contest; completes output ahead of time or on time with a high degree of efficiency	Uses time fairly well; completes output on time with minor time management issues	Procrastinates somewhat but gets the job done on time; pace is productive	Unable to adequately meet timeline; requires excessive time to complete tasks	Fails to finish on time or shows no interest in completing the project within the given timeframe
Ability to present the process (5%)	Answers are accurate, well-structured, delivered confidently and with comprehensive explanation	Answers are accurate, well-structured and delivered confidently but one area may lack thoroughness	Answer is mostly accurate, well-structured and delivered confidently but one or more area may lack thoroughness	Answers are incomplete, missing significant parts of the question's requirement	Answers are largely incomplete or absent



2026 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
Secondary				
Bayle Sa Kalye at Eksibisyon	MAPEH SPA Dance SHS Creative Industries 1	14	2	480 mins
Pintahusay	MAPEH SPA Visual Arts SHS Creative Industries 2	1	1	480 mins
Sinemunti	MAPEH SPA Media Arts, Theater, and Creative Writing SHS Creative Industries 1 and 2	5	1	840 mins
Likhawitan	MAPEH SPA Music and Creative Writing SHS Creative Industries 1	3	1	960 mins
Total		23	5	2,760 mins



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)



BAYLE SA KALYE AT EKSIBISYON

COMPONENT AREA	MAPEH and SPA
KEY STAGE	Key Stages Three (3) and Four (4)
NO. OF PARTICIPANT/S	14 learner-participants and 2 Coaches
TIME ALLOTMENT	A. BAYLE SA KALYE = Grand entrance parade BAYLE EKSIBISYON = Five (5) minutes including entrance and exit
PERFORMANCE STANDARD	<p>SPA 7- FOLK DANCE & BALLET STRAND <i>Performance Standards</i></p> <ul style="list-style-type: none"> exhibits skills in different dance forms/genres. performs basic dance movement combinations (<i>locomotor and non-locomotor</i>) about space. creates basic movement combinations using the elements of dance under the movement framework of Rudolph Laban creates movement combinations inspired by the local cultural experiences and/or a regional dance. <p>MAPEH 7- Participates in dance activities that promote community wellness, safe body mechanics, and expressive movement.</p> <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 perform selected local and national dances. <p>PEH 8 - Engages in dance creation that considers both aesthetic (artistic) and wellness</p> <p>SPA 8 - BALLET STRAND</p> <ul style="list-style-type: none"> Correctly performs some ballet steps and movements using the principles of classical ballet. performs contemporary dance movements using the Cunningham technique. showcases and skillfully perform 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. Conduct documentation of selected local dances

	<p>through videos and other multimedia facilities.</p> <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>PEH 9 – <i>Demonstrates technical precision and expressive quality in performance.</i></p> <p>SPA 10- DANCE – FOLK DANCE & BALLET STRAND</p> <ul style="list-style-type: none"> • prepares a design for mounting a dance production. • Create a plan for the ballet and folk dance production. • organizes appropriate production rehearsal for the dance production. • Develop an understanding of quality dance production. <p>PEH 10 - Demonstrates responsible participation and leadership in dance production, valuing both artistic excellence and community well-being.</p> <p>CREATIVE INDUSTRIES I (ACADEMIC TRACK) Gr 11 -Applies elements and principles of art in creative productions. Gr. 12 - Produces and performs advanced, large-scale works with cultural, narrative, or social relevance.</p>	
21ST CENTURY SKILL/S	Creativity, Critical Thinking, Collaboration, Problem Solving, Communication, and Leadership	
CREATIVE INDUSTRIES DOMAIN	Create, Produce, and Manage artistic and cultural outputs professionally	
CAREER PATHWAYS	<i>Performing Arts, Arts and Design/Creative Industries, Education and Training Tourism, and Cultural and Events Management</i>	
DESCRIPTION	<i>Bayle sa Kalye is a performing arts competition that celebrates Filipino culture through dance, develops learners’ creativity, collaboration, and 21st-century skills, and prepares them for future careers in the arts and creative industries.</i>	
TECHNICAL SPECIFICATIONS		
	Participants	Host Division /Division
A. MATERIALS, TOOLS, AND EQUIPMENT	<ul style="list-style-type: none"> • Costume (No Props) • Music 	<ul style="list-style-type: none"> • 6 pcs Two-way radio (optional) for the NTWG/TWG • Sound System for Showcase • Speakers to be installed in strategic areas

		<p>during the dance parade</p> <ul style="list-style-type: none"> • Two (2) Big Screens (Preferably LED wall) during the showcase • Tables and chairs for judges and TWGs • Extension cords for the TWG table • Stopwatch • Signboards 																								
B. VENUE	<p>A thoroughly ventilated holding room/hall suitable for hosting dancers and coaches is preferred (if available). Preferably one (1) ventilated performing area that can accommodate an audience of more or less 2000 pax Dance Parade Bayle exhibition)</p>																									
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria for Street Dancing (Parade) (NFOT/RFOT)</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Choreography & Creativity (Originality, variety of movements, innovative use of formations and transitions, expressive interpretation of Music)</td> <td>35</td> </tr> <tr> <td>Performance (Skills and Technique, Timing and Coordination, Showmanship and Mastery)</td> <td>35</td> </tr> <tr> <td>Theme/ Concept</td> <td>20</td> </tr> <tr> <td>Costume</td> <td>10</td> </tr> <tr> <td style="text-align: center;">TOTAL</td> <td style="text-align: center;">100</td> </tr> <tr> <th>Criteria for Dance Exhibition (NFOT/RFOT)</th> <th>Percentage</th> </tr> <tr> <td>Artistic Interpretation/Expression (Ability to convey the theme, mood or story of the dance; emotional engagement and expressiveness)</td> <td>40</td> </tr> <tr> <td>Choreography & Creativity (Originality of movement, transitions and overall compositions)</td> <td>30</td> </tr> <tr> <td>Technique & Execution (Mastery of the dance movements, posture, balance, control and precision)</td> <td>20</td> </tr> <tr> <td>Costume and Music</td> <td>10</td> </tr> <tr> <td style="text-align: center;">TOTAL</td> <td style="text-align: center;">100</td> </tr> </tbody> </table>		Criteria for Street Dancing (Parade) (NFOT/RFOT)	Percentage	Choreography & Creativity (Originality, variety of movements, innovative use of formations and transitions, expressive interpretation of Music)	35	Performance (Skills and Technique, Timing and Coordination, Showmanship and Mastery)	35	Theme/ Concept	20	Costume	10	TOTAL	100	Criteria for Dance Exhibition (NFOT/RFOT)	Percentage	Artistic Interpretation/Expression (Ability to convey the theme, mood or story of the dance; emotional engagement and expressiveness)	40	Choreography & Creativity (Originality of movement, transitions and overall compositions)	30	Technique & Execution (Mastery of the dance movements, posture, balance, control and precision)	20	Costume and Music	10	TOTAL	100
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RUBRICS	RUBRICS FOR BAYLE SA KALYE – PARADE		
	CHOREOGRAPHY & CREATIVITY – 35%		
	Level	Descriptors	Points
	Excellent	Choreography is original, dynamic, well-structured; highly creative and synchronized; transitions seamless.	4
	Very Satisfactory	Creative choreography with clear structure; mostly synchronized; smooth transitions.	3
Satisfactory	Some creativity; fair synchronization; transitions need refinement.	2	
Fair	Limited, repetitive, lacks creativity; inconsistent synchronization.	1	
	PERFORMANCE – 35%		
	Level	Descriptors	Points
	Excellent	Energetic, confident; strong engagement; excellent stamina and timing.	4
	Very Satisfactory	Consistent energy; good projection; minor lapses.	3
	Satisfactory	Stable performance; fair projection; occasional energy loss.	2
	Fair	Lacks consistency; weak projection; noticeable lapses.	1
	II. THEME / CONCEPT – 20%		
	Level	Descriptors	Points
	Excellent	Theme is clearly and consistently presented; strong alignment with concept.	4
	Very Satisfactory	Theme is clear; minor inconsistencies.	3
	Satisfactory	Theme is present but inconsistent.	2
	Fair	Theme is vaguely shown.	1
	IV. COSTUME – 10%		
	Level	Descriptors	Points
	Excellent	Costume is thematic, functional, visually appealing.	4

Very Satisfactory	Appropriate design with minor issues.	3
Satisfactory	Acceptable but lacks detail.	2
Fair	Simple or less thematic.	1

RUBRICS FOR BAYLE SA KALYE – DANCE EXHIBITION

I. ARTISTIC INTERPRETATION / EXPRESSION – 40%

Level	Descriptors	Points
Excellent	Powerful emotional expression; movements strongly embody music and theme.	4
Very Satisfactory	Clear interpretation; minor lapses.	3
Satisfactory	Expression present but lacks depth.	2
Fair	Weak or inconsistent interpretation.	1

II. CHOREOGRAPHY & CREATIVITY – 30%

Level	Descriptors	Points
Excellent	Highly original; innovative use of space and formations.	4
Very Satisfactory	Creative and well-structured.	3
Satisfactory	Shows effort but lacks originality.	2
Fair	Simple and repetitive.	1

III. TECHNIQUE & EXECUTION – 20%

Level	Descriptors	Points
Excellent	Precise movements; excellent control and timing.	4
Very Satisfactory	Good technique with minor lapses.	3
Satisfactory	Acceptable but inconsistent.	2
Fair	Frequent errors; weak control.	1

IV. COSTUME & MUSIC – 10%

Level	Descriptors	Points
Excellent	Costume and music strongly support performance.	4
Very Satisfactory	Appropriate with minor issues.	3
Satisfactory	Acceptable but lacks impact.	2

	Fair	Weak thematic relevance.	1
MECHANICS (require to have a pre , during , and after the event)			
<p>Pre-Event:</p> <p>A. Registration</p> <ul style="list-style-type: none"> • Participants must submit the complete official entry through an entry form, on or before the given deadline, and must be signed by the RD/Regional Focal <p>B. Performance Requirements</p> <ul style="list-style-type: none"> • Venue preparation and safety evaluation <p>C. Orientation/Briefing</p> <ul style="list-style-type: none"> • Orientation for the judges before the contest • Orientation for the coaches • Ground rules, parade route and judging criteria explanation <p>D. Rehearsal/Walkthrough</p> <ul style="list-style-type: none"> • Proper scheduling on rehearsals • Performance area familiarization • drawing of lots <p>E. Order of Performance</p> <ul style="list-style-type: none"> • assigned sequence • parade route or dance floor clearly marked • marshals to guide teams • <p>During the Event</p> <ul style="list-style-type: none"> • The team is composed of Fourteen (14) dancers and 2 teacher-coaches per region • The group may use any music of their choice during the dance exhibition, 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. • The following are strictly prohibited: <ul style="list-style-type: none"> ○ tossing of dancers ○ lifting ○ use of flammable materials (fireworks/pyrotechnics) ○ live animals as part of the performance ○ the use of props ○ provision for pre-set stage • For the dance exhibition, changing costumes is strictly prohibited during the actual performance. Variations for aesthetic purposes are allowed only if they are inherent to the original outfit (e.g., flipping of skirts or loosening of garments) and do not constitute a full costume change. • For the dance parade, performers MAY wear different set of costume. 			

N.B. Any violators of the above-mentioned prohibitions shall be disqualified.

- The decision of the judges are final and irrevocable.

B. Performance Conduct

- discipline imposed (teams must stay within designated performance area)
- NO PROPS allowed only ATTACHED COSTUME /ACCESSORIES
- TIME LIMIT strictly enforced; 1 point shall be deducted for every minute exceeding the time limit.

D. Safety and Discipline

- everyone must adhere to the safety protocols
- marshals and organizers monitor crowd and performance area
- there should be a stand by medics

E. Clean-Up

- organizer shall ensure the cleanliness and safety of the venue

After the Event

A. Score Tabulation

B. Results

C. Debrief/Feedback

- judges should provide TA/feedbacks or cliniquing on the performances

E. Monitoring and Evaluation



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)



PINTAHUSAY

COMPONENT AREA	MAPEH, SPA VISUAL ARTS	
KEY STAGE	KEY STAGE 3 & 4 (Grades 7-12)	
NO. OF PARTICIPANT/S	1 learner-participant 1 teacher coach	
TIME ALLOTMENT	540 minutes	
PERFORMANCE STANDARD	<p>SPA Grade 9: The learner creates visual compositions based on modern concepts of art-making using cartoons/comics, graphic designs and advertisements. SPA Grade 10: The learner creates diverse master pieces of new styles responding to global changes and social media</p> <p>SHS Arts 1 (Creative Industries): The learners execute techniques and skills, as well as the proper use of materials, tools, equipment, and facilities in mounting creative works, in reference to the mapped creative industries in their specific communities as defined by relevant laws within the local and global contexts.</p>	
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, Audio and Visual Media	
CAREER PATHWAYS	Fine Artist, Graphic Designer, Illustrator, Art Teacher, Animator, Art Director	
DESCRIPTION	Pintahusay is an on-the-spot painting contest of Sining Tanghalan where learners can display their creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.	
TECHNICAL SPECIFICATIONS		
	Participant	Host Division/Region
A. MATERIALS, TOOLS, AND EQUIPMENT	<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 ● Seventeen (18) pcs canvass (36x48 inches) with primer and frame ● Seventeen (18) pcs painting easels.

		<ul style="list-style-type: none"> • 18 sets of Acrylic Paints (1 set per participant) <ul style="list-style-type: none"> ○ Blue (1 pint) ○ Red (1 pint) ○ Yellow (1 pint) ○ Black (1 pint) ○ White (1 quart) • Tables and chairs for the judges and contestants • Newspapers and rags • Stopwatch
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B. VENUE Airconditioned/Well-ventilated Hall

CRITERIA FOR JUDGING	Criteria		Percentage
	Artistic Merit		25
	Interpretation of the Theme		25
	Difficulty		25
	Overall Impression of the Art		25
	TOTAL		100

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
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MECHANICS

Pre-Event

1. Draw lots for the numbering of the canvases.
2. Place newspapers or manila papers under the easel of each participant to avoid spills and staining of the floor.
3. 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.
4. Participants are not allowed to bring pictures or images as references to their entries.
5. Orientation of participants by the judges.

During the Event

1. One (1) learner-participant per region from Key Stage Three (3) or four (4) is allowed.
2. Learner-participants are given 8 hours to finish their output.
3. 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.
4. The participants should execute one solid composition or concept.
5. The subject of the painting shall be focused on a **selected SHORT STORY or MAIKLING KWENTO** which will be meant to be the future book cover of the story.
6. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

After the Event

1. All paintings will be taken a photo for documentation together with the learner-participant.
2. Top 5 paintings shall be exhibited during the Closing Program.
3. 1st place painting will be submitted as book design for the publishing of the short story.



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)



(SineMunti)

COMPONENT AREA	MAPEH & SPA MEDIA ARTS, Theater and Creative Writing
KEY STAGE	Key Stage Three (3): Grades 7 to 10 Key Stage Four (4): Grades 11 to 12
NO. OF PARTICIPANT/S	5 learner-participants either from Key Stage Three (3) or key stage Four (4); 1 teacher-coach
TIME ALLOTMENT	3 days Day 1: 8:00 -12:00 Orientation & Script writing (240 minutes) Day 2: 8:00-12:00 Shooting (240 minutes) 1:00-5:00 Editing and Rendering (240 minutes) Day 3: 10:00-12:00 Showing and Judging (120 minutes)
PERFORMANCE STANDARD	<p>SPA Theater 7</p> <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. <p>MAPEH Grade 7</p> <ol style="list-style-type: none"> 3. The learner 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>MAPEH Grade 8</p> <ol style="list-style-type: none"> 4. 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>MAPEH Grade 9</p> <ol style="list-style-type: none"> 5. produces creative works about emerging popular music and arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity. <p>MAPEH Grade 10</p> <ol style="list-style-type: none"> 6. utilizes digital/available technologies in a collaborative creative work

	<p align="center">SPA MEDIA ARTS G10-Q4</p> <p>1. produces a short film that integrates the various techniques and principles of filmmaking</p> <p align="center">SHS CREATIVE INDUSTRIES 1</p> <p>The learners execute techniques and skills, as well as the proper use of materials, tools, equipment, and facilities in mounting creative works. In reference to the mapped creative industries in their specific communities as defined by relevant law as within the local and global contexts.</p> <p align="center">SHS CREATIVE INDUSTRIES 2</p> <p>1. The learner executes techniques, skills and proper use of materials, tools, equipment, and facilities in mounting creative works in reference to the mapped creative industries in their specific communities as defined by relevant laws within local and global contexts</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	Performing Arts, Creative Services and Audiovisual Media	
CAREER PATHWAYS	Director, actors, Editor, Script writer, composer, Cinematographer, etc.	
DESCRIPTION	The (SineMunti) is an NFOT event category of Singing Tanghalan relevant to acting, directing, script writing, and film making that allows learner-participants to produce and showcase a short film of any genre.	
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 - Cellphones - 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"> - 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

		<ul style="list-style-type: none"> - Cable connectors for camera to TV monitor for holding area - Portable sound system - wireless microphones 																
B. VENUE	<p>1. Air conditioned/Well-ventilated Computer Laboratory/ Room</p> <p>2. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location.</p> <p>3. Fully air-conditioned computer laboratory that can accommodate 70 participants during the film editing; Fully air-conditioned hall with LED wall that can accommodate 300 participants during the public viewing.</p>																	
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Story Structure & Plot	Clear beginning–middle–end,	Unclear story	Weak/ill logical flow	Adequate structure														

