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

DepED DIVISION OFFICE BAGUIO CITY
RELEASED
SEP 24 2026
By:
Time: CTRL No.:

September 24, 2026

Division Memorandum
No. 637-2026

CONDUCT OF THE SELECT CID ACTIVITIES

To: Chief Education Supervisors
Public Schools District Supervisors
Education Program Supervisor
Public and Private Elementary and Secondary School Heads
Teachers
All Others Concerned

1. In reference to the National Memoranda on the conduct of Science, Technology, Engineering, and Mathematics (STEM) activities and the National Festival of Talents (NFOT) activities, this Office through the Curriculum Implementation Division announces the conduct of select Curriculum Implementation Division (CID) activities on 03 October 2026.

2. Activities and schedule the following activities shall be conducted simultaneously on the dates and venues specified in the respective enclosures:

Activities	Venue	Date	Details
STEM	BCHS	October 3, 2026	Enclosure 1
DFOT	DO, Baguio Sped Center		Enclosure 2
DLAC	SPED		Enclosure 3

3. All **Education Program Supervisors (EPSs)** assigned to their respective contests, events, or activity areas shall coordinate with all participants under their supervision based on the official pre-registration list/link. They shall conduct a **prior coordination and solidarity meeting** before the actual contest or event proper to discuss guidelines, schedules, expectations, safety protocols, and other pertinent reminders to ensure smooth participation and orderly conduct of the activity.

4. Responsibilities School Heads shall ensure the participation of the concerned personnel and learners and facilitate the dissemination of this Memorandum to all concerned.

5. For inquiries, please contact CID Chief – Juliet Sannad, telephone number 619-3491.

7. Immediate dissemination of this memorandum to all concerned is desired.

SORAYA T. FACULO PhD, CESO V
Schools Division Superintendent

Enclosure 1. List of Contested Events and TWG for STEM Festival

CONTESTED EVENTS AND TWG FOR STEM FESTIVAL

Theme: Leveraging Scientific Innovation for a sustainable and Progressive Philippines

A. List of Contested Events and TWG

Contested Events	Category	Grade level/Participants	TWG
I. Tuklas	Life Science-	Grades 9-12, Public and Private schools a. Individual b. Team (3 members) (Qualified entry will display during the Division Level)	Chair:1. Virginia C. Alindayo **Co-Chair**- 2. **Brenda P. Contada** 3. Victorie Ann P. Pulao 4. Michael Edrian S. Ferrer 5. Merda Talosig 6. Jamal V. Lucero 7. Mark Fidelis 8. Andreline F. Lucero 9. (BCHS) 10. ((BCHS)
	Physical Science-		11. Jerry Manogan 12. Ariel Millare
	Robotics and Intelligent Machines-		13. Lissa Roxas 14. Lany Laluan
	Mathematics and Computational Science-		15. (Math) 16. (Math) 17. (Math)
II. STEM Innovation Expo	Individual and Team	Grades 9-12 Public and Private schools a. Individual b. Team (3 members) (Qualified entry will display during the Division Level)	18. Mildred Pa-ac 19. Geraldine A. Lapiguera
III. Mathematical Investigation	Research Based	SHS, public and private schools A. Individual B. Team(2 to 3 members)	Chair: **Francisco Copsiyan** Jason Habbiling Jones Todlong Cherrielyn Espregante Melchor Ticag Editha Laop Lilybeth Balutoc
	Problem Based	JHS, public and private schools A. Individual B. Team(2 to 3 Members)	Nino Martinez Laila Kiw-isen Eljim Ramos Ricky Landocan Kathy Papcio
IV. Project RISE	Elem-Individual Elem-Team	Learners maybe coached by TVL teachers, and other	Chair-20. Loida C. Mangangey