	Development	logical flow, strong narrative.				
	Characterization	Characters with depth, motivation; effective dialogue.	Flat characters	Limited depth	Adequate development	Well-developed
	Theme & Relevance	Central theme with cultural or educational significance.	No clear theme	Weak theme	Acceptable theme	Strong theme
	Technical Writing Quality	Grammar, formatting, clarity, screenplay conventions.	Poor writing	Many errors	Some errors	Good quality
SineMunti BEST STORY RUBRIC						
	Criteria	Description	1	2	3	
	Originality & Creativity	Unique, fresh storytelling; avoids clichés.	Very weak	Limited creativity	Some originality	
	Plot & Structure	Clear progression, strong narrative flow.	Confusing	Weak structure	Adequate	
	Character Development	Depth, motivation, realistic dialogue.	Flat	Weak	Adequate	
	Theme & Relevance	Cultural, social, or educational value.	None	Minimal	Moderate	
	Emotional Impact / Engagement	Evokes emotions, memorable storytelling.	No impact	Slight	Moderate	

SineMunti BEST ACTOR/ ACTRESS RUBRIC (1-5 Scale)				
Criteria	Description	1	2	3
Voice & Diction	Clarity, projection, expressiveness.	Poor	Weak	Adequate
Body Language & Movement	Natural, effective gestures and posture.	Very weak	Unnatural	Inconsistent
Engagement & Presence	Stage/screen presence, focus, energy.	Distracted	Weak	Inconsistent
Teamwork & Responsiveness	Interaction, timing, awareness.	Misses cues	Weak	Fair
SineMunti BEST FILM RUBRIC				
Criteria	Description	1	2	3
Originality & Creativity	Fresh concept, innovative storytelling.	Very low	Limited	Moderate
Story Structure & Plot	Clear, logical, engaging story.	Weak	Unclear	Adequate
Characterization	Lifelike characters, believable dialogue.	Flat	Weak	Moderate
Theme & Relevance	Cultural, social importance.	None	Weak	Adequate
Technical Writing Quality	Screenplay format, clarity, grammar.	Poor	Weak	Adequate

SineMunti CINEMATOGRAPHY RUBRIC					
Criteria	Description	1	2	3	
Visual Composition	Framing, balance, visual appeal.	Poor	Weak	Adequate	
Lighting	Mood, clarity, storytelling enhancement.	Poor	Weak	Adequate	
Camera Movement & Angles	Creative, purposeful, narrative support.	Very weak	Limited	Adequate	
Color & Tone	Appropriate, consistent color grading.	Poor	Weak	Acceptable	
Technical Quality	Sharpness, clarity, polish.	Poor	Weak	Fair	
SineMunti BEST DIRECTOR SCORING RUBRIC (1-5 Scale)					
Criteria	Description	1	2	3	
Vision & Storytelling	Clarity of narrative, tone, originality.	Poor	Weak	Adequate	
Performance Direction	Actor guidance; believability.	Poor	Weak	Adequate	
Visual Composition	Framing, lighting, aesthetic quality.	Poor	Weak	Adequate	
Pacing & Rhythm	Flow, timing, engagement.	Very slow/fast	Uneven	Acceptable	
Integration of Elements	Cohesion of sound, design, effects.	Poor	Weak	Fair	
Emotional Impact	Evokes strong audience response.	None	Weak	Moderate	
MECHANICS					

Pre-Event

1. **SineMunti** is an on-the-spot short film making competition.
2. Each region shall be represented by five (5) learner-participants and one (1) teacher-coach provided that they should not assist the participants in the development, conceptualization, production, and/or editing of the film.
3. Actors (learners) must present a written release and consent form (permission for image/voice/likeness to be used in the film in relation to Child Protection Policy) from the parents to be submitted to the NTWG.
4. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
5. 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.
6. Participants must not be previously declared winners in any international competition.
7. Participants must not have prior professional acting experiences 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.

During the Event

1. Participants are required to bring their own laptop/s or computers with video editing software, digital cameras or video cameras with computer cable for uploading, tripod, extension cords and other paraphernalia related to video shooting and editing. Use of drones is not allowed.
2. Films must:
 - be cut and edited according to the creative direction of the team;
 - use music, live sound, and/or narration; music must be **original or royalty-free**; and
 - only use primary footage taken/captured during the actual conduct of NFOT and music used must be acknowledged accordingly in the end credits.
3. The films may:
 - incorporate color correction and visual effects; and
 - use b-roll or establish footage taken outside the competition period but these must be taken/produced during the NFOT days and from the designated location/s (e.g. traffic shots, time lapses, sunrise/sunset scenes.)
4. The finished output must be:
 - 4-5 minutes in duration not including opening/closing credits
 - a maximum of 30 seconds (0.5 minutes) for opening credits
 - a maximum of 60 seconds (1 minute) for closing credits

- total output duration must not exceed 6 minutes and 30 seconds (390 seconds)
5. Submitted entries must not include any indication such as name of the school, division, region, or other identifying marks. Only the film's title may be used to identify the project. Teams are allowed to produce a version with complete titles and credits for their personal consumption, but this copy should not be submitted to the showcase.
 6. Entries should be saved in a flash drive encoded in MP4, M4A, WMV, AVI or MOV format submitted on the event date before the specified deadline.
 7. Medium of communication should be in Filipino and/or English. However, subtitles may be used ONLY for films in local languages. Videos should be an original work of the learner-participants and shall not infringe any copyrights or any rights of any third party.
 8. Images shown and presented in the film must be taken during the 2026 NFOT. If the output requires pre-existing stock or old footage, these may be used to a maximum of **20%** of the film and must:
 - be royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC);
 - be obtained from a recognized news or information agency (e.g. CNN, GMA, News, etc.); and
 - properly cite artists and works in the closing credits (Artist Title, website/ source).
 9. Films are encouraged to use music or sound elements taken or produced during the 2026 NFOT. Films are also allowed to use non-original music and sounds provided that:
 - 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).
 10. Participants may use to choose any genre but it must be noted that the emphasis of the showcase is on visual storytelling
 11. The use of AI for video editing and musical scoring maybe considered.
 12. 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.

After the Event

1. After shooting on day 1, participants must surrender their cameras used for shooting to the NTWG and will be retrieved during day 2 for editing.
2. Special awards/citations shall be given such as;

Best Script
Best Screenplay
Best Cinematography
Best Actor/ Actress
Best Director

3. The decision of the judges are final and irrevocable.

Special Awards/Citations Rubrics

4. Extension time on Rendering will be given consideration if technical problem arises.

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.

5. The decision of the judges are final and irrevocable.

Special Awards/Citations Rubrics



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)



LIKHWITAN

COMPONENT AREA	MAPEH and SPA
KEY STAGE	Key Stage Three (3): Grades 7-10 and Key Stage Four (4): Grades 11-1
NO. OF PARTICIPANT/S	3 learner-artists 1 coach
TIME ALLOTMENT	Day 1 480 minutes for songwriting and digital notation encoding Day 2 (Morning) 240 minutes for group rehearsals Day 2 (Afternoon) 7 minutes performance per group, including entrance and exit
PERFORMANCE STANDARD	<p>MAPEH</p> <p>Grade 7- Quarter 1</p> <ul style="list-style-type: none"> The learners create works based on relevant concepts, processes, techniques, and/or practices used in selected representative contemporary and emerging works of the Philippines and selected Southeast Asian countries in the production of their creative works. <p>Grade 8 – Quarter 1</p> <ul style="list-style-type: none"> The learners produce integrated creative works by using relevant emerging and contemporary concepts, techniques, processes, and/or practices in selected Asian representations of popular cultures. <p>Grade 9 – Quarter 1</p> <ul style="list-style-type: none"> The learners produce creative works about emerging popular Music and Arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity. <p>Grade 10- Quarter 1</p> <ul style="list-style-type: none"> The learners produce creative works based on relevant literature, emerging concepts, techniques, processes, and practices in Philippine creative industries in their locality in relation to ones intended career.

	<p>SPA</p> <p>Grade 7 - Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works that contain rhythmic and melodic concepts that reflect their cultural background <p>Quarter 3</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works showcasing basic skills that reflect values of local/regional celebrations and festivals, incorporating music technologies <p>Grade 8 - Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce musical works reflecting musical concepts and skills from a community heritage, integrating music technologies <p>Grade 9 - Quarter 3</p> <ul style="list-style-type: none"> ○ The learners present musical works reflecting Western-inspired music with music technology in a planned, staged performance <p>Grade 10</p> <p>Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works approaching music industry standards that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies <p>Quarter 3</p> <ul style="list-style-type: none"> ○ The learners produce collaborative, creative musical works approaching music industry standards relevant to the trends, challenges, and current issues in the creative music industry <p>Quarter 4</p> <ul style="list-style-type: none"> ○ The learners review music skills approaching music industry standards in collaborative creative musical works that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies in staging a music performance
<p>21ST CENTURY SKILL/S</p>	<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
<p>CREATIVE INDUSTRIES DOMAIN</p>	<p>Audiovisual Media Performing Arts Creative Services</p>

CAREER PATHWAYS	Music Industry: <i>Composer/Song Writer, Performer, Musical Director/Conductor, Sound Engineer, Music Producer, Music Journalist, Music Therapist, DJ, Instrumentalist</i>	
DESCRIPTION	Likhawitan is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase their talents in an on-the-spot event featuring songwriting and a <i>cappella</i> singing.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Any musical instruments (aide for songwriting composition) • Musical score with 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) computer unit per group, preferably in a computer laboratory • MuseScore or other digital notation software • 10 pcs long folders • 20 pcs Pencils • 15 pcs Black Ballpens • sound system • amplifiers for music instruments • 3 wireless microphones (preferably condenser mic) • 3 mic stands
B. VENUE	<p>One (1) fully air-conditioned/well-ventilated room that can accommodate 100 pax for the event proper;</p> <p>One (1) well-ventilated room as a holding area for performers and coaches</p> <p>One (1) computer laboratory</p>	

CRITERIA FOR JUDGING	Criteria		Percentage	
	Songwriting			
	Lyrics (Relevance to the theme)		20%	
	Music (Arrangement and melody)		20%	
	Music Production (Digital notation)		20%	
	Originality (Authenticity of the piece)		10%	
	Performance			
	Vocal quality (Harmony)		25%	
	Showmanship (Stage presence interpretation)		5%	
	Total		100%	

Rubrics		5 – Outstanding	4 – Exceeds Expectations	3 – Meets Expectations	2 – Below Expectations	1 – Needs Significant Improvement
	Lyrics (relevance to the theme)	Exceptionally powerful and flawless	Deeply insightful and creative	Clearly related	Vague or tangential	Off-topic or confusing
	Music (arrangement and melody)	Sophisticated, unique; captivating melody	Creative, dynamic; strong, memorable melody	Competent; clear melody	Basic; weak melody	Chaotic; lacks melody
	Originality (authenticity of the piece)	Truly groundbreaking and authentic	Fresh, innovative ideas; highly unique style	Distinct voice; reasonable authentic creativity	Highly derivative	Direct copy or heavily relies on existing material
	Vocal Quality (harmony)	Virtuosic; perfectly executed, resonant harmonies	Technically excellent; rich, flawless harmonies	Accurate pitch; correct, blended harmonies	Inconsistent pitch; tentative harmonies	Out of tune; harmonies are not clear
	Showmanship (stage presence and interpretation)	Commands the stage; masterful, impactful interpretation	Uses stage effectively; compelling interpretation	Suitable presence; clear attempt at interpretation	Minimal presence; passive interpretation	Static, disengaged

MECHANICS

Before the Event:

1. Accomplish the online pre-registration form using the link stipulated in the DepEd Memorandum of the 2026 NFOT.
2. Attend the solidarity meeting for the final orientation of the contest implementing guidelines and the flow of the whole duration of the 2026 NFOT.
3. Coordinate with the NTWG as to the readiness of the contest venue and the holding area.

4. Ensure that the host region has installed the offline version of the digital notation software.
5. Take note that there shall be one (1) entry per region composed of three (3) learner-artists from either Key Stage Three (3) and/or Four (4) and accompanied by 1 coach.

During the Event:

1. Song composition shall be interpreted in three (3) voices.
2. Music compositions shall be submitted to the NTWG after the composition period/day.
3. Musical instruments are only allowed during composition day.
4. The song performance shall not exceed seven (7) minutes, including entrance and exit. A one (1) point deduction from the general average score shall be made for every 30-second extension.
5. No props or musical instruments shall be allowed during the performance. A violation of this provision must incur a five (5) point deduction from the general average score.
6. Participants shall showcase their musical skills, including composition writing, singing, and using digital notation software.
7. Participants should not have previously joined any professional group or performed/won in any international songwriting competition.
8. Participants should not have previously published works in any professional recording company.
9. 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. AI-generated lyrics and music are NOT allowed.
10. The lyrics shall be relevant to the given theme.
11. Only the melody will be notated using the digital notation software. Participants may choose any type of music genre (ballad, rock, etc.) for the composition.
12. Each group shall be given 8 hours to compose the song based on the theme and encode it using digital notation software, which shall be provided during the event orientation.
13. The printed composition with the melodic lines and lyrics shall be submitted to the event administrator prior to the performance for reproduction and judging purposes.
14. Performers shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.
15. **The decision of the board of judges is final and irrevocable.**

After the Event:

1. Coaches shall retrieve the submitted composition from the judges.
2. Any damages to equipment or property of the venue must be documented and reported to the NTWG.
3. All coaches and participants shall accomplish the post-evaluation form from the NTWG relative to the conduct of the 2026 NFOT.



2026 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Read-a-Thon

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

Category	Component	No. of Learner-Participants	No. of Teacher-Coaches	Time Allotment
Elementary				
Story Enders Cup	English	1	1	65 mins
Secondary				
Advocacy Pitch	English	2	1	126 mins
Total		3	2	191 mins



READ-A-THON

(A Showcase of English Language Skills Contest)



STORY ENDERS CUP

CATEGORY	STORY ENDERS CUP	
KEY STAGE	Key Stage Two (Grade Six)	
NO. OF PARTICIPANT/S	One (1) Grade Six learner-participant per region One (1) teacher coach	
TIME ALLOTMENT	65 minutes (60 minutes preparation plus 5 minutes presentation)	
PERFORMANCE STANDARD	The learner uses speaking skills and strategies appropriately to communicate ideas into 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 (reading and composition)	
21ST CENTURY SKILL/S	Communication Skills and Learning & Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	This event is an individual competition for Grade 6 learners designed to assess both receptive and productive language skills through a controlled narrative task. The event evaluates learners' ability to comprehend an open-ended (unresolved) narrative text, extract and sequence essential story elements, and demonstrate critical and creative thinking by generating a coherent, original resolution that aligns with the given plot. Through a timed oral performance, contestants apply narrative reconstruction, summarization, inferencing, and story crafting skills, producing a unified output that reflects deep understanding of the source material and effective spoken communication.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: None	To be provided by the event organizers: <ul style="list-style-type: none"> • Supplies and materials • Timer and flaglets • Strips of papers for drawing of lots • Number identifier • Sound system (<i>for the orientation and awarding</i>) • Certificates • Pencils • Ball Pens

	<ul style="list-style-type: none"> • Folders • Calculators • Bond Papers • Holding area, preparation area, and contest area • Signages (e.g. Preparation Area, Holding Area, and Contest Area) • Wall clock (preparation area) 												
B. VENUE	Airconditioned / Well-ventilated Room -Holding Area -Preparation Area -Contest Area												
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td> Accuracy and Faithfulness to the Original Story Measures how accurately the contestant retells the events of the open-ended (unresolved) narrative without altering or adding new events prior to the ending; evaluates correct sequencing of events, preservation of character traits, and consistent tone with the given text. </td> <td style="text-align: center;">30%</td> </tr> <tr> <td> Coherence and Logical Flow of the Story Ending Assesses how well the original ending created by the contestant logically follows the unresolved portion of the narrative; includes clarity of conflict resolution, internal consistency, smooth transitions, and alignment with established story elements. </td> <td style="text-align: center;">25%</td> </tr> <tr> <td> Creativity and Quality of the Constructed Ending Evaluates originality, imagination, and depth of the contestant's ending while still fitting within the boundaries of the given story; includes ingenuity of resolution, emotional impact, and thematic relevance. </td> <td style="text-align: center;">20%</td> </tr> <tr> <td> Delivery and Storytelling Skills Measures clarity of speech, pacing, voice modulation, articulation, naturalness of retelling (not memorized), and the contestant's ability to engage listeners; includes confidence, posture, and expressive but appropriate narration. </td> <td style="text-align: center;">20%</td> </tr> <tr> <td> Overall Impact and Stage Presence Assesses the contestant's ability to deliver a compelling performance that leaves a strong impression; includes audience connection, composure, and overall storytelling effectiveness while following contest rules. </td> <td style="text-align: center;">5%</td> </tr> </tbody> </table>	Criteria	Percentage	Accuracy and Faithfulness to the Original Story Measures how accurately the contestant retells the events of the open-ended (unresolved) narrative without altering or adding new events prior to the ending; evaluates correct sequencing of events, preservation of character traits, and consistent tone with the given text.	30%	Coherence and Logical Flow of the Story Ending Assesses how well the original ending created by the contestant logically follows the unresolved portion of the narrative; includes clarity of conflict resolution, internal consistency, smooth transitions, and alignment with established story elements.	25%	Creativity and Quality of the Constructed Ending Evaluates originality, imagination, and depth of the contestant's ending while still fitting within the boundaries of the given story; includes ingenuity of resolution, emotional impact, and thematic relevance.	20%	Delivery and Storytelling Skills Measures clarity of speech, pacing, voice modulation, articulation, naturalness of retelling (not memorized), and the contestant's ability to engage listeners; includes confidence, posture, and expressive but appropriate narration.	20%	Overall Impact and Stage Presence Assesses the contestant's ability to deliver a compelling performance that leaves a strong impression; includes audience connection, composure, and overall storytelling effectiveness while following contest rules.	5%
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RUBRICS	See attached rubrics												
MECHANICS													
Pre-Event <ol style="list-style-type: none"> 1. All contestants shall report to the contest venue one (1) hour before the start of the contest proper to allow sufficient time for attendance checking, orientation, and preparation. 2. Upon arrival, contestants shall register at the designated desk, where their identities and official representation shall be verified by the NTWG. 													

3. After registration, the NTWG shall conduct a brief orientation to explain the contest flow, time limits, judging criteria, rules on allowed and prohibited materials, and expectations for delivery and decorum.
4. Immediately after the orientation, the NTWG shall facilitate the **drawing of lots** to determine the official order of presentation. The draw shall be conducted in the presence of all contestants to ensure fairness and transparency.
5. Each contestant shall be issued a printed copy of the open-ended (unresolved) narrative text containing **350–400 words**, along with sheets of paper for outlining and planning.
6. Contestants are provided with a **60-minute preparation period**, during which they shall read and analyze the given text, identify the important events and character actions, and plan the appropriate ending they intend to deliver during the presentation.
7. Contestants are strictly prohibited from using mobile phones, gadgets, dictionaries, or any external reference materials.
8. Upon receipt of the contest material by Contestant 1 during the designated preparation phase, the National Technical Working Group (NTWG) shall subsequently provide the same material to Contestant 2 after an interval of five (5) minutes. This prescribed five-minute gap shall be consistently maintained for each succeeding contestant until all participants have been furnished with their respective preparation materials.
9. At the end of the 60-minute preparation period, the NTWG shall collect the copy of the narrative text and all notes from the contestant. No written material shall be brought to the contest area.

During the Event

1. Contestants shall wear a **plain white T-shirt with no prints or designs**, paired *maong* pants. Accessories, costumes, props, or themed clothing are not allowed.
2. Before stepping onto the stage, each contestant shall be called by the NTWG according to the official order of presentation. Once called, the contestant shall immediately proceed to the designated performance area.
3. Each contestant is granted a maximum of **five (5) minutes** to retell the given story and present an original ending. The retelling must accurately follow the events in the provided text and must be delivered in the contestant's own words, without memorized verbatim lines and without deviating from the established plot.
4. Contestants shall deliver their presentations without holding any written material, copies of the narrative text, cue cards, or notes. All performance content must come from comprehension and recall.
5. The NTWG shall use flaglets to signal the contestant's remaining time, which shall be clearly visible from the performance area. A **green flaglet** shall be raised at the beginning of the performance to signal that the contestant will start. A **yellow flaglet** shall be raised when **one (1) minute** is left. A **red flaglet** shall be raised to indicate that the allotted time has ended, and the contestant must stop speaking immediately. Any portion delivered beyond the five-minute limit will not be scored.
6. After the contestant finishes the presentation, they shall exit the stage promptly and proceed to the designated area as directed by the NTWG.

After the Event

1. Upon completion of the performance, contestant shall exit the stage and proceed directly to the designated holding area. NTWG shall escort the participant off the stage.

2. Results will be announced during the awarding ceremony. Contestants must remain in the venue until the announcement of winners.

Analytic Rubric – Story Enders

Total = 100 Points

Criteria (Max Points)	4	3	2	1
Accuracy and Faithfulness to Original Story (30 pts)	30 pts – Retelling is fully accurate; all major events, character actions, and sequencing are preserved; no added or altered events; tone is consistent with the source text.	15 pts – Retelling is generally accurate with some minor omissions or lapses, but sequence and meaning remain intact; no major deviations.	10 pts – Retelling shows several inaccuracies or partial deviations; key events may be missing or out of order, but the general story is still recognizable.	8 pts – Retelling significantly deviates from the original text; major events missing, altered, or added; sequencing is largely incorrect.
Coherence and Logical Flow of Constructed Ending (25 pts)	25 pts – Ending follows logically and seamlessly; smooth transitions; resolution is complete and consistent with the established narrative elements.	13 pts – Ending is generally logical; minor gaps or abrupt transitions may be present but overall flow is understandable.	8 pts – Ending shows partial logical connection; may feel abrupt, unclear, or only loosely tied to the story’s unresolved portion.	6 pts – Ending is illogical, inconsistent, or disconnected; resolution is incomplete, confusing, or irrelevant.
Creativity and Quality of Ending (20 pts)	20 pts – Ending is highly original, imaginative, and meaningful; enhances the story while remaining	10 pts – Ending shows creativity and some originality; appropriate but may lack depth or refinement.	7 pts – Ending has limited creativity; predictable, simple, or minimally developed.	5 pts – Ending lacks creativity or effort; underdeveloped, unclear, or generic.

Enclosure No. 4 to DepEd Memorandum No. 016s, 2026

	aligned with its tone and world.			
Delivery and Storytelling Skills (20 pts)	20 pts – Delivery is clear, confident, expressive, and well-paced; excellent articulation; strong engagement; natural storytelling.	10 pts – Delivery is clear with minor lapses; generally confident; some engagement and expressiveness present.	7 pts – Delivery is inconsistent; pacing or articulation issues present; hesitations affect clarity.	5 pts – Delivery is unclear, hesitant, monotone, or difficult to follow; minimal engagement.
Overall Impact and Stage Presence (5 pts)	5 pts – Strong stage presence; highly engaging; confident and compelling; performance is memorable and polished.	4 pts – Good stage presence; generally confident; performance has moderate impact.	2 pts – Limited presence; noticeable lapses in confidence; moderate to low impact.	1 pts – Very limited presence; low confidence; little to no audience connection.



READ-A-THON

(A Showcase of English Language Skills Contest)



ADVOCACY PITCH

COMPONENT AREA	READ-A-THON
KEY STAGE	Key Stage 3: Grades 7-10
NO. OF PARTICIPANT/S	Two (2) learner-participants One (1) teacher-coach
TIME ALLOTMENT	126 minutes
PERFORMANCE STANDARD	The learners skillfully deliver 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
CAREER PATHWAYS	<p>The Advocacy Pitch event builds essential communication and presentation skills that are highly valued across industries. By training learners to craft persuasive messages, present confidently, and use ICT tools effectively, the event cultivates competencies that employers consistently seek. Skills such as public speaking, digital literacy, critical thinking, and audience engagement directly translate to real-world applications in fields like marketing, public relations, education, business development, community outreach, policy advocacy, and leadership roles.</p> <p>Moreover, the ability to articulate ideas with clarity and influence is crucial in today's workplaces, where professionals must often advocate for projects, propose solutions, promote initiatives, or communicate organizational goals. The Advocacy Pitch event develops these foundational abilities early, preparing learners to excel in modern, communication-driven industries.</p>
DESCRIPTION	<p>Advocacy Pitch is an NFOT Read-A-Thon event category that evaluates how effectively learners craft and deliver a compelling pitch for a specific purpose or occasion. Participants demonstrate their ability to use strong verbal and non-verbal communication strategies, supported by appropriate information and communications technology (ICT) resources, to convey a meaningful and influential message.</p> <p>Advocacy Pitch is an NFOT Read-A-Thon event category that evaluates how effectively learners craft and deliver a compelling pitch for a specific purpose or occasion. Participants</p>

	demonstrate their ability to use strong verbal and non-verbal communication strategies, supported by appropriate information and communications technology (ICT) resources, to convey a meaningful and influential message. The event also highlights the strategic use of visual aids—such as PowerPoint presentations to reinforce key points and brochures to provide clear, well-designed take-home information—to enhance clarity, engagement, and overall persuasive impact.																																										
TECHNICAL SPECIFICATIONS																																											
A. MATERIAL, TOOLS, AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> Laptop with MS PowerPoint 2010 or latest version and Adobe In-design Lapels (<i>Wireless Body Pack, maximum of 40W</i>) & batteries Flash Drive (32 gb) 	To be provided by the event organizers: <ul style="list-style-type: none"> Projector/LED Screen/TV 55” or better (for the contest room and for the viewers outside of the contest room) Extension Cords HDMI/VGA Cables Flash Drives A4 Bond Paper Substance 100 gsm Flaglets (yellow, green and red) Stopwatch / timer Printer 																																									
B. VENUE	Airconditioned/Well-ventilated: Preparation room, holding room, and contest room																																										
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Product/ Performance</th> <th>Criteria</th> <th>Points</th> <th>Weight %</th> </tr> </thead> <tbody> <tr> <td rowspan="4">Pitching</td> <td>Analysis and Content</td> <td>45</td> <td rowspan="4">50%</td> </tr> <tr> <td>Organization</td> <td>30</td> </tr> <tr> <td>Delivery</td> <td>25</td> </tr> <tr> <td>Total</td> <td>100</td> </tr> <tr> <td rowspan="6">15-slide Powerpoint Presentation</td> <td>Focus and Clarity</td> <td>25</td> <td rowspan="6">35%</td> </tr> <tr> <td>Visual Effectiveness</td> <td>25</td> </tr> <tr> <td>Credibility and Attribution</td> <td>10</td> </tr> <tr> <td>Technical Aspects and Readability</td> <td>15</td> </tr> <tr> <td>Overall Craftmanship</td> <td>25</td> </tr> <tr> <td>Total</td> <td>100</td> </tr> <tr> <td rowspan="5">Tri-Fold Brochure</td> <td>Panel Layout and Structural Accuracy</td> <td>10</td> <td rowspan="5">15%</td> </tr> <tr> <td>Content Organization and Flow</td> <td>40</td> </tr> <tr> <td>Visual Consistency and Branding</td> <td>25</td> </tr> <tr> <td>Typography and Readability</td> <td>10</td> </tr> <tr> <td>Layout, Balance and Margins</td> <td>15</td> </tr> </tbody> </table>			Product/ Performance	Criteria	Points	Weight %	Pitching	Analysis and Content	45	50%	Organization	30	Delivery	25	Total	100	15-slide Powerpoint Presentation	Focus and Clarity	25	35%	Visual Effectiveness	25	Credibility and Attribution	10	Technical Aspects and Readability	15	Overall Craftmanship	25	Total	100	Tri-Fold Brochure	Panel Layout and Structural Accuracy	10	15%	Content Organization and Flow	40	Visual Consistency and Branding	25	Typography and Readability	10	Layout, Balance and Margins	15
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	TOTAL			100%
RUBRICS	See attached 4-point scale Analytic Scoring Rubrics			
MECHANICS (require to have a pre , during , and after the event)				
Pre-Event				
<p>A. Advocacy Pitch is open to all Key Stage 3 learners (Grades 7 – 10) who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) team composed of two (2) learner-participants (<i>may come from different grade levels</i>) who are winners in the Regional Festival of Talents (RFOT) and one (1) teacher-coach.</p> <p>B. Each team must bring two (2) laptops with their respective chargers and one (1) flash drive.</p> <p>C. A mandatory technical inspection of all laptops will be conducted a day before the contest. The laptops must be free from any document.</p> <p>D. Drawing of lots must be done thirty (30) minutes prior to the contest.</p> <p>E. The participants shall wear corporate attire during the contest.</p>				
During the Event				
Teams will be given a running time of 120 minutes from Phases 1-4.				
Phase 1 – Text Immersion (30 Minutes)				
<ol style="list-style-type: none"> Three (3) grade-level appropriate informational texts and graphics 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. The team shall be given thirty (30) minutes to read the texts. 				
Phase 2 - Topic Outlining (20 Minutes)				
<ol style="list-style-type: none"> The team shall be given twenty (20) minutes to outline their presentation both PPT and brochure using laptops. 				
Phase 3 – Presentation Preparation (60 Minutes)				
<ol style="list-style-type: none"> Preparation of PowerPoint and Brochure shall be done simultaneously. For the PowerPoint Presentation <ol style="list-style-type: none"> The team 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 is timed five (5) minutes and must be limited to 16 slides only. Each slide shall be automatically timed twenty 				

- (20) seconds. The final slide should contain the caption "Thank you for listening" which shall be the queue for the participants to stop.
- c. Each team is given sixty (60) minutes to prepare, rehearse, and finalize their output.
 - d. The participant shall save the file using the filename format: Entry Number_Event Contest Code (ex: 01_AP_PPT).
 - e. NTWG shall collect and save the file and ensure that the file is working and ready for presentation. Once saved, the team shall not be allowed to open their laptops.
3. For the Brochure
- a. The team shall use InDesign, Publisher, MS PowerPoint, and/or Photoshop for the layout of tri-fold brochure.
 - b. The team shall prepare one tri-fold brochure in landscape layout using the A4 paper. The brochure must contain the advocacy title, problem description, evidence from the readings, proposed actions, expected impact, and team information without any identifying marks. It must be clear, organized, and visually appealing, using only materials provided during the preparation period.
 - c. The participant shall save the file in PDF using the filename format: Entry Number_Event Contest Code (ex: 01_AP_Brochure).
 - d. The team shall print the brochure in five (5) copies to be distributed during the pitching time.
 - e. Laptops shall be surrendered to the NTWG after the allotted preparation time.
4. Designated time will be allocated for participants to print materials, strictly adhering to the queue established by the NTWG. Printing time shall not be included in the preparation time.

Phase 4 – Final Rehearsal (10 Minutes)

1. Before the delivery, the learners are given ten (10) minutes for technical check and rehearsal in the holding room.
2. NTWG shall return the laptops to the participants.
3. Editing any part of the ppt is prohibited.
4. After the rehearsal, the team shall immediately proceed to the presentation room guided by the NTWG.

Phase 5 – Presentation Proper (6 Minutes)

1. Before the delivery, the participants are given 1 minute for technical check.
2. Distribution of the brochures shall be done during the presentation.
3. The participants shall present in five (5) minutes.
4. The slide presentation will play automatically for five minutes, and the team must deliver their pitch synchronized with the auto-timed slides. Manual slide-clicking is not allowed. Both team members must speak during the presentation, but they may divide speaking roles according to their preference. Clear teamwork, coherent delivery, and strong connection to the reading texts are expected.
5. The NTWG shall raise the green flag to cue the start of the slide presentation. The NTWG timer serves as the official and definitive timekeeper for the event.

After the Event

3. Upon completion of the performance, contestants are required to exit the stage in an orderly manner and proceed directly to the designated holding area. NTWG shall escort the team off the stage.
4. The NTWG shall collect the printed brochures and return the laptops and flash drives to the participants.
5. Brochure shall be judged after the performance on stage.
6. Results will be announced during the awarding ceremony.

Scoring Rubrics

Read-A-Thon - Advocacy Pitch

Scale	4 Excellent	3 Very Satisfactory	2 Satisfactory	1 Needs Improvement
16-slide Powerpoint Presentation 10%				
Focus & Clarity of Content (25pts)	Slides present one clear idea, use only essential points, and the main takeaway is instantly understood.	Slides are mostly focused; minor unnecessary details but the main idea remains clear.	Slides contain more than one idea or too many points, making the message less clear.	Slides are cluttered, unfocused, or the main idea is difficult to understand.
Visual Effectiveness (25pts)	Graphics support the message well; layout is clear and avoids clutter or overload.	Visuals are generally effective; minor clutter but still understandable.	Visuals are present but may distract or add unnecessary complexity.	Poor layout or visuals cause confusion and make the slide difficult to understand.
Credibility & Attribution (10pts)	All sources and visuals are properly credited and clearly identified.	Most sources are credited, with only minor omissions.	Some important credits are missing or unclear.	No credits given for borrowed information or visuals.
Technical Aspects & Readability (15pts)	Text and visuals remain readable even with technical issues; design does not rely on animations.	Mostly readable; minor elements may be affected by technical limitations.	Some parts may be difficult to read or rely on animations.	Slide becomes unclear or unreadable with technical disruptions.
Overall Craftsmanship (20pts)	Slide shows strong refinement, polished design, and consistent formatting.	Slide is generally well-made; minor inconsistencies exist.	Slide appears minimally revised; several inconsistencies in design.	Slide appears rushed, unrefined, or inconsistently designed.