	JHS-Individual JHS-Team SHS-Individual SHS-Team	learning areas	**Co-Chair: 21.Marissa A. Wayan** 22. Joey Lartec 23. Evelyn R. Nocelo 24. Johnny Buasen 25. Rona Padua 26. Raquelyn B. Arceo
V. Creative Technology	Grade 4: Robot Sequential Task Challenge	3 members per team, may send 2 per SSES school(**public school)**	Chair: Mary Jane Malihod **Co-Chair: 27. Dave Nardo** 28. Dona Castro 29. Dennis Areola 30. Melody Sadcat
	Grade 5: Robot Parallel Parking Challenge	3 members per team, may send 2 teams per SSES school(**public school)**	31. Janry Egsaen 32. Gerardo Zeus Tomada Shali Ammz Gama
	Grade 6: Robot Ultrasonic Navigation Challenge	3 members per team, may send 2 teams per SSES school(**public school**)	33. Matthew Bayang 34.Joyce Lunag 35.Jasmin Madongit
	Grade 7-12 Arduino Showdown: The Ultimate Maker Challenge	3 students per team, may come from the same grade level, **public school** -one team per school, --BCNSHS may send 5 teams	39. Odicar Joice Chavez 40. Romeo Bano-oy 41. Bauer Laroco 36. Jerry L. Manugan 37. Mildred Paac 38. Jared Lyle Q. Ang
	Grade 9-12 Arduino Innovation Challenge	3 students per team regardless of grade level, A. **from BCNSHS only, 5 teams**	
VI. INQUIRACE	Grade 3-4	One team(2 members) per district	Chair: 42. Jeany Dupo 43. Pauline Punasen 44. Marez Pinder 45. Jessica Ruiz 46. Larry Peng-as (plus coaches will serve as TWG(5) 47. Nancy Dumalili (Judge) 48. Arlon parista 49. Angelbert pednga 50. Elvira Acab 51. Alejo Pacalso

B. Venue is at Baguio City High School. Specific venues will be announced thru group chats.

C. Mechanics

I. TUKLAS

A. Categories

The STEM research competition is divided into four (4) categories. The student **researchers and advisor should carefully consider which category best describes the research project**. They may enter the competition as an individual or as a team.

Individual	**Team**
Life Science	Life Science
Physical Science	Physical Science
Robotics and Intelligent Machines	Robotics and Intelligent Machines
Mathematics and Computational Science	Mathematics and Computational Science

Life Science

This category deals with living organisms such as plants, microorganisms, and animals including humans and their life processes. Projects that involve systematic observation, development, experimentation, and understanding of living things and biological processes belong to this category. Subcategories include Animal Sciences, Biomedical and Health Sciences, Cellular and Molecular Biology, Microbiology, Plant Sciences, and Translational Medical Science.

Physical Science

This category deals with the nature and properties of non- living matter, energy and systems. Projects that involve systematic observation, development, experimentation, and understanding of materials and phenomena belong to this category. Subcategories include Astronomy, Chemistry, Earth and Environmental Sciences, Energy, Engineering Technology, Statics and Dynamics, Sustainable Materials and Design, Environmental Engineering, Materials Science, and Physics.

Robotics and Intelligent Machines

This category deals with the design, implementation, and use of prime technologies and machine intelligence in providing a wide range of innovative solutions and advancements across multiple disciplines to reduce reliance on human intervention. Subcategories include Biomechanics, Cognitive Systems, Control Theory, Machine Learning, and Robot Kinematics.

Mathematics and Computational Science

Mathematics deals with the measurement, properties, and relationships of quantities and sets using numbers and symbols. Subcategories include Algebra, Analysis, Combinatorics, Graph Theory, Game Theory, Geometry and Topology, Number Theory, and Probability and Statistics.

Computational Science deals with the development and implementation of mathematical models and simulations to understand natural systems and processes, and solve STEM problems using computers. Subcategories include Computational Biology and Bioinformatics, Computational Chemistry, Computational Mechanics, and Theoretical, Computational and Quantum Physics

B. Eligibility

a. Open to Grades 9-12 learners from both **public** and **private** schools.
b. The project should include no more than 12 months of continuous research and should not include research activities performed before January of the previous school year (For school year 2026-2027, research projects may be accomplished within 1-12 month/s starting from January 2026 to December 2026.
c. Top 3 school winners in each category may submit for screening by the division Scientific Review Committee (SRC) and qualifiers will advance to the Division Science and Technology Fair.

C. General Procedure

a. Submit three (3) hard(color-coded) manuscripts and other requirements (forms, etc) to the DSTF focal person, EPS, with the attached report of the conduct of the School Science and Technology Fair and endorsement by the school head on or before **September 25, 2026**(See Appendix 16 for the color-coding). For the parts of the manuscripts, required forms, and color code, refer to:
DepEd (2023). School, Division, Regional, and National Science and Technology Fair Guidebook.

CODES	COLOR CODING
LS-I	GREEN
LS-T	YELLOW
PS-I	BLUE
PS-T	ORANGE
RIM-I	PINK
RIM-T	BROWN
MCS-I	RED
MCS-T	PURPLE

b. For qualifiers, submit three (3) soft-bounded hard copies of the color-coded manuscripts with tags to identify the revisions done based on the review and Recommendation Report. List of qualifiers will be issued on or before **September 29, 2026.**
c. ***Display Board:*** Qualifiers shall prepare a display board, 3 ft by 5 ft tarpapel. Display boards will be posted beside the congress venue.

d. **Presentation:** Prepare for 5-slide(3 to 5 minute) presentation.