Tri-Fold Brochure 20%				
Panel Layout & Structural Accuracy (10pts)	Panels follow correct tri-fold structure; panel widths are accurate; folding is neat and aligned.	Layout is mostly correct; minor spacing or folding inconsistencies but still functional.	Some panels misplaced or misaligned; layout affects folding but remains usable.	Incorrect panel order or widths; brochure does not fold or align properly.
Content Organization & Flow (40pts)	Content is placed on the correct panels; flow is clear from cover to interior to back cover.	Flow is mostly logical; minor misplacements but overall understandable.	Sections are out of sequence or confusing; information flow is disrupted.	Content placement is disorganized and does not follow tri-fold standards.
Visual Consistency & Branding (25pts)	Images and colors follow a consistent style and align well with the brand.	Mostly consistent visuals; minor mismatches in image style or color usage.	Visual inconsistency is noticeable; some elements break the cohesive look.	No visual consistency; images and colors appear random or mismatched.
Typography & Readability (10pts)	Uses no more than two fonts; clear headers; concise text; very easy to read.	Generally readable; minor issues with font choices or text length.	Multiple fonts or long text sections make reading harder.	Text is cluttered, inconsistent, or difficult to read.
Layout Balance & Margins (15pts)	Text and images are balanced with proper margins (around 0.25"); clean, uncluttered layout.	Good balance; slight crowding but still neat.	Some areas look cramped or poorly spaced.	Layout appears crowded or messy; margins are not observed.
Advocacy Pitch 70%				
A. Analysis and Content (45pts)	The speakers fully address the question/topic directly and effectively; the presentation is highly informative, clear, and enhances audience understanding;	The speakers address the question/topic with minor lapses; the presentation is generally informative and mostly clear; most arguments are supported with reasoning, facts, examples,	The speakers address the question/topic inconsistently; the presentation provides limited information and may lack clarity; some arguments are supported, but many are weak or unsupported;	The speakers do not clearly address the question/topic; the presentation is unclear or lacks meaningful information; arguments are unsupported or illogical; data/examples are missing or

	arguments are consistently supported with logical reasoning, relevant facts, examples, and credible expert opinions; all data and examples are properly documented; all information is fully pertinent to the advocacy focus.	or credible opinions; most data/examples are documented; the information is mostly relevant to the advocacy focus.	documentation of data/examples is incomplete or unclear; some information is off-topic or only somewhat related to the advocacy focus.	improperly documented; most of the information is irrelevant to the advocacy focus.
B. Organization (30pts)				
Introduction (10 pts)	The speakers immediately capture and maintain the audience's attention; the topic is clearly and confidently introduced; main points are effectively outlined, providing a clear roadmap for the presentation.	The speakers capture the audience's attention most of the time; the topic is mostly clear; main points are outlined, though some may lack clarity or detail.	The speakers only partially capture audience attention; the topic is somewhat unclear; main points are vaguely introduced or partially outlined.	The speakers fail to capture audience attention; the topic is unclear or confusing; main points are not outlined or missing.
Body (10 pts)	The presentation is divided into clear, well-defined sections; transitions, internal summaries, and signposting are consistently effective; each section is given adequate time; ideas flow	The presentation has mostly clear sections; transitions and signposting are generally effective; most sections are adequately covered; ideas generally follow a logical sequence with minor lapses.	Sections are only somewhat clear or inconsistently divided; transitions or signposting are occasionally unclear or missing; some sections are rushed or underdeveloped; logical flow is inconsistent.	Sections are unclear or poorly defined; transitions and signposting are missing; key sections are omitted or inadequately addressed; ideas are disorganized and difficult to follow.

	logically and coherently from introduction to conclusion.			
Conclusion (10 pts)	The speakers effectively tie together all parts of the presentation, creating a unified and coherent argument; the main message is clearly stated with no ambiguity; the presentation ends with a strong, definitive conclusion.	Most parts of the presentation are well-connected; the main message is generally clear; the conclusion provides closure but may lack emphasis or impact.	Connections between sections are inconsistent; the main message is somewhat unclear; the conclusion is weak or only partially addresses the presentation's main point.	The presentation lacks cohesion; the main message is unclear or missing; there is no clear conclusion, leaving the audience without closure.
Delivery (25pts)				
Language Style (10pts)	Language is highly suitable for informing and engaging the audience; it is clear, precise, grammatically correct, and vivid; delivery is natural, confident, and spontaneous; word choice effectively reinforces the key ideas.	Language is generally suitable and mostly clear; minor grammatical or stylistic issues may be present; delivery is mostly natural; word choice generally supports the key ideas.	Language is somewhat unclear, imprecise, or occasionally inappropriate; some grammatical errors are noticeable; delivery may be hesitant or uneven; word choice only partially supports the key ideas.	Language is unclear, confusing, or inappropriate; frequent grammatical errors; delivery is unnatural or hesitant; word choice fails to support the key ideas.
Delivery (10 pts)	The speakers enunciate words clearly and speaks at an appropriate volume throughout; vocal variety (rate, pauses, pitch) is	The speakers' words are generally clear and the volume is appropriate most of the time; some vocal variety is present but may lack	The speakers' enunciation is sometimes unclear and the volume may fluctuate; limited vocal variety leads to reduced audience	The speakers frequently lack clear enunciation and appropriate volume; there is little or no vocal variety, making the presentation difficult to follow. The speakers are

	<p>consistently effective in maintaining audience engagement and emphasizing key points. The speakers are well-synchronized with the automatically timed PowerPoint slides, using them purposefully to support and enhance the message without relying on them excessively.</p>	<p>consistency. The speakers show good coordination with the slide progression, using the slides appropriately, though timing or emphasis may occasionally be off.</p>	<p>engagement. The speakers show inconsistent coordination with the auto-timed slides, at times rushing, lagging, or reading directly from the screen.</p>	<p>poorly synchronized with the slides, appears unprepared, or relies heavily on the PowerPoint instead of delivering confidently.</p>
<p>Physical Delivery (5 pts)</p>	<p>The speakers demonstrate strong composure, confidence, and professionalism; gestures are purposeful and varied, movements are motivated by content, and eye contact is engaging; note cards, if used, are unobtrusive and do not distract from delivery.</p>	<p>The speakers show general composure and confidence; gestures and movements are mostly effective, and eye contact is mostly direct; note cards, if used, are minimally distracting.</p>	<p>The speakers show some nervousness or lack of confidence; gestures and movements are limited or only occasionally motivated by content; eye contact is inconsistent; note cards may be somewhat distracting.</p>	<p>The speakers lack composure and confidence; gestures and movements are absent or inappropriate; eye contact is poor; note cards distract significantly from the delivery.</p>

Score Equivalence				
Points	4	3	2	1



TAGISAN NG TALENTO-FILIPINO

(Ang Timpalak sa Pagpapamalas ng mga Kasanayan sa Wikang Filipino)



(LIKHAWENTO)

KATEGORIYA	Tagisan ng Talento-Filipino
YUGTONG KINABIBILANGAN	Unang Yugto
BILANG NG MGA 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 kahusayan sa kasanayan sa pagbasa at pagsasalita sa pag-unawa sa larawang-kuwento tungo sa paglikha at pagsasalaysay ng sariling kuwento upang maipahayag ang sariling ideya, damdamin, at karanasan gamit ang natutuhan sa gramatika.
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 nililintang ang kasanayan sa pag-unawa ng mga mag-aaral sa larawang-kuwento o <i>wordless story</i> sa pamamagitan ng paglikha at pagsasalaysay ng sariling kuwento.
TEKNIKAL NA ESPEKSIPIKASYON	
A. MGA MATERYAL, KAGAMITAN, KASANGKAPAN AT IBA PANG KAUGNAY	<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 Kopya ng <i>wordless story</i> ● Book stand (opsiyonal) ● 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 ● mga lapis
B. LUGAR NA PAGGAGANAPAN	Isang tahimik na silid (kung maaari ay may entablado) para sa pagtatanghal/timpalak. Inaasahang kalapit nito ang iba pang kahingiang silid para sa timpalak: silid-hintayan; silid para sa paghahanda; at silid-sanayan. Sa kabuoan ay apat (4) na silid.

**C. MGA
PAMANTAYAN
SA
PAGTATANGHAL**

Mga Pamantayan	Bahagdan
<p>Kaalaman/Pag- unawa sa Kuwento</p> <ul style="list-style-type: none"> • Malikhaing naisasalaysay ang sumusunod: <ul style="list-style-type: none"> A. mahahalagang detalye at pangyayari; B. elemento ng larawang-kuwento; at C. kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento 	50%
<p>Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay)</p> <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%
<p>Pagganap sa Entablado</p> <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%

RUBRIKS

Tingnan ang kalakip na rubriks sa ibaba.

MEKANIKS

Bago ang Pagganap

1. Isang timpalak ang **LikhaWento** para 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 na Kalahok at isang (1) gurong tagapagsanay.
2. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at pantalon para sa lalaki at pantalon o mahabang palda para sa babae ang dapat suot ng mga kalahok.

3. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa silid-hintayan (*holding area*) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating nang nagsisimula na ang pagganap.

Habang Gumaganap

4. Ang unang kalahok ay mamamalagi sa silid para sa 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 iayos ang mga naiisip na interpretasyon ng mga kalahok batay sa kuwento.
5. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid-sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibabalik ng kalahok ang panulat at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
6. Sa silid-paligsahan (*contest area*), isasalaysay ang nilikhang kuwento gamit ang sariling mga salita batay sa nabuong interpretasyon nang hindi lalampas ng limang (5) minuto.
7. 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.
8. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
9. 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.

Pagkatapos ng Pagganap

10. Magbibigay ng feedback ang mga hurado para sa higit pang pagpapaunlad ng mga kasanayang nililalang kaugnay sa timpalak.

PAMANTAYAN SA TIMPALAK NA LIKHAWENTO

A. Kaalaman/Pag-unawa sa Kuwento (50%)				
Indikeytor	4 (Napakahusay)	3 (Mahusay)	2 (Mahusay-husay)	1 (Kailangan pang Paghusayin)
a. Mahahalagang Detalye at Pangyayari (20%)	Napakalinaw na naipamalas ang mga detalye at pangyayari.	Malinaw na naipamalas ang mga detalye at pangyayari.	Medyo malinaw na naipamalas ang mga detalye at pangyayari.	Di gaanong malinaw na naipamalas ang mga detalye at pangyayari.
b. Elemento ng Larawang Kuwento (banghay, tagpuan, tauhan, dayalogo, pag-aayos) (15%)	Kompleto ang limang elemento	Kulang ng isang elemento	Kulang ng dalawang elemento	Kulang sa tatlong elemento
c. Kaangkupan sa pagsasalaysay sa mga Biswal/ Imahen ng Kuwento (15%)	Napakalinaw at napaka angkop ng paglalarawan at sa tema at mensahe ng kuwento	Malinaw at angkop ang paglalarawan sa tema at mensahe ng kuwento.	Medyo malinaw at angkop ang paglalarawan sa tema at mensahe ng kuwento.	Di gaanong malinaw at di gaanong angkop ang paglalarawan sa tema at mensahe ng kuwento.
B. Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) (30%)				
a. Pagsasalaysay ng Kuwento (15%)	Napakalinaw ng pagsasalaysay at paglalarawan sa mga detalye ng kuwento.	Malinaw ang pagsasalaysay at paglalarawan sa mga detalye ng kuwento.	Medyo malinaw ang pagsasalaysay at paglalarawan sa mga detalye ng kuwento.	Di-gaanong malinaw ang pagsasalaysay at paglalarawan sa mga detalye ng kuwento.
b. Wastong Diin, Intonasyon at Pagbigkas (15%)	Napakalinaw na naipamalas ang gamit ng diin, ang pagtaas at pagbaba ng tono, at ang emosyon at kahalagahan ng kuwento.	Malinaw na naipamalas ang gamit ng diin, ang pagtaas at pagbaba ng tono, at ang emosyon at kahalagahan ng kuwento.	Medyo malinaw na naipamalas ang gamit ng diin, ang pagtaas at pagbaba ng tono, at ang emosyon at kahalagahan ng kuwento.	Di gaanong na naipamalas ang gamit ng diin, ang pagtaas at pagbaba ng tono, emosyon at kahalagahan ng kuwento.
C. Pagganap sa Entablado (20%)				
a. Tindig, Pagganap, Ekspresyon ng mukha, Kilos/galaw (10%)	Napakahusay na naipamalas ang wastong tindig, kilos, at ekspresyon ng mukha.	Mahusay na naipamalas ang wastong tindig, kilos, at ekspresyon ng mukha.	Mahusay-husay na naipamalas ang wastong tindig, kilos, at ekspresyon ng mukha.	Di gaanong mahusay na naipamalas ang wastong tindig, kilos, at ekspresyon ng mukha.
a. Pagtatanghal sa itinakdang oras (5 minuto) (10%)	Napakahusay ang pagtatanghal ng kuwento sa takdang oras	Mahusay ang pagtatanghal ng kuwento, ngunit lampas sa 1-2 minuto	Mahusay - husay ang pagtatanghal ng kuwento, ngunit lampas sa 3-4 minuto	Di gaanong mahusay ang pagtatanghal ng kuwento, ngunit lampas sa 5 o higit pang minuto



TAGISAN NG TALENTO-FILIPINO

(Ang Timpalak sa Pagpapamalas ng mga Kasanayan sa Wikang Filipino)



Bidyokasiya

KATEGORYA	TAGISAN NG TALENTO-FILIPINO
YUGTONG KINABIBILANGAN	Ikatlong Yugto- Ikasampung Baitang
BILANG NG MGA KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	4 na oras: isang (1) oras sa pagsusuri ng mga teksto at pagbuo ng iskrip at tatlong (3) oras sa pagbuo ng video at iba pang teknikal na kailanganin
PAMANTAYAN SA PAGGANAP	Ang mag-aaral ay nakabubuo ng sariling multimodal na presentasyon (Bidyokasiya) na nagpapakita ng mataas na antas ng kasanayang komunikatibo, malikhaing pagdidisenyo, kritikal na pag-unawa, at etikal na pananagutan sa paghahain ng <i>makatotohanan, angkop, at napapanahong solusyon</i> sa isang suliraning panlipunang nakapaloob sa tekstong impormatibo.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, Kritikal/Mapanuring Pag-iisip, at Kasanayan sa ICT / Digital Skills
DOMEYN SA CREATIVE INDUSTRIES	Performing, Audio-Visual and Digital Domain
TUNGUHING KARERA	Multimedia at Creative Production Journalism, Communication, at Media Advocacy, Community Development, at Social Work Public Relations, Marketing, at Advertising
DESKRIPSIYON	Ang Bidyokasiya ay isang kategorya ng <i>Tagisan ng Talento-Filipino</i> na naglalayong linangin ang kritikal na pag-unawa ng mga mag-aaral sa mga isyung panlipunan mula sa binasang tekstong impormatibo at bumuo ng adbokasiya batay sa mahalagang mensahe nito. Layunin ng timpalak na ito na ipamalas ang paggamit ng Wikang Filipino sa pagpapalaganap ng pagpapahalagang panlipunan sa pamamagitan ng iba't ibang platform.
TEKNIKAL NA ESPESIPIKASYON	
A. MGA MATERYAL, KAGAMITAN, KASANGKAPAN AT IBA PANG KAUGNAY	Dadalhin ng mga Kalahok <ul style="list-style-type: none">• Mobile phone na may kakayahang mag-record at mag-edit ng mataas na kalidad na video kabilang ang mga sumusunod na Technical Specification:<ul style="list-style-type: none">- Hindi lalampas: 8 GB RAM, 256 storage, 12 core processor, 1080p-4k camera resolution- Capable to install video editing applications like Capcut (free), Adobe Premier Rush, and Adobe license from DepEd• Tripod o gimbal para sa matatag at maayos na kuha• Wireless lapel microphone o microphone para sa malinaw na tunog• Power bank at cord na angkop sa laptop para sa paglipat at pag-save ng file

	<p>Ihahanda ng mga Tagapamahala</p> <ul style="list-style-type: none"> • Kaugnay na suplay at materyales para sa pagtatanghal • Mga kaugnay na artikulo, batas, balita, at iba pang teksto bilang sanggunian • Orasan at <i>flaglets</i> para sa tamang oras at tema ng paligsahan • Opisyal na papel para sa pagtatala ng marka • Microphone na may stand, sound system, Projector, TV, o Malaking screen • Mga sertipiko para sa patimpalak • Lapis, ballpen, folder, at bond paper para sa pagsusulat at organisasyon • Holding area, silid ng paghahanda, at silid-paligsahan • Laptop para sa paglipat, at pag-save ng mga file 				
<p>B. LUGAR NG PAGGAGANAP</p>	<p>Silid para sa Pagbuo ng Storyboard at Konsepto</p> <ul style="list-style-type: none"> • Isang komportableng silid na magsisilbing lugar kung saan iisa-isang i-conceptualize ang storyboard at konsepto ng BidyoKasiya. • Dapat maluwang at hindi siksikan upang malaya at maayos na makapag-isip ang mag-aaral. • Inaasahang oras ng paggamit: 1 oras <p>Gymnasium o Maluwang na Lugar para sa Pagkuha ng Video</p> <ul style="list-style-type: none"> • Isang maluwang na lugar na magsisilbing set para sa paggawa ng BidyoKasiya. • Dito isasagawa ang aktwal na shooting o recording ng video. • Inaasahang oras ng paggamit: 3 oras 				
<p>C. MGA PAMANTAYAN SA PAGTATANGHAL</p>	<p>Linangin ang kritikal na pag-unawa ng mag-aaral sa mga isyung panlipunan mula sa binasang tekstong impormatibo at bumuo ng adbokasiya sa pamamagitan ng multimodal na presentasyon gamit ang Wikang Filipino.</p> <table border="1" data-bbox="539 1451 1394 2029"> <thead> <tr> <th data-bbox="539 1451 1129 1491">Mga Krayterya</th> <th data-bbox="1129 1451 1394 1491">Bahagdan</th> </tr> </thead> <tbody> <tr> <td data-bbox="539 1491 1129 2029"> <p>NILALAMAN</p> <ul style="list-style-type: none"> - Natutukoy ang angkop at makabuluhang adbokasiya batay sa mensahe ng binasang teksto. - Holistiko at maayos ang pagkakabuo ng bidyo, na sumusunod sa limang estruktura ng BidyoKasiya: <ul style="list-style-type: none"> • Hook (0–5 seg.) – nagpapakita ng tanong, istatistika, o nakakagulat na impormasyon • Pagpapakilala ng Isyu – ano ang problema at bakit ito mahalaga • Mga Ebidensya/Datos – halimbawa, testimonya, o infographics • Solusyon o Panawagan – ano ang gustong gawin o baguhin </td> <td data-bbox="1129 1491 1394 2029"> <p>40 %</p> </td> </tr> </tbody> </table>	Mga Krayterya	Bahagdan	<p>NILALAMAN</p> <ul style="list-style-type: none"> - Natutukoy ang angkop at makabuluhang adbokasiya batay sa mensahe ng binasang teksto. - Holistiko at maayos ang pagkakabuo ng bidyo, na sumusunod sa limang estruktura ng BidyoKasiya: <ul style="list-style-type: none"> • Hook (0–5 seg.) – nagpapakita ng tanong, istatistika, o nakakagulat na impormasyon • Pagpapakilala ng Isyu – ano ang problema at bakit ito mahalaga • Mga Ebidensya/Datos – halimbawa, testimonya, o infographics • Solusyon o Panawagan – ano ang gustong gawin o baguhin 	<p>40 %</p>
Mga Krayterya	Bahagdan				
<p>NILALAMAN</p> <ul style="list-style-type: none"> - Natutukoy ang angkop at makabuluhang adbokasiya batay sa mensahe ng binasang teksto. - Holistiko at maayos ang pagkakabuo ng bidyo, na sumusunod sa limang estruktura ng BidyoKasiya: <ul style="list-style-type: none"> • Hook (0–5 seg.) – nagpapakita ng tanong, istatistika, o nakakagulat na impormasyon • Pagpapakilala ng Isyu – ano ang problema at bakit ito mahalaga • Mga Ebidensya/Datos – halimbawa, testimonya, o infographics • Solusyon o Panawagan – ano ang gustong gawin o baguhin 	<p>40 %</p>				

	<ul style="list-style-type: none"> • Call to Action – hal. sumali sa kampanya, ibahagi ang bidyo, maging kabahagi ng solusyon - Malinaw ang ugnayan ng mga konsepto at kaisipan. - Kaangkupan at katumpakan ng mga salitang ginamit. 	
	KALIDAD/PRESENTASYON <ul style="list-style-type: none"> - Malikhain at epektibo ang pagkakabuo ng bidyo. - Natatangi at angkop ang teknik at estilo ng presentasyon. - Naipapakita ang lalim ng kahulugan sa paraang kaaya-aya at naiintindihan. 	30 %
	HIKAYAT <ul style="list-style-type: none"> - Malinaw at mabisang naipapahayag ang mensahe sa manonood. - Nakakapukaw ng damdamin at nag-iiwan ng malalim na impresyon. - Naipapakita ang empatiya at responsableng pananaw sa isyung panlipunan. 	20 %
	Pagsunod sa Takdang Oras <ul style="list-style-type: none"> - Naipasa ang bidyo sa itinakdang oras. - Nakasunod sa itinakdang haba ng bidyo (1 minuto). 	10 %

RUBRIKS

LIKERT SCALE GUIDE

Marka

5 – Napakahusay

4 – Mahusay

3 – Katamtaman

2 – Di-Gaanong Mahusay

1 – Hindi Mahusay

Paglalarawan

Lubos na nakamit; higit pa sa pamantayan

Ganap na nakamit ang pamantayan

Bahagyang nakamit; may ilang kakulangan

Kulang; maraming dapat ayusin

Hindi nakamit ang pamantayan

I. NILALAMAN – 40%

Sub-Criteria Breakdown for Content

- *Natutukoy ang angkop at makabuluhang adbokasiya batay sa mensahe ng binasang teksto.*
- *Holistiko at maayos ang pagkakabuo ng bidyo, gamit ang limang estruktura ng **BidyoKasiya**:*
 - **Hook (0–5 seg.)** – tanong, istatistika, o nakakagulat na impormasyon
 - **Pagpapakilala ng Isyu** – ano ang problema at bakit ito mahalaga
 - **Mga Ebidensya/Datos** – halimbawa, testimonya, infographics, etc.

<ul style="list-style-type: none"> ○ Solusyon o Panawagan – ano ang gustong mabago o aksyon ○ Call to Action – pagsali, pagbabahagi, pakikilahok ● <i>Malinaw ang ugnayan ng mga konsepto at kaisipan</i> ● <i>Kaangkupan at katumpakan ng mga salitang ginamit</i> 			
Sub-Criteria	Bigat	Likert Scale (1-5)	Score Computation
1. Adbokasiya: Natutukoy ang angkop at makabuluhang adbokasiya batay sa mensahe ng teksto	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
2. Estrukturang BidyoKasiya: Holistiko, organisado, at sumusunod sa 5-bahaging estruktura	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
3. Ugnayan ng Konsepto: Malinaw at lohikal ang pagkakaugnay ng mga ideya	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
4. Kaangkupan at Katumpakan ng Salita	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
II. KALIDAD / PRESENTASYON – 30%			
Sub-Criteria	Bigat	Likert Scale (1-5)	Score Computation

1. Pagkamalikha in at Epektibo	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
2. Teknik at Estilo: Natatangi at akma sa mensahe	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
3. Lalim ng Kahulugan	10%	1 2 3 4 5	$(\text{Rating} \div 5) \times 10$
Kabuuan para sa Presentasyon	30%		

III. HIKAYAT – 20%

Sub-Criteria	Bigat	Likert Scale (1–5)	Score Computation
1. Pahayag ng Mensahe: Linaw at bisa ng mensahe	7%	1 2 3 4 5	$(\text{Rating} \div 5) \times 7$
2. Impak at Damdamin	7%	1 2 3 4 5	$(\text{Rating} \div 5) \times 7$
3. Pananaw: Empatiya at responsablen g perspektiba	6%	1 2 3 4 5	$(\text{Rating} \div 5) \times 6$
Kabuuan para sa Hikayat	20%		

IV. PAGSUNOD SA TAKDANG ORAS – 10%

Sub-Criteria	Bigat	Likert Scale (1–5)	Score Computation
1. Pagsumite sa Oras	5%	1 2 3 4 5	$(\text{Rating} \div 5) \times 5$
2. Habang Bidyo (1 minuto)	5%	1 2 3 4 5	$(\text{Rating} \div 5) \times 5$
Kabuuan para sa Pagsunod	10%		

TOTAL: 100%

MEKANIKS

Bago ang Pagganap

Rehistrasyon:

- Bawat rehiyon ay magpaparehistro ng isang (1) kalahok mula sa Grade 10 at isang (1) tagapagsanay mula sa pampubliko o pribadong paaralan.

Inspeksyon ng Kagamitan:

- Isang araw bago ang kompetisyon, iinspeksyonin ng National Technical Working Group (NTWG) ang mobile phones kung tugma sa teknikal na requirements ng paligsahan.
- Dapat fully charged ang mga mobile phone bago ibigay sa NTWG.
- Pagkatapos ng inspeksyon, i-off ang mga mobile phone at lalagyan ng bilang bilang tanda ng kalahok. Ibibigay lamang sa oras ng paligsahan.
- *Titiyakin ng NTWG na wala itong sim card, at clear and memory*
- *Bawal ang ready-made templates; maaaring maging dahilan ng diskuwalipikasyon.*

Compatibility Check:

- Sisiyasatin ng NTWG ang pagiging compatible ng mobile phone at cord sa laptop na gagamitin ng NTWG sa pag-save ng bidyo.

Habang Gumaganap

Oras at Haba ng Bidyo:

- *May apat (4) na oras ang kalahok para buuin ang BidyoKasiya.*
- *Limitasyon sa apps: CapCut at Adobe Premiere Rush, at Adobe license from DepEd lamang ang maaaring gamitin.*
- *Audio/ Video assets: Manggagaling lamang sa NTWG; bawal ang internet o mobile data*

Pagbuo ng Konsepto (1 oras):

- *Basahin at suriin ang tekstong impormatibo.*
- *Tukuyin ang adbokasiya at isulat ang storyboard o balangkas ng bidyo.*
- *Maaaring gumamit ng panulat at papel mula sa NTWG*

Pag-shoot at Pag-edit (3 oras):

- *Gaganapin sa maluwang na silid-paligsahan o gymnasium.*
- *Hindi pahihintulutan ang pakikipag-usap sa ibang kalahok o tagapagsanay.*
- *Flaglet System:*
 - *Berde: Simula ng shooting*
 - *Kahel: Natitirang 30 minuto*
 - *Pula: Huling 10 minuto, hudyat ng pagsasapinal at pag-save ng bidyo*
- *Haba ng bidyo: Maximum 1 minuto.*

Late Submission Deduction:

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

Pagkatapos ng Pagganap

Pagsusumite ng Bidyo:

- *Sabay-sabay ipapasa ng NTWG ang lahat ng mobile phone.*
- *Ililipat ang bidyo sa itinakdang laptop para sa playback at pagsusuri.*

Pagpapalabas at Pagtataya:

- *Ipapalabas ang lahat ng bidyo sa silid-paligsahan ayon sa pagkakasunod-sunod.*
- *Bibigyan ng kapasiyahan base sa rubric ng BidyoKasiya.*
- *Ang naipasang video output ay pinal at hindi na maaaring palitan*
-

Penalty para sa Under at Over-length:

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

Desisyon ng Hurado:

- ***Pinal at hindi mapasusubalian.***



TAGISAN NG TALENTO-FILIPINO

(Ang Timpalak sa Pagpapamalas ng mga Kasanayan sa Wikang Filipino)



(TAHIRAWAN)

KATEGORYA	TAGISAN NG TALENTO-FILIPINO
YUGTONG KINABIBILANGAN	Ikalawang Yugto – Ikaanim na Baitang
BILANG NG MGA 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 kahusayan sa kasanayan pagbasa at pagsasalita nang wasto ang gramatika, angkop ang mga salita, estilo, at estruktura sa pagtatahi o pag-uugnay ng mga larawan tungo sa pagbuo at pagsasalaysay ng sariling kuwento
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 nililintang ang kasanayan ng mga mag-aaral sa pag-unawa at pag-uugnay ng mga larawan tungo sa pagbuo at pagsasalaysay ng sariling kuwento nang malikhain.
TEKNIKAL NA ESPESIPIKASYON	
A. MGA MATERYAL, KAGAMITAN, KASANGKAPAN AT IBA PANG KAUGNAY	<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 sampung (10) larawan (1 set gagamitin sa paghahanda, 1 set gagamitin sa pagganap) ● 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> ● <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)
B. LUGAR NA PAGGAGANAPAN	Isang tahimik na silid (kung maaari ay may entablado) para sa pagtatanghal/timpalak. Inaasahang kalapit nito ang iba pang kahingiang silid para sa timpalak: silid-hintayan; silid

	para sa paghahanda; at silid-sanayan. Sa kabuoan ay apat (4) na silid.										
C. MGA PAMANTAYAN SA PAGTATANGHAL	<table border="1"> <thead> <tr> <th>Mga Pamantayan</th> <th>Bahagdan</th> </tr> </thead> <tbody> <tr> <td> Kaalaman/Pag- unawa sa Kuwento <ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari; elemento ng kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan. </td> <td>50%</td> </tr> <tr> <td> 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 Naipapamalas ang wastong diin, intonasyon at pagbigkas </td> <td>30%</td> </tr> <tr> <td> 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 </td> <td>20%</td> </tr> <tr> <td style="text-align: right;">Kabuoan</td> <td>100%</td> </tr> </tbody> </table>	Mga Pamantayan	Bahagdan	Kaalaman/Pag- unawa sa Kuwento <ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari; elemento ng kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan. 	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 Naipapamalas 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%
	Mga Pamantayan	Bahagdan									
	Kaalaman/Pag- unawa sa Kuwento <ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari; elemento ng kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan. 	50%									
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Kabuoan	100%										
RUBRIKS	Tingnan ang kalakip na rubriks sa ibaba.										
MEKANIKS											

Bago ang Pagganap

- Isang timpalak ang TahiRawan para 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 bago ang patimpalak.
- Hindi tatanggapin ang kalahok na hindi nakarehistro.
- Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at pantalon para sa lalaki at pantalon o mahabang palda para sa babae ang dapat suot ng mga kalahok.

4. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa silid-hintayan (holding area) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating nang nagsisimula na ang pagganap.

Habang Gumaganap

5. Ang unang kalahok ay mamamalagi sa kasunod na silid para sa paghahanda (*preparation area*) sa loob ng labinlimang (15) minuto upang pumili ng limang (5) larawan mula sa sampung (10) larawan na ipagkakaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel (ibibigay ng NTWG) sa pag-uugnay ng mga larawan upang makabuo ng sariling kuwento mula sa napiling larawan.
6. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid-sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibabalik ng kalahok ang larawan, panulat, at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
7. Sa silid-paligsahan (*contest area*), kukunin sa TWG ang limang napiling larawan at isasalaysay ang nabuong kuwento mula sa napili at pinag-uugnay-ugnay na mga larawan nang hindi lalagpas sa limang (5) minuto.
8. 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.
9. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
10. Ang paggamit ng *cellphone* o anumang gadyet at/o pagdadala ng sanggunian/babasahin, sipi ng kuwento, kasuotan, props, kagamitang pangmusika/*accompaniment* ay hindi pinahihintulutan sa loob ng silid-paligsahan.

Pagkatapos ng Pagganap

11. Magbibigay ng feedback ang mga hurado para sa higit pang pagpapaunlad ng mga kasanayang nililintang kaugnay sa timpalak.

Prepared and submitted by:

JOSELITO D. DAGUISON

*EPS-Filipino
Region I*

DOMINICK C. DOMINGO

*EPS-Filipino
Region II*

MARIE ANN C. LIGSAY, PhD

*EPS-Filipino
CLMD, Region III*

VIDA BIANCA M. LAUS

*EPS-Filipino
CLMD-MIMAROPA*

NORA J. LAGUDA

*EPS-Filipino
CLMD, Region V*

MICHAEL O. TAMALLANA

*Assistant School Principal
and RO Filipino Coordinator
SDO Iloilo, Region VI*

ELAINE F. PERFECIO

*EPS- Filipino
CLMD, Region VII*

DANDY G. ACUIN

*EPS-Filipino
CLMD, Region VIII*

MELROSE A. SALI-OT

*EPS-Filipino
Zamboanga Del Sur Division*

LEONARDO B. MISSION

*EPS-Filipino
CLMD, Region XII*

ELIZABETH M. YSULAN

*EPS-GMRC/VE
CLMD, CARAGA*

ROSEMARIE A. YANGKIN

*EPS-Filipino
CLMD, Cordillera Administrative Region*

MARIA FE C. BALABA

*EPS-Filipino
Makati City Division*

BONIFACIO F. BARROQUILLO

*EPS-Filipino
Negros Occidental Division*

SAADA J. TUBING

*EPS-Filipino
CLMD-BARMM*

Reviewed by:

MICHELLE F. TOLENTINO

*NFOT Event Co-Focal Person
Bureau of Learning Delivery
Date Submitted: November 21, 2025*

Pamantayan	Napakahusay (4)	Mahusay (3)	Katamtaman ang Husay (2)	Kailangan Pang Paghusayin (1)	Bahagdan
A. Kaalaman / Pag-unawa sa Kuwento	Naisalaysay nang lohikal at malikhain ang buong kuwento; malinaw na nailahad ang lahat ng elemento; biswal at larawan ay angkop at nakatutulong sa pagkakaunawa	Naisalaysay nang maayos ang kuwento; karamihan ng elemento ay malinaw; biswal/larawan ay karamihan angkop	Naisalaysay ang kuwento ngunit may kakulangan sa lohika o elemento; biswal/larawan ay bahagyang nakakatulong	Hindi lohikal o malinaw ang pagsasalaysay; maraming elemento ang nawawala; biswal/larawan ay hindi nakakatulong	50%
B. Paggamit ng Tinig (Tono, Tatas, at Ekspresyon)	Tama at akma ang salita at lakas ng tinig, angkop ang diin, intonasyon at ekspresyon; malinaw sa lahat ng tagapakinig.	Maayos ang paggamit ng salita at tinig; may ilang kamalian sa diin o intonasyon.	Ang mga salita at ang tinig ay medyo mahina o hindi laging malinaw; may kakulangan sa ekspresyon	Ang mga salita at ang tinig ay mahina o hindi naabot ang pandinig ng manonood; walang ekspresyon	30%
C. Pagganap sa Entablado	Buo ang loob, walang kaba, natural ang kilos/galaw at ekspresyon; itinanghal sa itinakdang oras.	Tatlo lamang sa apat na binanggit na kakayahan/katangian ang naipamalas.	Dalawa lamang sa apat na binanggit na kakayahan/katangian ang naipamalas.	Isa lamang sa apat na binanggit na kakayahan/katangian ang naipamalas.	20%

Pormula:

$$\text{Total Score} = \left(\frac{A}{4} \times 50\right) + \left(\frac{B}{4} \times 30\right) + \left(\frac{C}{4} \times 20\right)$$

$$\begin{aligned} \text{Total Score} &= \left(\frac{3}{4} \times 50\right) + \left(\frac{2}{4} \times 30\right) + \left(\frac{4}{4} \times 20\right) \\ &= (37.5) + (15) + (20) \\ &= 72.5 \end{aligned}$$

Enclosure 5. Implementing Guidelines on STEMazing

A. Participants to the Division Level

Participants to the division Level shall be the Top 1 in the District Level.