II. STEM INNOVATION EXPO

STEM Innovation Expo aims to recognize the most creative and market viable projects addressing major issues in food safety, water conservation, renewable energy, cyber security, road safety, health, disaster mitigation, agriculture and environment

A. Categories

Event	CODES	COLOR CODE
STEM Innovation Expo-Individual	STEMIE-I	Dirty white
STEM Innovation Expo-Team	STEMIE-T	Dirty white folder with green code background

B. Eligibility

a. Open to Grades 9-12 learners from both public and private schools.

b. The project should include no more than 12 months of continuous research and should not include research activities performed before January of the previous school year (For school year 2026-2027, research projects may be accomplished within 1-12 month/s starting from January 2026 to December 2026.

c. Top 3 school winners in each category may submit for screening by the division Scientific Review Committee (SRC) and qualifiers will advance to the Division Science and Technology Fair.

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b. For qualifiers, submit three (3) soft-bounded hard copies of the color-coded manuscripts with tags to identify the revisions done based on the review and Recommendation Report. List of qualifiers will be issued on or before **September 29, 2026.**

c. Display Board: Qualifiers shall prepare a display board, 3 ft by 5 ft tarpapel. Display boards(with innovation/product) will be posted beside the congress venue.

Enclosure 2. 2026 Division STEmazing Guidelines and TWG

2026 Division STEmazing Guidelines and TWG

I. GUIDELINES	
KEY STAGE	Key Stage 2 (Grades 4 to 6) Key Stage 3 (Grades 7 to 10) Key Stage 4 (Grades 11 to 12)
CATEGORY	**STEMazing for Elementary** • Key Stage 2 (Grades 4 to 6) **STEMazing for Secondary** • Key Stage 3 and 4
NUMBER OF OF PARTICIPANTS	STEMazing is open to public and private elementary and secondary schools **A. Elementary** a. 2 learners per team from Key stage 2; only one learner per grade level is allowed,(1 Grade 5 and 1 Grade 6 learners), **may send ONE TEAM per school** **B. Secondary** a. 2 learners per team (choose participants from Key Stages 3 and 4; ***only one learner per grade level is allowed***, *e.g.* ONE Grade10 learners and 1 Grade 11 or one Grade 11and 1 Grade 12 learners); **may send ONE TEAM per school**
TIME ALLOTMENT	180 minutes total
PERFORMANCE STANDARD	The learners: • 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	• Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) • Creative Services Domain (through creative research and development, cultural and recreational services) • Design Domain (through the creation of solutions that address mathematical and spatial problems) • Audiovisual Media Domain (through educational content development
DESCRIPTION	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 DESCRIPTION

A. Materials and Equipment	To be provided by the participants • ICT Tools such as laptops and chargers • Extension cords • Pocket wifi • Casio Basic (Elementary) • Casio Scientific (Secondary) •	To be provided by the event organizers • Team identification badges • Station markers • Scoring sheets and evaluation forms • Data collection forms • Emergency and first aid equipment • Maps and route guides • Science Laboratory Tools/Equipment • Calculator • Measuring tools (ruler, tape measure, protractor, etc.) • Writing materials • Digital device for QR codes (*if allowed by organizers*) • Safety equipment (as specified in orientation)
B. Date and Venue	Baguio City High School	

	Elementary	Secondary
Online registration	on or before Sept. 25, 2026	
Orientation of coaches		Oct. 3, 2026 8:00AM
Elimination Round(Written)		
Final Round	Oct. 3, 2026 Venue: BCHS	Oct. 3, 2026 Venue: BCHS

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CRITERIA FOR JUDGING

1. The total cumulative number of points shall always be 100 points along the ff categories:

Category	**Maximum Points per Category**	**Maximum Points per Station** *(if there are multiple stations per phase)*
Easy	30	10
Average	30	15
Difficult	40	20

2. The points per station shall be determined by the organizer based on the nature of the task, provided that the total points and the points for any station do not exceed the maximum points allocated for its respective category. If there is only one (1) station in a category, the points assigned to that station may exceed the usual maximum score allocation per station but shall not exceed the maximum points allotted for that category.

3. For stations that require a direct answer:

A. Teams with correct answers shall receive full points, while teams with incorrect or unfinished tasks shall receive zero points.
B. If the challenge is a written objective type, the number of points shall be based on the number of correct answers obtained by the team.