B. Implementing Guidelines on STEMazing



**2026 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
Elementary	in-person	2	1	180 minutes
Secondary	in-person	3	1	180 minutes
Total		5	2	360 minutes



STEMazing

A Showcase of Science, Technological, and Mathematical Outputs



CATEGORY	STEMazing for Elementary STEMazing for Secondary
KEY STAGE	Key Stage 2: Grades 4 to 6 Key Stage 3: Grades 7 to 10 Key Stage 4: Grades 11 to 12
NO. OF PARTICIPANT/S	STEMazing for Elementary: 2 learners per team (choose participants from Key Stage 2; only one learner per grade level is allowed , e.g. the team is composed of 1 Grade 4 and 1 Grade 6 learner) STEMazing for Secondary (Grades 7 to 12): 3 learners per team (choose participants from Key Stages 3 and 4; only one learner per grade level is allowed , e.g. the team is composed of 1 Grade 8, 1 Grade 9 and 1 Grade 11 learner)
TIME ALLOTMENT	180 minutes total
PERFORMANCE STANDARD	The learners: <ul style="list-style-type: none"> • obtain scientific and technological information from varied sources about global issues that have an 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 • 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, Communication skills, Creativity, Problem solving, Collaboration, Information and digital literacy and Technology and Engineering skills.
CREATIVE INDUSTRIES DOMAIN	<ul style="list-style-type: none"> • Digital Interactive Media Domain (through educational gaming and interactive mathematical applications)

	<ul style="list-style-type: none"> • 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	STEMazing is a Science and Mathematics adventure competition designed for Grades 4-12 learners that combines physical exploration, scientific research, mathematical investigation, and problem-solving in real-world contexts.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • ICT Tools such as laptops and charges • Extension cords 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms • Data collection forms • Emergency and first aid equipment • Maps and route guides • Science Laboratory Tools/Equipment • Scientific CASIO calculator • Measuring tools (ruler, tape measure, protractor, etc.) • Writing materials • Digital device for QR codes (<i>if allowed by organizers</i>) • Safety equipment (as specified in orientation)
B. VENUE	<p>School grounds or designated competition area with:</p> <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	<p>For Stations that require direct answer</p> <ul style="list-style-type: none"> • Full points shall be given to each team who got the correct answer. • In case of tie, the judges shall refer to the total time. The faster team to finish will win. • In case of tie in score and time, a do-or-die question will be given by the judges. <p>For Station/s with written and oral arguments (Refer to the Rubric)</p>
EVENT RULES AND MECHANICS	
<p>A. Pre-Competition Requirements/Rules</p> <ol style="list-style-type: none"> 1. Teams must complete online registration two (2) weeks before the event Registration Process (2 Weeks Before) <ul style="list-style-type: none"> • Submission of Regional Team Registration Forms including the following: <ul style="list-style-type: none"> ◦ Region number and name ◦ Division/Schools Division Office ◦ Name of Regional Science and Mathematics Supervisor ◦ Name of Division Science and Mathematics Supervisor • Team Composition Details: <ul style="list-style-type: none"> ◦ Official team name representing the region ◦ Grade levels of each member ◦ Certified true copy of school records proving grade levels ◦ Regional team coach/adviser information with designation ◦ Replacement of participants due to valid reasons, such as but not limited to sickness, is allowed provided such is duly endorsed by the regional director. 2. Mandatory online orientation session 1 week before the competition proper. Orientation session shall cover: <ul style="list-style-type: none"> • Competition mechanics • Safety protocols • Equipment usage • Scoring system • Emergency procedures Q&A portion 3. Equipment and Documentation Verification <ul style="list-style-type: none"> • Pre-Event Documentation Checklist: <ul style="list-style-type: none"> ◦ Individual Participant Form with parent consent ◦ Medical Certificate ◦ Equipment Checklist if any • Equipment Inspection: <ul style="list-style-type: none"> ◦ Basic calculator ◦ Measuring tools ◦ Writing materials ◦ Digital devices (if allowed) ◦ Safety equipment 	

4. All coaches will accompany participants in the venue but not in the contest venue. They cannot assist the participants during the competition.
5. The event administrator will signal the start of the event. Only the event administrator, Technical Committee members, judges, official photographers, and participants are allowed to be at the contest venue.
6. The event administrator, members of the Technical Committee, and Board of Judges shall be in venue one (1) hour prior to the event, while the participants, coaches, judges, and other audiences must be in the venue thirty (30) minutes before the competition. Late participants may be permitted to join upon thorough assessment of their reasons by the Technical Committee.
7. Briefing of the participants shall be conducted thirty (30) minutes before the start of the event. All questions, clarifications, and points of order shall be entertained during the briefing.

B. Competition Structure

- Teams navigate through multiple stations
 - Solve challenges at each station:
 - Station 1 to 3 (Easy Phase)
 - Station 4 to 6 (Average Phase)
 - Station 7 to 10 (Difficult Phase)
 - **For STEMazing elementary**, 7 out of 10 stations focused on Mathematics competencies, while for **STEMazing secondary**, 7 out of 10 stations focused on Science competencies.
 - Challenges include:
 - Application of scientific and mathematical concepts and analysis of real-world data,
 - Developing scientific and mathematical solutions and solving problems, and
 - Presenting solutions and findings.
 - Each team shall start at station 1. The next team will proceed after the time interval set by the Technical Working Group (TWG), based on the nature of the task.
 - If the venue and resources can accommodate all teams simultaneously, they may start at the same time. However, if space or materials are limited, teams will complete the tasks in batches. Teams waiting for their turn will remain in designated waiting areas until called.
 - Each station will be equipped with sufficient materials and equipment to accommodate at least five teams simultaneously.
 - Each station shall have time limit for completing the task. A digital timer will be provided at every station, which the teams must activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.

- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time.
- The total maximum time allotted to complete the challenges is 180 minutes.
- A checkpoint marshal at each station will validate the team's answer or output.
- Any form of communication between the participants and other parties (e.g. coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification from the competition.
- At the end of the competition, the group with the highest cumulative score will be declared the overall champion. In case of a tie, a tie-breaker question will be given.
- The decision of the judges shall be final and irrevocable.

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
- Recognizable medical team on standby throughout the competition
- The safety officer will oversee all activities
- There must be 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)
- Third Runner-up (Certificates)
- Fourth Runner-up (Certificates)
- Recognition:
 - Certificates of recognition for all competing students
 - Certificates of recognition for all coaches

SAMPLE SCORESHEET

STATION	CORRECT/ACCOMPLISHED	SCORE	TIME (in minutes)
Team 1			
1	CORRECT	5	5:00
2	CORRECT	8	6:30
3	ACCOMPLISHED	10	5:30
4			
5			
6			
7			
8			
9			
10			
TOTAL			

SAMPLE SUMMATIVE SCORESHEET

TEAM	SCORE	TIME
1	89	160
2	95	160
3	80	175
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
TOTAL		



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

In the **Division Competition** the participants in **HISTOPOP** are:

- A. **Kasaysayan ng Pilipinas KWIZ** – Top two winners from each district
- B. **Speak Up! (Impromptu)** – First place winner from each district
- C. **Pop Quiz** - 1 learner-contestant from Key Stage Three 3 (Grade 10)
 - From public or private school (no district elimination)

COMPONENT AREA	Kasaysayan ng Pilipinas Kwiz	
KEY STAGE	Key Stage 2 (Grade 6)	
NO. OF PARTICIPANT/S	One (1) learner-contestant	
TIME ALLOTMENT	180 mins.	
PERFORMANCE 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 pagkakakilanlan 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.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: -school ID -certification as official contestant of the region	To be provided by the host region: -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets • -internet connection

B. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room																					
CRITERIA FOR JUDGING	<table border="1" data-bbox="560 309 1353 609"> <thead> <tr> <th colspan="2" data-bbox="560 309 1050 344">Round</th> <th colspan="2" data-bbox="1050 309 1353 344">Points</th> </tr> </thead> <tbody> <tr> <td data-bbox="560 344 778 421">Easy</td> <td data-bbox="778 344 1050 421">(8 items)</td> <td data-bbox="1050 344 1134 421">1</td> <td data-bbox="1134 344 1353 421">(8 points)</td> </tr> <tr> <td data-bbox="560 421 778 456">Average</td> <td data-bbox="778 421 1050 456">(7 items)</td> <td data-bbox="1050 421 1134 456">2</td> <td data-bbox="1134 421 1353 456">(14 points)</td> </tr> <tr> <td data-bbox="560 456 778 492">Difficult</td> <td data-bbox="778 456 1050 492">(6 items)</td> <td data-bbox="1050 456 1134 492">3</td> <td data-bbox="1134 456 1353 492">(18 points)</td> </tr> <tr> <td colspan="2" data-bbox="560 492 1050 528">Total</td> <td colspan="2" data-bbox="1050 492 1353 528">40 points</td> </tr> </tbody> </table>		Round		Points		Easy	(8 items)	1	(8 points)	Average	(7 items)	2	(14 points)	Difficult	(6 items)	3	(18 points)	Total		40 points	
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RUBRICS																						
<p>MECHANICS</p> <p>Pre-Event</p> <ul style="list-style-type: none"> A. The quiz is open to all learners officially enrolled in Grade 6, S.Y. 2025-2026. B. There shall be one learner contestant from Grade 6. C. The test questions shall be based on the Grade 6 Araling Panlipunan competencies. D. Filipino shall be used as the official language in the quiz <p>During the Event</p> <ul style="list-style-type: none"> A. 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. B. 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. C. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions. D. 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. 																						

- E. The Chair of the Board of Judges will decide whether or not the instruction is observed.
- F. The learner-contestants are allowed to change their answer within the allotted time.
- G. 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.
 - The decision of the board of judges is final and irrevocable.
- H. National winners shall be proclaimed based on cumulative scoring.

After the Event

The board of judges shall provide general feedback on the conduct of Kasaysayan ng Pilipinas Kwiz.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	Pop Quiz	
KEY STAGE	Key Stage Three (3): Grade 10	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Three 3 (Grade10)	
TIME ALLOTMENT	180 mins.	
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.	
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills, Problem Solving, Information and Media	
CREATIVE INDUSTRIES DOMAIN	Digital Media, Creative Research and Development	
DESCRIPTION	<p>The quiz focuses on assessing understanding of population dynamics, development issues, trends, development and their social, economic, and environmental impacts. Specifically, it covers 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, Population, Environment, Resources, and Sustainable Development 	
TECHNICAL SPECIFICATIONS		
C. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: -school ID -certification as official contestant of the region	To be provided by the host region: -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets -internet connection
D. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room	

CRITERIA FOR JUDGING	Round		Points	
	Easy	(8 items)	1	(8 points)
	Average	(7 items)	2	(14 points)
	Difficult	(6 items)	3	(18 points)
	Total		21 Items	
			40 points	
RUBRICS				
MECHANICS				
Pre-Event				
<p>A. The formulation of test questions at the local and national levels shall be 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; and ● Population, Environment, Resources, and Sustainable Development. <p>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 specific competency and reference.</p>				
During the Event				
<p>A. During the quiz, learner-contestants shall be provided with <i>whiteboards</i>, markers, and erasers.</p> <p>B. Questions shall be constructed using the English language.</p> <p>C. 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.</p> <p>D. 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.</p> <p>E. 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.</p>				

- F. 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.
- G. A participant shall be allowed to change his/her answer within the allotted time.
- H. In case of a tie, a clincher question shall be asked.
- I. 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.

After the Event

The board of judges shall provide general feedback on the conduct of Pop Quiz.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	Speak Up! (Impromptu)	
KEY STAGE	Key Stage Four (4): Grades 11 to 12	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Four (4)	
TIME ALLOTMENT	180 mins.	
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	Research and Development	
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.	
TECHNICAL SPECIFICATIONS		
E. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants, coach, Supervisors: ATTIRE: Culturally Inspired Attire	To be provided by the host region: -timer - 2 LCD projectors facing the contestant and audience -judging sheets
F. VENUE	Airconditioned/Well-ventilated Hall	

CRITERIA FOR JUDGING	Exhibit Rubrics		Percentage			
	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 convey the message effectively and with great impact.					10 %
Total					100%	

MESSAGE AND CONTENT 50%	5	4	3	2	1	Score
	-Relevance to the specific content in the mechanics -Bases of arguments -Unity and Coherence are evident -Powerful and meaningful message	The message is highly relevant; arguments are well-grounded and strongly supported; unity and coherence are consistently maintained; the message is powerful, meaningful, and deeply engaging.	The message is generally relevant; arguments are adequately supported; unity and coherence are evident with minor lapses; the message is clear and meaningful.	The message is somewhat relevant; arguments are partially supported; unity and coherence are occasionally inconsistent; the message is clear but lacks depth.	The message shows limited relevance; arguments are weak or unsupported; coherence is minimal; the message lacks meaningful insight.	The message lacks relevance; arguments have no basis; unity and coherence are absent; the message is weak or unclear.

DELIVERY AND PERFORMANCE 30%	5	4	3	2	1	Score
	-Facial expression, hand gestures -Emphasized the different elements of	Facial expressions and gestures are highly effective; performance	Facial expressions and gestures are appropriate; perform	Expressions and gestures are limited; performance elements are	Minimal or inappropriate expressions and gestures; performa	Delivery lacks clarity and expression; no

<i>the performance</i> -Words are pronounced distinctly and correctly -Projection of authentic emotion	elements are strongly emphasized; pronunciation is clear and accurate; emotions are authentic and compelling.	ance elements are evident; pronunciation is generally correct; emotions are believable.	unclear; pronunciation has lapses; emotional projection is inconsistent.	nce elements are absent; pronunciation is unclear; emotions seem forced.	performan ce elem ents; emot ion is absen t; majo r pron unci ation issue s.	
ORIGINALITY 10%	5	4	3	2	1	Score
<i>-The piece has a unique central idea and innovative supporting points</i>	The piece has a unique central idea supported by innovative and creative details.	The piece presents a clear central idea with some original and creative elements.	The idea shows limited originality; supporting points show minimal creativity.	The piece lacks originality; ideas and supporting details are predictable.	No originality; ideas are repetitive or copied.	
OVERALL IMPACT 10%	5	4	3	2	1	Score
<i>-Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to convey the message effectively and with great impact</i>	Voice, articulation, dramatic appropriateness, and understanding blend seamlessly, resulting in high impact.	Most elements work well together, showing good impact and clear understanding.	Some elements do not blend well; impact and understanding are limited.	Elements do not integrate; performance has minimal impact and weak understanding.	No impact; shows no understanding of the message.	
TOTAL						

MECHANICS

Pre-Event

- A. Discussion of contest mechanics.
- B. Draw lots to determine the sequence of delivery.
- C. Holding area will be provided for contestants prior to his/her delivery.

During the Event

- 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 2025-2026.
- 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. The contestant shall pick the topic from the box and hand it to the contest moderator to be read aloud twice.
- E. The delivery shall commence after the second reading of the topic.
- F. Each learner-contestant shall deliver his/her speech in 2-3 minutes.
- G. A timer shall be projected on the stage to show the time limit. A sound will be heard signaling that the time of delivery is over.
- H. The delivery will be cut automatically upon the completion of 3 minutes.
- I. The decision of the panel of experts is final and irrevocable.

After the Event

The board of judges shall provide general feedback on the conduct of Speak Up!



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

Enclosure No. 8:

LINGO STARS QUEST

(A Showcase of Foreign Language Skills)

(EVENT TITLE)

COMPONENT AREA	SPECIAL PROGRAM IN FOREIGN LANGUAGE (SPFL)	
KEY STAGE	Key Stage 3 (Grades 7 to 10)	
NO. OF PARTICIPANT/S	One (1) learner-participant per foreign language per region	
TIME ALLOTMENT	<ul style="list-style-type: none"> • Speech Preparation and Ramp (2 minutes) • Character Introduction (1 minute) • Conversational Engagement with Panel of Experts (2 minutes) • Picture Interpretation (60 minutes) 	
PERFORMANCE STANDARD	The learner communicates correctly and creatively, in written form, various words, phrases, and expressions from visual and textual materials.	
21ST CENTURY SKILL/S	Communication, Creativity, and Critical Thinking	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	<p>Lingo Stars Quest is a DFOT event category where learner-participants engage in a conversation and deliver a speech accurately and creatively using a foreign language (Mandarin, Nihongo, and Korean) based on presented visual materials while wearing a costume and portraying a famous character from China, Japan, or Korea. Participants also develop/compose a descriptive essay on the presented visual material using the corresponding foreign language writing systems (Mandarin - Chinese Pinyin, Nihongo - Katakana/Kanji/Hiragana, Korean - Hangul).</p>	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND	To be provided by the participants: <ul style="list-style-type: none"> • Costume, accessories, and handy props 	



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

EQUIP MENT																																					
CRITERIA FOR JUDGING	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">COMPOSITION PHASE</th> </tr> <tr> <th style="width: 60%;">Criteria</th> <th style="width: 40%;">Percentage</th> </tr> </thead> <tbody> <tr> <td>Content and Structure</td> <td style="text-align: center;">30%</td> </tr> <tr> <td>Form and Style</td> <td style="text-align: center;">20%</td> </tr> <tr> <td style="text-align: right;">Total</td> <td style="text-align: center;">50%</td> </tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">EXPOSITION PHASE</th> </tr> <tr> <th style="width: 60%;">Criteria</th> <th style="width: 40%;">Percentage</th> </tr> </thead> <tbody> <tr> <td>Costume</td> <td style="text-align: center;">10%</td> </tr> <tr> <td>Language Proficiency</td> <td style="text-align: center;">20%</td> </tr> <tr> <td>Stage Presence</td> <td style="text-align: center;">20%</td> </tr> <tr> <td style="text-align: right;">Total</td> <td style="text-align: center;">50%</td> </tr> </tbody> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="2" style="text-align: center;">FINAL SCORE</th> </tr> <tr> <th style="width: 60%;">Criteria</th> <th style="width: 40%;">Percentage</th> </tr> </thead> <tbody> <tr> <td>Composition Phase</td> <td style="text-align: center;">50%</td> </tr> <tr> <td>Exposition Phase</td> <td style="text-align: center;">50%</td> </tr> <tr> <td style="text-align: right;">Grand Total</td> <td style="text-align: center;">100%</td> </tr> </tbody> </table>					COMPOSITION PHASE		Criteria	Percentage	Content and Structure	30%	Form and Style	20%	Total	50%	EXPOSITION PHASE		Criteria	Percentage	Costume	10%	Language Proficiency	20%	Stage Presence	20%	Total	50%	FINAL SCORE		Criteria	Percentage	Composition Phase	50%	Exposition Phase	50%	Grand Total	100%
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RUBRICS	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="6" style="text-align: center;">COMPOSITION PHASE</th> </tr> <tr> <th style="width: 10%;">Criteria</th> <th style="width: 15%;">5</th> <th style="width: 15%;">4</th> <th style="width: 15%;">3</th> <th style="width: 15%;">2</th> <th style="width: 15%;">1</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">a</td> <td style="text-align: center;">Excellent</td> <td style="text-align: center;">Very Good</td> <td style="text-align: center;">Satisfactory</td> <td style="text-align: center;">Fair</td> <td style="text-align: center;">Needs Improvement</td> </tr> </tbody> </table>					COMPOSITION PHASE						Criteria	5	4	3	2	1	a	Excellent	Very Good	Satisfactory	Fair	Needs Improvement														
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	Content and Structure (30%)	Clear, coherent, and cohesive composition; accurate and vivid description; correct writing system; highly accurate language; balanced ideas; culturally sensitive.	Mostly coherent and clear; relevant description with minor errors; generally accurate language; ideas well-organized; culturally appropriate with slight lapses.	Understandable but with lapses in flow; basic or incomplete description; noticeable language errors; uneven ideas; cultural sensitivity present but limited.	Weak coherence; unclear or incomplete description; frequent language errors; unbalanced ideas; weak cultural sensitivity.	Disorganized and unclear; inaccurate or missing description; major language errors; ideas poorly developed; lacks cultural sensitivity.
	Form and Style (20%)	Commits 2-3 errors in grammar, punctuation, and mechanics, and uses precise, varied, and highly appropriate vocabulary for the context and audience.	Commits 4-5 errors in grammar, punctuation, and mechanics, and employs appropriate and generally varied vocabulary suitable for the context and audience.	Commits 6-7 errors in grammar, punctuation, and mechanics, but meaning is generally clear, with adequate vocabulary and occasional inappropriate or repetitive word choice.	Commits 8-9 errors in grammar, punctuation, and mechanics that sometimes obscure meaning, with limited vocabulary and frequent inappropriate or repetitive word choice.	Commits 10 or more errors in grammar, punctuation, and mechanics that significantly hinder understanding, and uses very limited or inappropriate vocabulary that makes meaning unclear.
EXPOSITION PHASE						
	Criteria	5 Excellent	4 Very Good	3 Satisfactory	2 Fair	1 Needs Improvement
	Costume (10%)	The costume and accessories	The costume is a clear and	The costume is generally related to	The costume has minimal	The costume is completely unrelated to any



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		<p>s are an immediate, accurate, and detailed representation of the famous character from the corresponding country, and the attire is impeccably appropriate and decent allowing for confident movement, and enhancing stage presence.</p>	<p>recognizable representation of the chosen character, with most key elements accurately included. The attire is appropriate and decent, with no unsuitable elements.</p>	<p>the character but lacks significant details. The attire is mostly appropriate and decent, but minor elements could be improved for better formality.</p>	<p>or questionable relatedness to the character. The attire has noticeable issues with appropriateness or decency, detracting from the overall performance.</p>	<p>appropriate famous character or is clearly inappropriate/indecent for the event, significantly undermining the presentation.</p>
	<p>Language Proficiency (20%)</p>	<p>Demonstrates exceptional mastery of the target language. Their vocabulary use is rich and accurate, grammar and sentence construction are almost flawless, and communication is clear, fluent, and well-organized.</p>	<p>Reflects very good proficiency, where the student shows strong control of vocabulary and grammar with only minor errors that do not affect meaning. They communicate ideas clearly and appropriately, with</p>	<p>Shows satisfactory proficiency, using functional but limited vocabulary and making noticeable grammatical or structural errors, yet their ideas remain understandable. Their communication may lack clarity or fluency,</p>	<p>Indicates developing proficiency, with frequent vocabulary, grammar, and pronunciation errors that often hinder clarity; ideas may be difficult to follow or incomplete.</p>	<p>Reflects beginning proficiency, where the student shows minimal command of the language, uses very limited or incorrect vocabulary, commits major grammatical errors, and struggles to communicate ideas clearly, making comprehension difficult.</p>



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		Pronunciation or intonation is natural and highly comprehensible.	generally smooth flow and clear pronunciation.	and pronunciation lapses may occur but do not prevent comprehension.		
	Stage Presence (20%)	Exudes confidence and poise, stands up straight, projects voice effectively, and uses engaging facial expressions and gestures, performs flawlessly within the allotted time.	Shows strong confidence, good posture, projects voice well, and uses positive facial expressions and gestures and performs well within time limit.	Shows confidence, adequate posture, and uses some facial expressions and gestures but may appear slightly awkward at times.	Appear somewhat lacking confidence, noticeable slouching, limited facial expression and exceeds or falls short of the time limit.	Lacks confidence, has poor posture, struggles with projection and lacks facial expressions and gestures and fails to manage time effectively..

MECHANICS

Pre-Event

1. There will be a rehearsal prior to the contest proper to guide the learners on how to place themselves on the stage.
2. A solidarity meeting will take place after the rehearsal. During this time, the mechanics will be reiterated and other concerns will be discussed.

During the Event

GENERAL MECHANICS

1. Lingo Stars is open to all Key Stage 3 (Grades 7 to 10) learner-participants who are officially enrolled in basic education schools offering the Special Program in Foreign Language (SPFL), duly recognized by DepEd. No native speakers of the foreign language will be allowed since this program was made to apply the students' development from the Special Program for



Address: 82 Military Cutoff Rd, Baguio, Benguet, 2600

Telephone No.: (074) 665-1231

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

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- Foreign Language (SPFL). Each district shall register one (1) participant (learner) and one (1) teacher-coach per foreign language.
- Foreign languages included are (1) Mandarin, (2) Nihongo, and (3) Korean. This shall be participated by the participating schools.
 - For the composition phase, all learner-participants shall be asked to write a descriptive essay on the presented piece/picture using foreign language systems: Mandarin-Chinese Pinyin; Nihongo-Katakana/kanji/Hiragana; and Korean- Hangul for 60 minutes. No extension shall be allowed beyond the sixty- (60)minute allotted for writing essay.
 - During this phase, a plain white-shirt shall be worn by learner-participant during event.
 - For the Exposition phase that will happen, learner-participants shall wear the costume of the famous character of their choice relevant to their foreign language (Mandarin, Nihongo, or Korean) based on their foreign language's film, politics, history, literature, culture, and religion. Only accessories and props that can be carried by the learner-participant himself/herself are allowed.
 - Teacher-coaches may assist their learner-participants and provide their snacks (30) minutes prior to the start of the event phase.
 - Colored flags shall be raised to cue the participants during the contest proper: **Green flag** - signals the start of the learner-participant's allotted time; **Yellow flag** - signals the remaining 30 seconds; **Red flag** - signals that time is up. A separate timer will be flashed on the screen to guide the learners on the remaining time.
 - Learner-participants are not allowed to bring a copy of any reference material, cellphones, or any gadgets.

SPECIFIC MECHANICS

I. Composition Phase

- For sixty (60) minutes, all learner-participants shall be asked to write a descriptive essay on the presented contest piece (picture/object) using the foreign language writing systems: Mandarin - Chinese Pinyin; Nihongo - Katakana/Kanji/Hiragana; and Korean – Hangul. No extension shall be allowed beyond the sixty (60)-minute allotted time for writing the essay.
- Learner-participants are not allowed to bring a copy of any reference materials, cellphones, or any gadgets during the competition.
- Plain white t-shirt shall be worn by learner-participants during the event.

II. Exposition Phase:

A. Preparation

- Drawing of lots by teacher-coaches for the number identifier of the learner-participants shall be done thirty (30) minutes before the event proper.

B. Speech Preparation and Ramp (2 minutes)



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1. At the beginning of the event, all learner-participants shall parade before the audience following their sequence of presentation, followed by a production number.
2. After the parade, all learner-participants shall proceed to backstage and shall be ready for the individual introduction. After the introduction, all the learner-participants will stay on the stage. Once all of them are done, they will proceed to the backstage.
- C. Character Portrayal and Introduction (2 minute)
 1. Each learner-participant shall deliver a two (2)-minute portrayal and introduction of the chosen character that includes gestures, facial expressions, and other non-verbal cues.
- D. Conversational Engagement with Panel of Experts (2 minutes)
 1. Right after the portrayal, each learner-participant shall engage in a two (2)-minute conversation with the panel of experts through Q and A session using the foreign language.
 2. There shall be a maximum of three (3) questions to be asked by the panel of experts using the foreign language.
 3. There will be a one- (1) point deductions for every fifteen- (15) second overtime.

After the Event

1. The declaration of winners will take place in the closing program.

EsP, GMRC & Values Education
TAGIS TALINO 2026

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); Katotohahan 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" style="width: 100%; text-align: center;"> <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>7</td> <td>1</td> <td>7</td> </tr> <tr> <td>Average</td> <td>10</td> <td>2</td> <td>10</td> </tr> <tr> <td>Difficult</td> <td>15</td> <td>3</td> <td>15</td> </tr> <tr> <td>Clincher</td> <td 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. Open to public and private schools
2. All participants shall wear their School ID during the contest.
3. Coaches are not allowed to enter the contest room.
4. There shall be one (1) participant from each district 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.



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Enclosure 10

Implementing Guidelines on Division 2026 MUSABAQAH

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

Category	Event	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary	Harf Touch	1	1	1 minute
	Qur'an Reading	1	1	5 minutes
	Arabic Language Spelling (<i>Imlah</i>)	1	1	10 minutes
	ALIVE Quiz Bee	3	1	10 minutes
Total		6	4	



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General Guidelines:

1. The Musabaqah is open to all learners in the **public schools** who are enrolled and tagged in LIS as ALIVE learners in the current school year.
2. Participants should have registered and complied with the following requirements prior to the activity:
 - a. Certification as Winner/School Memorandum;
 - b. Parents' Consent;
 - c. Accomplished Entry Form;
 - d. School Form 10 (for Verification);
 - e. School ID
3. Any participant who fails to comply with the requirements and the qualifications specific to each category shall be disqualified.
4. Filled out entry form should be submitted at least two weeks before the conduct of the activity. (possible google form)
5. Winners in each category shall receive certificates of recognition for 1st to 3rd places, while participants in 4th to 9th places shall receive a certificate of participation.
6. Winning coaches shall receive a certificate of recognition while non-winning coaches will be given a certificate of participation.
7. Only official coaches can file an appeal to the Grievance Committee, should there be contest.
8. The whole proceedings shall be recorded by the DTWG.
9. The decision of the judges is final and irrevocable.



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2026 DIVISON MUSABAQAH

SKILLS EXHIBITION

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

HARF TOUCH

COMPONENT AREA	Arabic Language
KEY STAGE	1
NO. OF PARTICIPANT	One (1) per school
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.
TECHNICAL SPECIFICATIONS	



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A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants: None</p>	<p>To be provided by the event organizers:</p> <ol style="list-style-type: none"> 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 letters kha (700) and ghayn (600). Note: prepare the letters in power point prior to printing to produce the precise measurement b. Goggles covered with black cloth c. Table and chair where Arabic letters will be placed d. Clipped Microphone e. Stopwatch f. Bell/Buzzer g. Tally board and marker h. Tally sheets/pen/pencil i. Score sheets j. Video recorder
B. VENUE	Mabini Elementary School	
Mechanics		
PRE-EVENT: Briefing and Materials Preparation		
<p>A. Participant Eligibility:</p> <ul style="list-style-type: none"> • One participant per school, Grade 2, male or female. <p>B. Coaches Briefing:</p> <ul style="list-style-type: none"> • Orient coaches on appeal procedures and grievance protocols. • Designate areas where coaches will remain during contest. <p>C. Participants Briefing:</p> <ul style="list-style-type: none"> • Explain the competition format: identify and pronounce engraved Arabic letters while blindfolded within one minute. • Clarify the scoring system: 1 point per correctly identified and pronounced letter. • Inform participants that the facilitator will mix the 28 letters for each turn. • Allow clarification questions. <p>D. Materials and Equipment Setup:</p>		



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- Prepare 28 engraved Arabic alphabet boards (A-4 size, landscape, white on black, Traditional Arabic font: size 720, except kha-700 and ghayn-600) on a table with chair on stage.
- Provide goggles covered with black cloth for blindfolding.
- Set up clipped microphone, bell/buzzer, and stopwatch.
- Arrange video recorder, tally board with markers, and score sheets.
- Assign one (1) timekeeper/buzzer, one (1) recorder, one (1) tabulator, a panel of judges, and one (1) facilitator.

E. Holding Area Setup:

- Seat participants at the designated holding area. Ensure participants cannot see the stage or process undergone by the contestant on stage.

During the Event:

A. Competition Procedure:

- 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.
- The timekeeper shall signal the start and the end of time allotted for each participant.
- Missed or unintentionally casted letters shall not be counted.
- The panel of experts shall confirm the number of the correctly identified Arabic letters and tally the scores.
- The corresponding time of each participant shall be flashed on the screen.
- The whole proceedings shall be recorded by the DTWG.

After the Event: Review of Scoring and Feedback

A. Scoring Review:

- The panel of judges verifies all tally sheets for accuracy.
- The panel of experts may review the video recording to confirm the scores.
- The tabulator ranks participants by the highest number of correctly identified letters.
- The three participants with the highest number of correctly identified Arabic letters in a shortest recorded time shall be declared as the winners.

B. Tie-Breaking:

- In case of tie in the number of correctly identified Arabic letters, use the shortest recorded time to determine the ranking.



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- In case of tie in both the number of correctly identified Arabic letters and speed, administer another round using the same format and procedures.

C. Winners Declaration:

- Declare the three participants with the highest number of correctly identified Arabic letters in the shortest recorded time as the winners.
- Award first, second, and third place winners with certificate of recognition
- Award participants in 4th and 9th places with certificates participation

D. Feedback Session by Panel of Experts:

1. The panel of experts shall provide general feedback highlighting correctly identified letters and pronunciation strengths, commonly confused or mispronounced letters with specific corrections, discuss general observations including common challenges across participants, and offer guidance on Arabic phonetics and proper articulation.

2026 DIVISION MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

QUR'AN READING

COMPONENT AREA	Arabic Language and Islamic Values
KEY STAGE	2
NO. OF PARTICIPANT	One per school
TIME ALLOTMENT	Five minutes
PERFORMANCE STANDARD	The learner demonstrates the proper way to pause, continue and full stop in reading 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



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DESCRIPTION	<p>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.</p>													
TECHNICAL SPECIFICATIONS														
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> - black abayah and white kombong/hijab for female and white kimon with totob/kopya for male 	To be provided by the event organizers: <ul style="list-style-type: none"> • Holy Qur'an • Book stand • Clipped wired microphone • Stopwatch • Video recorder 												
B. VENUE	Mabini Elementary School													
CRITERIA FOR JUDGING	<table border="1" style="width: 100%; border-collapse: collapse; text-align: center;"> <thead> <tr> <th style="width: 60%;">Criteria</th> <th style="width: 40%;">Percentage</th> </tr> </thead> <tbody> <tr> <td><i>Tajweed</i>/Pronunciation</td> <td>40%</td> </tr> <tr> <td><i>Tawasot</i>/Chant</td> <td>30%</td> </tr> <tr> <td><i>Sawt</i>/Voice Clarity</td> <td>20%</td> </tr> <tr> <td><i>Hay'ah</i>/Stage Presence</td> <td>10%</td> </tr> <tr> <td>Total</td> <td>100%</td> </tr> </tbody> </table>		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%
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<i>Hay'ah</i> /Stage Presence	10%													
Total	100%													
Mechanics														
<p>PRE-EVENT: Briefing and Materials Preparation</p> <p>A. Participant Eligibility:</p> <ul style="list-style-type: none"> • One (1) participant per school, Grade 6, male or female. <p>B. Coaches Briefing:</p> <ul style="list-style-type: none"> • Brief coaches on judging criteria and appeal procedures. <p>C. Participants Briefing:</p> <ul style="list-style-type: none"> • Explain the competition format and judging criteria • Inform participants that the panel of experts will choose the surah to be read. • Require proper attire (black abayah and white kombong/hijab for female; white kimon with totob/kopya for male). 														



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D. Materials and Equipment Setup:

- Provide Holy Qur'an copies (verified authentic editions) and book stands on stage.
- Arrange seating area on floor with proper lighting.
- Test clipped wired microphones for audio, prepare bell/buzzer and stopwatch.
- Set up video recorder and distribute score sheets to judges.

E. Holding Area Setup:

- Seat participants at the designated holding area.
- Ensure participants cannot see or hear the process undergone by the contestant on stage.

DURING THE EVENT: Conduct of Actual Competition

- The participant shall sit on the floor with the book stand and the clipped microphone properly attached.
- The panel of experts shall select the Surah to be read by the learner-participant.
- The participant shall be given **30 seconds** of preparation time.
- The panel of experts shall give the go signal by ringing the bell once.
- The participant shall read the selected Surah in *tawasut* within **five (5) minutes**.
- The panel of experts shall evaluate the participant's performance throughout the reading.
- The DTWG records the whole proceedings.

AFTER THE EVENT: Review of Scoring and Feedback

A. Scoring Review:

- The tabulator compiles individual scores for each participant, calculate weighted scores and rank participants by total weighted scores.
- The panel of experts may review video recordings if any score disputes arise.
- Confirm the top three participants.