4. **For station/s with written and oral arguments,** outputs will be scored along the criteria below.

Written Proposal

Criteria	Score
Content Thematic Relevance and Organization	8
Feasibility of the Proposed Solution/output (Based on scientific, mathematical, technological, and other valid assumptions)	6
Relevance of Data Used	6
Total	**20**

**refer to the rubrics for reference in scoring*

Oral Presentation/Argument

Criteria	Score
Discussion/Arguments/ Delivery	8

	(Based on scientific, mathematical, technological, and other valid assumptions, the feasibility of the proposed solution)	
	Content/Organization	5
	Ability to answer questions	7
	Total	**20**
	**refer to the rubrics for reference in scoring*	

5. The total time to complete the challenges shall be computed, but will not affect the score of each team for each station's task.
6. In the event of a tie, the panel of experts shall determine the winner based on the total completion time. The team that finishes in the shortest time shall be declared the winner.
   **See attached sample score sheet*
7. In the event of a tie in both score and time, the judges shall administer a **do-or-die question** to determine the winner.

Event Rules and Mechanics	

A. **Pre-Competition Requirements/Rules**

1. Teams must complete online registration two weeks before the event, on or before **August 24, 2026.**
   - Submit Certified True Copy of school records providing grade levels on the day of the competition and Parents' Waiver.

B. During the Event/Competition Structure

- Teams shall navigate through multiple stations.
- The total number of stations shall be a minimum of 3 and a maximum of 10. There shall be at least one (1) station per category, and the difficult category shall have the fewest number of stat ions. For STEMazing elementary, the majority of the challenges shall focus on Mathematics competencies, while for STEMazing secondary, the majority of the challenges shall focus on Science competencies.
- Each team shall solve challenges at every station, organized into three categories based on difficulty. Each phase may consist of a minimum of one (1) station to a maximum of four (4) stations.

For example:

Category	Designated Station/s
Easy	First to Third station
Average	Fourth to Fifth station
Difficult	Sixth to Seventh station

- The total cumulative points for STEMazing shall always be 100 points, regardless of the number of stations per category. 122 - The number of stations per category shall be flexible, allowing the organizer to determine the

distribution based on factors such as the nature of challenges, availability of materials and equipment, and the contest venue. - Samples of distributions of stations and points are shown below:

Sample 1

Category	Station	Maximum Points
Easy	1	10
	2	10
	3	10
Average	4	15
	5	15
Difficult	6	20
	7	20
Total		**100**

Sample 2

Category	Station	Maximum Points
Easy	1	5
	2	5
	3	5
	4	5
Average	5	10
	6	10
	7	10
	8	10
Difficult	9	20
	10	20
Total		**100**

Sample 3

Category	Station	Maximum Points
Easy	1	30
Average	2	30
Difficult	3	40
Total		**100**

- Challenges shall 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 shall proceed after the time interval set by the Technical Committee, 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 shall complete the tasks in batches. Teams waiting for their turn shall remain in the designated waiting areas until called.
- Each station shall be equipped with sufficient materials and

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equipment to accommodate at least five teams simultaneously.

- Each station shall have a time limit for completing the task, which shall be determined by the organizer. A digital timer shall be provided at every station, which the teams shall activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.
- For challenges involving oral presentation, each team presentation shall be limited to two (2) minutes only, and followed by a five (5)- minute Question and Answer (Q&A) session.
  - All members of the panel of experts may ask questions, provided the Q&A remains within the allocated five-minute timeframe.
  - Each team shall complete their presentation within two (2) minutes. For every additional minute beyond the allotted time, one (1) point shall be deducted from the team's score for that station.
  - A timer shall be assigned for the task.
- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time. Returning to discontinued stations shall result in disqualification from the contest.
- The total maximum time allotted to complete the whole STEMazing challenge is 180 minutes.
- A checkpoint marshal at each station shall 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 team with the highest cumulative score shall be declared the overall champion. In case of a tie, a tiebreaker question shall be given.
- The decision of the panel of experts is final and irrevocable.

II. TECHNICAL WORKING GROUP

A. Elementary

Category	TWG	Venue
Elementary	Math: Francisco Copsiyan, Samuel Lachica, Decky Beloken, Jimmy Garcia, Arlito Pecay, Primo Mayanggao, Science: Agnes Lomas-e, Junar M. Diguel, Randy Cayat	BCHS
Secondary	Science:Virginia Alindayo, Marilyn Bugatti, Geraldine Banos, Maricel Alcedo, Viliu Buya Math:Niño Martinez, Agustin Padjaos	BCHS

Scoring Rubrics for Scoring of Written Outputs of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Content Thematic Relevance and Organization	8	**8 - 7 pts** Comprehensive, logical, and strongly aligned with theme Well-structured, follows all format guidelines	**6 - 5 pts** Mostly clear and relevant, minor gaps Mostly organized, minor format issues	**4 - 3 pts** Limited depth, some inconsistencies Some disorganization, noticeable format errors	**2 pts – 1 pt** Incomplete or off-topic Poor structure, ignores format
Feasibility of Proposed Solution	6	**6 pts** Highly practical, based on valid scientific, mathematical, technological principles	**5 - 4 pts** Generally feasible, minor assumptions unclear	**3 - 2 pts** Limited feasibility, weak assumptions	**1 pt** Impractical or unsupported
Relevance of Data Used	6	**6 pts** Uses accurate, credible, and well-integrated data	**5 - 4 pts** Mostly relevant and credible data	**3 - 2 pts** Some irrelevant or weak sources	**1 pt** Data inaccurate or missing
Total	**20**				

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Scoring Rubrics for Scoring of Oral Presentations/Arguments of STEMazing

Criteria	Max Point	Excellent	Good	Fair	Poor
Delivery/ Discussion of Arguments	8	**8 - 7 pts** Arguments are clear, logical, and strongly supported by scientific, mathematical, and technological principles; delivery is confident and engaging.	**6 - 5 pts** Arguments are mostly clear and supported by valid assumptions; delivery is generally good.	**4 - 3 pts** Arguments lack depth or clarity; limited support from valid assumptions; delivery needs improvement.	**2 pts – 1 pt** Arguments are weak, unclear, or unsupported; delivery is ineffective.
Content Presentation and Organization	5	**5 pts** Demonstrates full knowledge by presenting details with explanations and elaboration	**4 pts** At ease with presenting details without much elaboration	**3 pts** Uncomfortable with presenting information and is able to present details but without elaboration	**2 pts – 1 pt** Does not have a grasp of details during the presentation, cannot elaborate the information presented
Ability to Answer Questions	7	**7 pts** Accurate, confident, and well-supported answers	**6 - 5 pts** Mostly accurate, minor hesitation	**4 - 3 pts** Limited accuracy, vague answers	**2 pts – 1 pt** Incorrect or no answers
Total	**20**				

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(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

HISTOPOP
(POPDEV CHALLENGE)

KEY STAGE	Key Stage Three (3): Grade 10
NO. OF PARTICIPANT/S PER REGION	1 learner-contestant from Key Stage Three 3 (Grade 10) 1 teacher-coach
TIME ALLOTMENT	180 mins.
PERFORMANCE STANDARD	Naipamamalas ang malalim na pag-unawa at pagpapahalaga sa mga kontemporanyong isyu at hamong pangkalikasan, pang-ekonomiya, karapatang pantao, pampolitika, pananagutang sibiko at pagkamamamayan sa kinakaharap ng mga bansa sa kasalukuyang panahon gamit ang mga kasanayan sa pagsisiyasat, pagsusuri ng datos at iba't ibang sanggunian, pagsasaliksik, mapanuring pag-iisip, mabisang komunikasyon at matalinong pagpapasiya tungo sa mapanagutang pagkamamamayan ng daigdig.
21ST CENTURY SKILL/S	Communication Skills, Learning and Innovation Skills, Life and Career Skills, Information Media and Technology Skills
CREATIVE INDUSTRIES DOMAIN	Digital Media, Creative Research and Development
CAREER PATHWAYS	Youth Advocate, Population Officer, Demographer, Public Servant, Urban Planner, Social Welfare Officer, Statistician, Researcher, and Educator
DESCRIPTION	The **PopDev Challenge** focuses on assessing understanding of population dynamics, development issues, trends, and their social, economic, and environmental impacts. Specifically, it covers the following Population Education Core Messages/Key Concepts: • Family Life and Responsible Parenthood • Gender and Development • Population and Reproductive Health

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	• Population, Environment, Resources, and Sustainable Development	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** -school ID -certification as an official contestant of the Region	**To be provided by the Technical Committee:** -markers (black) with erasers -whiteboard (size: 9"x12") -timer -tally sheets -tabulation sheets - 2 LCD projectors/2 SMART TVs (55 inches)/2 LED Walls -sound system -tables and chairs -internet connection
B. VENUE	• Well-ventilated and well-lighted room/function hall • 18 tables and chairs for the learner-contestants • 3 long tables and chairs for the judges and TWG • At least 50 chairs for the coaches and Regional AP Supervisors	
C. 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**

ATTIRE	NFOT Shirt
MECHANICS	

Pre-Event

A. The **PopDev Challenge** is open to all Grade 10 learners who are officially enrolled for the **School Year 2026-2027**.
B. The formulation of test questions at the local and national levels shall be based on the following Population Education Core Messages/Key Concepts:
   - Family Life and Responsible Parenthood;
   - Gender and Development;
   - Population and Reproductive Health; and
   - Population, Environment, Resources, and Sustainable Development.
C. Questions shall be constructed using the English language.