B. Winners Declaration:

- Declare the three participants with the highest total weighted scores as the winners.
- Award first, second, and third place winners with certificates of recognition
- Award participants in 4th and 9th places with certificates of participation

C. Feedback Session by Panel of Experts:

The panel of experts shall provide general feedback on the following, but not limited to: Tajweed analysis, correctly applied rules, specific pronunciation errors



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(makhraj), proper application of *mad* and *ghunnah*, recommended correction techniques, common Tajweed errors, and notable exemplary performances.

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 jubbah/thawb and tutub • Proper placement of the hands • Apparent and strong Confidence

2026 NATIONAL MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

ARABIC LANGUAGE SPELLING (*IMLAH*)

COMPONENT AREA	Arabic Language
KEY STAGE	2
NO. OF PARTICIPANT	One per school
TIME ALLOTMENT	Easy Round: 10 seconds per word Average Round: 15 seconds per word Difficult Round: 30 seconds per word



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PERFORMANCE STANDARD	The learner demonstrates proficiency in Arabic language through accurate spelling, proper handwriting in both nuskhah and cursive forms , and correct placement of vowel marks.	
21ST CENTURY SKILLS	<ul style="list-style-type: none"> ● Communication ● Literacy ● Global Awareness 	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	Arabic Spelling (Imlah) is an NFOT event category of Musabaqah that showcases learners' listening and writing skills in Arabic Language. Participants demonstrate their ability to accurately spell Arabic words and write them in cursive form with proper vowel marks.	
CRITERIA FOR JUDGING	Scoring System: <ul style="list-style-type: none"> - Easy Round (3-syllable nouns): 1 point per word - Average Round (4-syllable nouns): 2 points per word - Difficult Round (5-syllable nouns): 3 points per word 	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> - black abayah and white kombong/hijab for female and white kimon with totob/kopya for male 	To be provided by DO: <ul style="list-style-type: none"> - 3 Judges (to be identified by the DO) - 1 Quizmaster To be provided by the Division: Office Supplies: <ul style="list-style-type: none"> ● Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartolina) - 270 pieces total: <ul style="list-style-type: none"> ○ Easy Round (yellow) – 90 pieces ○ Average Round (light blue) - 90 pieces ○ Difficult Round (light pink) – 45 pieces



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		<ul style="list-style-type: none"> ○ Clincher Round (light green) - 45 pieces ● Permanent markers (broad tip) - 9 pieces ● Envelopes - 10 pieces ● Bell/buzzer - 1 piece ● Tally sheets - 10 pieces <p>Furniture and Equipment:</p> <ul style="list-style-type: none"> ● 9 tables with chairs for the contestants ● 1 table with chairs for the judges ● Sound system with microphone ● Video recorder - 1 unit <p>Personnel:</p> <ul style="list-style-type: none"> ● Proctor ● Timekeeper ● Video Recorder ● Tabulator ● Event Facilitator
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B. VENUE	Mabini Elementary School
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I. Event Rules and Mechanics

PRE-EVENT: Briefing and Materials Preparation

A. Participant Eligibility:

- One participant per school, Grade 4, male or female.

B. Coaches Briefing:

- Brief coaches on judging criteria, appeal procedures, and time constraints.

C. Participants Briefing:

- Explain the competition format, timing, and scoring per round.
- Require proper attire (black abayah and white kombong/hijab for female; white kimon with totob/kopya for male).

D. Board of Judges Preparation:

- Determine and prepare the word list for each round prior to the competition.



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- Easy Round: 10 words (3-syllable nouns)
- Average Round: 10 words (4-syllable nouns)
- Difficult Round: 10 words (5-syllable nouns)
- Clincher Round: 5 two-word phrases
- Ensure words are appropriate for the grade level and align with the Arabic Language and Islamic Values Education (ALIVE) curriculum competencies for Grade 4.
- Keep the selected words confidential until the actual competition.
- Provide three (3) copies of the master list to the DTWG secretariat before the competition proper.
- Prepare a separate set of two-word phrases specifically for potential clincher rounds.
- Use Arabic language as the medium.

E. Materials and Equipment Setup:

- Arrange 18 tables with chairs for the contestants and 3 tables with chairs for the judges.
- Provide each participant with meta-cards:
 - Yellow (Easy Round): 9 pieces
 - Light blue (Average Round): 9 pieces
 - Light pink (Difficult Round): 5 pieces
 - Light green (Clincher Round): 5 pieces
- Distribute permanent markers (broad tip) to each participant.
- Prepare envelopes, bell/buzzer, and tally sheets.
- Set up sound system with microphone and video recorder.
- Display tally board/score board.
- Assign one (1) quizmaster, one (1) proctor, one (1) timekeeper, one (1) video recorder operator, one (1) tabulator, and one (1) event facilitator.

DURING THE EVENT: Conduct of Actual Competition

A. Opening:

- Seat participants at the designated table with their meta-cards and permanent markers during the contest proper.
- The proctor verifies control numbers and materials.



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B. Competition Procedure:

1. Conduct three rounds: Easy Round (10 words), Average Round (10 words), Difficult Round (10 words).
2. For each word:
 - Read the word twice.
 - Signal participants to start writing after saying "uktubu".
 - Participants write in both nuskhah and cursive forms with complete vowel marks.
 - Apply time limits:
 - Easy Round (10 seconds per word)
 - Average Round (15 seconds per word)
 - Difficult Round (30 seconds per word)
 - Sound the buzzer at the time limit.
 - Participants immediately raise their meta-cards after the buzzer.
 - Judges evaluate: Both forms + vowel marks correct = full points; any error = 0 points.
 - Allow contestants or official coaches to raise questions/clarifications immediately after the item before the next word is read in case of appeal.
 - Participants place card face-down and prepare for next word.
3. After Each Round: Sum up the scores after each round and post in the tally board/score board.
4. Easy Round: 10 words × 1 point = 10 points possible
 - Average Round: 10 words × 2 points = 20 points possible
 - Difficult Round: 10 words × 3 points = 30 points possible
 - Total: 60 points possible

5. The NTWG records the whole proceedings.

AFTER THE EVENT: Review of Scoring and Feedback

A. Scoring Review:

- Judges verify calculations across all rounds.
- Identify the top three participants.
- Check for ties.

B. Tie-Breaking:



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- Declare the three participants with the highest total points as winners.
- In case of tie, conduct a clincher round between the tied participants only.
- Clincher Round Procedure:
 1. Follow the same format for each phrase: read twice, 30 seconds to write both nuskhah and cursive forms.
 2. Award 1 point for each correctly spelled phrase with proper vowel marks.
 3. Declare the first participant to score 3 points as the winner for that ranking.
 4. If no participant reaches 3 points after 5 phrases, the participant with the highest points in the clincher round wins.
 5. Begin do or die round where the first participant to correctly spell a phrase win if still tied after 5 phrases.
 6. Conduct separate clincher rounds for each tied ranking (i.e., if there is a tie for both first and second place).

C. Winners Declaration:

- Award first, second, and third place winners with certificates of recognition
- Award participants in 4th and 9th places with certificates of participation only.

D. Feedback Session by Panel of Experts:

The panel of experts shall:

- provide general feedback on nuskhah form: letter formation accuracy, stroke order, specific errors and corrections;
- provide analysis of areas needing improvement in cursive form including connectivity fluency, and letter transitions
- discuss speed/accuracy balance including time management across rounds and strategies for improvement.
- identify common errors including frequently confused letters and challenging words
- conduct round-by-round analysis including performance progression from Easy to Difficult and strengths in specific syllable structures
- share general observations including statistics on common errors and most challenging words
- give coaches feedback including specific words missed with correct forms, formation issues, and connectivity areas.



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2026 DIVISION MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

ALIVE QUIZ BEE

COMPONENT AREA	Islamic Values Education
KEY STAGE	2
NO. OF PARTICIPANT/S	Three (one for each grade level)
TIME ALLOTMENT	Easy Round: 10 seconds per question Average Round: 15 seconds per question Difficult Round: 30 seconds per question
PERFORMANCE STANDARD	The learners demonstrate comprehensive knowledge and understanding of Islamic values, Arabic language, Qur'anic verses, Ahādīth, Islamic history, and jurisprudence aligned with the ALIVE curriculum while exhibiting critical thinking, quick recall skills, and teamwork.
21ST CENTURY SKILL/S	<ul style="list-style-type: none">• Critical Thinking• Communication• Collaboration• Literacy• Information Literacy• Global Awareness• Cultural Competence
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions



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DESCRIPTION	<p>ALIVE Quiz Bee is an NFOT event category of Musabaqah that tests learners' comprehensive knowledge of Islamic education through team collaboration. The competition consists of multiple rounds covering various topics from Grades 1 to 6 ALIVE curriculum including Qur'anic verses and their meanings, Ahādīth, Islamic history (Sīrah), the Five Pillars of Islam, the Six Articles of Faith, basic Fiqh, Arabic vocabulary, and Islamic values. Teams of three work together, combining their knowledge and critical thinking to answer questions.</p>	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Black abayah and white kombong/hijab for female participants • White Kimon with totob/kopya for male participants • Writing materials (pen/pencil) 	<p>To be provided by DO:</p> <ul style="list-style-type: none"> - 3 Judges (to be identified by the DO) - 1 Quizmaster <p>To be provided by DO:</p> <p>Office Supplies:</p> <ul style="list-style-type: none"> • Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartolina) – 270 pieces total: <ul style="list-style-type: none"> ○ Easy Round (yellow) – 90 pieces ○ Average Round (light blue) -90 pieces ○ Difficult Round (light pink) - 45 pieces ○ Clincher Round (light green) – 45 pieces • Permanent markers (broad tip) - 9 pieces • Envelopes - 10 pieces • Bell/buzzer - 1 piece • Tally sheets - 5 pieces <p>Furniture and Equipment:</p> <ul style="list-style-type: none"> • 9 tables with chairs for the contestants • 1 table with chairs for the judges



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		<ul style="list-style-type: none">• Sound system with microphone• Video recorder - 1 unit <p>Personnel:</p> <ul style="list-style-type: none">• Proctor• Timekeeper• Video Recorder• Tabulator• Event Facilitator
B. VENUE	Gymnasium with bleachers, 1 holding room	
CRITERIA FOR JUDGING	<p>Scoring System:</p> <p>Written Round (75 points):</p> <ul style="list-style-type: none">• Easy Round: 10 questions × 2 points each = 20 points• Average Round: 10 questions × 3 points each = 30 points• Difficult Round: 5 questions × 5 points each = 25 points <p>Tie-Breaker: Clincher questions (as many as needed, 1 point each)</p>	
MECHANICS		
PRE-EVENT: Briefing and Materials Preparation		
A. Participant Eligibility:		
<ul style="list-style-type: none">• Three participants per school forming one team.• One representative from each grade level in the key stage 2 (Grades 4, 5, and 6), male or female.		
B. Coaches Briefing:		
<ul style="list-style-type: none">• Brief coaches on competition format, appeal procedures, and content scope.		
C. Team Briefing:		
<ul style="list-style-type: none">• Explain the competition format, timing, and scoring per round.		



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- Require proper attire (black abayah and white kombong/hijab for female; white kimon with totob/kopya for male).

D. NTWG Question Preparation:

- Regions submit three questions with answer key for each round.
- Accompany questions with a table of specifications (TOS).
- The DTWG compiles questions submitted by schools and verifies alignment with ALIVE curriculum (Grades 1-6).
- Categorize questions by difficulty: Easy (recall/comprehension), Average (application/analysis), Difficult (synthesis/evaluation).
- Prepare answer keys and clincher questions.
- Keep questions confidential until competition proper.

E. Materials and Equipment Setup:

- Arrange 9 tables with chairs for the contestant teams (3 chairs per table) and 1 table with 3 chairs for the judges.
- Provide each team with meta-cards:
 - Yellow (Easy Round): 9 pieces
 - Light blue (Average Round): 9 pieces
 - Light pink (Difficult Round): 5 pieces
 - Light green (Clincher Round): 5 pieces
- Distribute permanent markers to each team.
- Prepare envelopes, bell/buzzer, and tally sheets.
- Set up sound system with microphone and video recorder.
- Display tally board/score board.
- Assign 3 judges (identified by DO), one (1) quizmaster, one (1) proctor, one (1) timekeeper, one (1) video recorder operator, one (1) tabulator, and one (1) event facilitator.

DURING THE EVENT: Conduct of Actual Competition

A. Opening:

- Seat teams at the designated table with their meta-cards and permanent markers during the contest proper.
- The proctor verifies team composition (one each from Grades 4, 5, 6) and materials.
- Give final reminders about teamwork and procedures.



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B. Competition Procedure:

1. Conduct three rounds: Easy Round (10 standard multiple-choice questions), Average Round (10 standard multiple-choice questions), Difficult Round (5 constructed response questions).
2. Read the question twice.
 - Signal teams to start writing after saying "uktubu".
 - Apply time limits: Easy Round (10 seconds per question), Average Round (15 seconds per question), Difficult Round (30 seconds per question).
 - Teams collaborate and write answer on colored meta-card.
 - Sound the buzzer at time limit.
 - Teams immediately raise their meta-cards after the buzzer.
 - Judges evaluate and record scores.
 - Allow any team member or official coach to raise questions/clarifications immediately after the item before the next question is read in case of appeal.
 - Teams place card face-down and prepare for next question.
3. After Each Round:
 - Sum up the scores after each round and post in the tally board/score board.
4. Scoring:
 - Easy Round: 10 questions \times 2 points = 20 points
 - Average Round: 10 questions \times 3 points = 30 points
 - Difficult Round: 5 questions \times 5 points (complete answer) or 2-3 points (partial) = 25 points
 - Total: 75 points possible
5. Teams may discuss quietly at their table with all three members contributing.
6. Panel of experts accept equivalent correct answers for constructed responses.
7. The DTWG records the whole proceedings.

AFTER THE EVENT: Review of Scoring and Feedback

A. Scoring Review:

- Judges verify calculations across all rounds (Easy + Average + Difficult).
- Identify the top three teams.
- Check for ties.

B. Tie-Breaking:

- Declare the three teams with the highest total points as winners.



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- Conduct a clincher round between the tied participants only in case of tie.
- Clincher Round Procedure:
 1. The DTWG prepares a separate set of questions specifically for potential clincher rounds.
 2. Give questions one at a time from this clincher questions.
 3. Follow the same format for each question: read twice, 30 seconds to write the correct answers.
 4. Award 1 point for each correct answer.
 5. Declare the first team to score 3 points as the winner for that ranking.
 6. Award the win to the team with the highest points in the clincher round if no team reaches 3 points after 5 questions.
 7. Begin do or die round where the first team to answer correctly wins if still tied after 5 questions.
 8. Conduct separate clincher rounds for each tied ranking (i.e., if there is a tie for both first and second place).

D. Winners Declaration:

- Award first, second, and third place winning teams with certificates of recognition
- Award teams in 4th to 9th places with certificates of participation.

E. Feedback Session by Panel of Experts:

The panel of experts shall:

- Provide general feedback on round performance: Easy (correctly answered questions, missed questions with explanations, knowledge strength patterns), Average (complex questions analysis, critical thinking application), and Difficult (constructed response quality, completeness, synthesis ability).
- Analyze content areas: Qur'anic Knowledge (verse identification, meanings, context understanding), Ahādīth (recognition, applications, narrators knowledge), Sīrah (historical accuracy, chronology, modern applications), Five Pillars/Six Articles (foundational knowledge, practical applications), Fiqh (understanding of rulings, daily practices, principle applications), Arabic Vocabulary (proficiency level, word meanings, connections to concepts), and Islamic Values (character development, real-world application, ethical reasoning).
- Assess team collaboration including discussion effectiveness, participation balance, grade-level contributions, and communication.



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- Share general observations on team strengths (curriculum areas of excellence, effective strategies, critical thinking examples) and areas for improvement (topics needing study, time management, misconceptions, knowledge gaps).
- Provide strategic recommendations on study priorities, breadth/depth balance, practice strategies, and team collaboration techniques.
- Give coaches performance summary including question-by-question analysis, scoring breakdown, and ranking.
- Emphasize Islamic educational philosophy: learning over competition, seeking knowledge ('ilm), spiritual development, character development (adab in learning, handling outcomes with grace, cooperation), and practical application.
- Conduct open Q&A session allowing teams and coaches to ask questions and seek clarifications.



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Enclosure 11: Guidelines for DFOT Kindergarten

Kindergarten Division Festival of Talents

General Guidelines:

1. Participants must be currently enrolled kindergarten learners, aged 5-6 years old in the **public** schools. 1 contestant per district.
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.

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, **“Identity and Self Expression.”**

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 Stage 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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Story Text for the Kindergarten Story Telling:

The Little Star Who Found His/ Her Shine

"Once upon a time, in the big dark sky, there was a tiny star named Twinkle.

Twinkle was shy. Twinkle thought he/she was too small to be noticed.

Every night, Twinkle whispered, 'I wish I could shine as bright as the moon!'

One evening, the moon said kindly, 'Twinkle, don't be shy. The world needs your light too. Even the smallest star can guide someone home.'

Twinkle thought about the moon's words. Could it really be true?

That night, the moon softly whispered through the sky, 'Shine, little star, shine!'

Twinkle felt braver than ever before, as if the whole sky was cheering him/her on.

Twinkle took a deep breath... and shined with all his/her heart!

Down below, a little child looked up and smiled, 'Thank you, star, for lighting my way!'

From that night on, Twinkle was never shy again.

Twinkle knew that even the smallest star can make the biggest difference."

Source:

Microsoft Copilot. (2026, January 12). *The Little Star Who Found Their Shine* [AI-generated story].
Microsoft Copilot.