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D. The Department of Education (DepEd) and the Commission on Population and Development (CPD) shall prepare and provide questions and review materials for the PopDev Challenge. Each answer slide deck must include reference/s.

During the Event

A. Draw lots will be done on the actual day before the contest proper to determine seating arrangement.
B. During the challenge, learner-contestants shall be provided with whiteboards, markers, and erasers.
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.
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.
E. Learner-contestants 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.
F. The moderator shall only read each question twice. Countdown shall start after the question has been read for the second time and the moderator says "GO". When the moderator says, "STOP or "TIME IS UP.", learner-contestants must raise their answers to the audience and to the judges until such time that the proctors have verified or confirmed the answer. A general reminder shall be given to all. However, if the learner-contestant still violates, his/her answer shall not be considered.
G. A learner-contestant shall be allowed to change his/her answer within the allotted time.
H. In case of a tie, a clincher question shall be asked. The first learner-contestant who answered correctly shall be declared as the winner.
I. In case of inquiry during the actual challenge proceedings, the following procedures shall be observed:
- Only the learner-contestant or the official teacher-coach is allowed to raise an inquiry before the next question is read.
- The inquiry shall be addressed orally to the judges, who shall recognize the inquiry.
- The Chairperson shall announce the decision upon deliberation with the members of the board of judges.

J. The decision of the judges is **final** and **irrevocable**.

After the Event

The members of the board of judges shall provide general feedback on the conduct of the PopDev Challenge.

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(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

HISTOPOP
(Reason and Resolve)

KEY STAGE	Key Stage Four (4): Grade 11
NO. OF PARTICIPANT/S PER REGION	1 learner-contestant from Key Stage Four 4 (Grade 11) 1 teacher-coach
TIME ALLOTMENT	180 mins.
PERFORMANCE STANDARD	Nakapagpapahayag ng paninindigan (hal. Posisyong papel o pahayag, adbokasiya) na nagsusuri sa karanasan ng mga Pilipino laban sa iba't ibang anyo ng opresyon. Nakabubuo ng angkop na panukalang proyektong pangkomunidad bilang adbokasiya sa mga kasalukuyang plano ng pag-unlad tungo sa pagtatamo ng kolektibong pangarap ng sambayanang Pilipino.
21ST CENTURY SKILL/S	Communication Skills, Learning and Innovation Skills, Life and Career Skills, Information Media and Technology Skills
CREATIVE INDUSTRIES DOMAIN	Digital Media and Artificial Intelligence, Creative Research and Development, Civic Engagement
CAREER PATHWAYS	Youth Advocate, Public Servant, Lawyer/Statesmen, Social Welfare Officer, Human Resource Officer, Researcher, Policy Development Analyst, and Educator
DESCRIPTION	The **Reason and Resolve** is an NFOT contest that aims to engage Senior High School (Grade 11) learners in a structured and evidence-based exchange of ideas on relevant local, national, and global issues. It seeks to strengthen learners' competencies in critical thinking, analytical reasoning, research-based argumentation, effective communication, collaboration, and responsible civic engagement. Through informed discourse, participants will demonstrate higher-order thinking skills, uphold ethical standards in presenting arguments, and promote patriotism, democratic values, and global citizenship, fully aligned with the

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	competencies and performance standards of the Strengthened Senior High School curriculum. **Key messages**: Philippine History, Asian studies, Economics, Contemporary issues, Politics and governance, Human rights, Global citizenship, Disaster risk reduction, Peace education, Sustainable Development Goals, ASEAN Integration, and international relations	
TECHNICAL SPECIFICATIONS		
D. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** -school ID -certification as an official contestant of the Region	**To be provided by the Technical Committee:** -timer -tabulation/tally sheets -score sheets - LCD projector/SMART TV/LED wall -sound system -tables and chairs
E. VENUE	-ventilated and well-lighted room/function hall -holding room -2 tables and chairs for the two groups of learner-contestants -3 long tables and chairs for the judges and TWG -at least 50 chairs for the coaches and Regional AP Supervisors	
F. ATTIRE	Corporate/Executive attire	

MECHANICS

Pre-Event

A. The **Reason and Resolve** is an individual contest open to all Senior High School Grade 11 learners who are officially enrolled for the School Year 2026-2027.
B. Topics shall be formulated by DepEd Central Office using the English language.
C. Learner-contestants shall observe respectful language and ethical conduct.

During the Event

D. Draw lots shall be done on the actual day to determine whether the learner-contestant belongs to the affirmative or negative side of the topic and their respective sequence. It shall be done during the elimination and final rounds.
E. Different topics shall be given for each round.
F. After the draw lots, the first two learner-contestants shall stay while the others will be led to the holding room.
G. Microphones shall not be used during the delivery of their arguments.

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H. Cellphones and other electronic gadgets shall not be allowed in the holding area and contest venue. Access to the internet is strictly prohibited.
I. After the learner-contestant's performance, he/she shall join the audience.
J. The Board of Judges shall provide the topic.
K. Only one topic shall be used per round.
L. The learner-contestant shall read the topic before the opening statement. He/She shall be given one (1) minute before starting his/her delivery.
M. Contest flow:

Elimination and Final Round

- Opening Statement (affirmative) - 2 minutes
  Opening Statement (negative) -2 minutes
  (Introduces the topic, states position, and brief outline)
- Main argument - affirmative (2 minutes)
  Main argument – negative (2 minutes)
  (Presents a clear debatable assertion supported by logical evidence and reasoning)
- Rebuttal – affirmative (2 minutes)
  Rebuttal- negative (2 minutes)
  (Provides counter-argument to directly oppose, weaken or refute an opponent's claim)
- Closing argument - affirmative (2 minutes)
  Closing argument – negative (2 minutes)
  (Synthesizes arguments and directly refutes the opposition's core claim, and leaves the audience with a final thought)

N. Top eight (8) qualifiers for the final round shall be determined by the judges based on the scoring rubrics.
O. The learner-contestant shall stop immediately when the buzzer signals that the allotted time is up.
P. The decision of the Board of Judges is **final** and **irrevocable**.

After the Event

The members of the board of judges shall provide general feedback on the conduct of the Reason and Resolve contest.

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Scoring Rubrics for Reason and Resolve

Exhibit Rubrics	Presentation
Content accuracy and mastery	**35%**
Focus on the depth of knowledge regarding local, national, or global issues	*15 %*
Integration of key messages (e.g., Economics, Politics, Human Rights)	*10%*
Use of precise and updated data/facts	*10%*
Quality of arguments and perspective	**25%**

Focus on presenting a clear, debatable assertion supported by logical reasoning, civic awareness, and democratic/global citizenship values.	*15%*
Relevance, sufficiency, logical validity, freedom from fallacies, and use of credible evidence	*10%*
Critical Thinking and Rebuttal	**20%**
Presents logical, well-reasoned, and evidence-based arguments	*10%*
Responds confidently and promptly to opposing arguments, communicates ideas clearly and persuasively	*10%*
Organization and clarity *Focuses on structural flow: an engaging introduction/ position statement, a clear body of arguments, an effective synthesis/rebuttal, and a decisive final thought within the allotted time.*	**10 %**
Delivery, confidence, and persuasion *Focus on vocal projection, presence, stage command, and persuasive impact.*	**10%**
Total	**100%**

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(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

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Enclosure 3

DIVISION LEARNING ACTION CELL ON THE IMPLEMENTATION OF THE PHIL IRI SY 2026-2027

10/03/2026, SDO Training Hall

ELEMENTARY-PHIL IRI COORDINATORS				
No.	*District*	*School*	*Complete Name*	*Signature*
1	1	Baguio Country Club Village ES	Rowena C. Tibaldo	
2	1	Gibraltar ES	Mary B. Payoyo	
3	1	Lindawan ES	Elizabeth F. Pusot	
4	1	Manuel L. Quezon ES	Beverly B. Padiclas	
5	1	Rizal ES	Maria Magdalena C. Balao	
6	1	Rizal ES-Liteng	Melody G. Rosaroso	
7	2	Fort Del Pilar ES	Arlene A. Fey-agan	
8	2	Happy Hollow ES	Ruth Anne S. Pilo	
9	2	Kias ES	Jelly Ann Casilen	
10	2	Springhills ES	Rosalinda T. Obfan	
11	3	Baguio City SPED Center	Drusilla D. Ladia	
12	3	Camp 7 ES	Roannalyne H. Chegyem	
13	3	Laurel ES	Caroline F. Traqueña	
14	3	Loakan ES	Chloe Hope Marcelo	
15	4	Mabini ES	Meterjane S.Banguilig	
16	4	Brookspoint ES	Elvira K. Biniahan	
17	4	Don Mariano Marcos ES	Nerissa L. Bayogan	
18	4	Doña Aurora ES	Kathleen Mae D. Bayawa	
19	4	Doña Nicasia Puyat ES	Hannah Rachel C. Lucas	
20	5	Adiwang ES	Elvira T. Adiwang	
21	5	Crystal Cave ES	Judith A. Deo	
22	5	Dontogan ES	Ira Claire G. Baongot	
23	5	Roxas ES	Nelian L. Kebasen	
24	5	Sto. Tomas ES	Jessica G. Oli	
25	6	Aguinaldo ES	Juliana D. Galduen	
26	6	Baguio Central School	Judith M. Taguiba	
27	6	Dominican Mirador ES	Jasmine N. Saberdo	
28	6	Josefa Cariño ES	Linlyn M. Bandola	
29	6	San Luis ES	Cristina L. Gamsao	
30	7	Elpidio Quirino ES	Edna Busacay	
31	7	Irisan ES	Jebby Mae L. Bongloy	
32	7	Quezon Hill ES	Eleonor A. Dulce	
33	7	San Carlos Heights ES	Eliza M. Cabico	
34	8	Bonifacio ES	Jennifer S. Cabradilla	
35	8	Fairview ES	Marie Anthonette C. Marchan	
36	8	Holy Ghost Extension ES	Teodora A. Sagsagap	
37	8	Lucban IS	Jasmine Madongit	
38	8	Pinsao ES	Shirley Ann C. Gulayan	
39	9	Tabora ES	Soledad S. Banganga	
40	9	Magsaysay ES	Teresita M. Baltazar	
41	9	Pinget ES	Ruby Jane G. Kange-et	
42	9	Quirino Hill ES	Odessa L. Pukias	
43	10	Bakakeng ES	Johanna P. Agsaoay	
44	10	Doña Aurora H. Bueno ES	Thelma M. Pang-et	
45	10	Pacday Quinio ES	Emily P. Pocdihon	
46	10	San Vicente ES	Jennalyn D. Bantiding	

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Email Address: baguio.city@deped.gov.ph
DepEd Tayo Baguio City
https://depedpines.com

SECONDARY-PHIL IRI COORDINATORS

No.	District	School	Complete Name	Signature
1	1	Lindawan NHS	Gemma B. Pal-og	
2	1	Rizal NHS	Jenny L. Concepcion	
3	2	Fort Del Pilar NHS	Mia L. Milanes	
4	2	Happy Hollow NHS	Melanie L. Falicao	
5	3	Baguio City NHS	Solei Fe C. Pongtan	
6	3	BCNHS - Hillside Annex	Suzette Siador	
7	3	Mil-an NHS	Theresa Hope G. Calde	
8	4	Doña Aurora NHS	Floriza G. Gamongan	
9	5	Roxas NHS	Joanne Marie P. Vicente	
10	5	Sto. Tomas NHS	Marilyn A. Butali	
11	5	Crystal Cave IS	Chloe Ann Panapan-Villanueva	
12	5	Adiwang IS	Junalyn Balcac	
13	6	Dominican-Mirador NHS	Beverly M. Laduyo	
14	6	Pines City NHS	Victoria C. Almario	
15	7	Baguio City National Science HS	Rozendy N. Wad-ingan	
16	7	Irisan NHS	Rosemarie M. Kidian	
17	7	Quezon Hill NHS	Maribeth L. Pasol	
18	8	Guisad Valley NHS	Rosemarie Sison	
19	8	Pinsao NHS	Mary Jane Molina	
20	8	Lucban IS	Mary Joy A. Pangilinan	
21	9	Magsaysay NHS	Elvira B. Bandong	
22	9	Pinget NHS	Elsa C. Canyas	
23	10	Bakakeng NHS	Nanette L. Kumanab	
24	10	Joaquin Smith NHS	Odessa R. Duping	
25	10	San Vicente NHS	Heiley Fria C. Bang-ngit	
26	2	Springhills IS		
27	7	Baguio City High School for the Arts	Melvin C. Magsanoc	

OTHER PARTICIPANTS

No.	Office	Name	Signature
1	CID	Marilyn Api-it-EPS, Filipino	
2	CID	Armi Victoria Fiangaan-EPS, English	
3	SDO	ICT Representative	

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