



Republic of the Philippines
Department of Education
Region XII
Schools Division Office of Tacurong City

19 January 2026

DIVISION MEMORANDUM

CID-2026- 008

**ADDENDUM TO DIVISION MEMORANDUM CID-2026-001
RE: CONDUCT OF DIVISION READ-A-THON - ENGLISH
AND TAGISAN NG TALENTO - FILIPINO**

To: Assistant Schools Division Superintendent
Functional Division Chiefs
Education Program Supervisors
Cluster Heads
Elementary and Secondary School Administrators
Public and Private Schools
This Division

1. In line with Division Memorandum CID-2026-001 on the conduct of **Division Read-A-Thon (English) and Tagisan ng Talento (Filipino), updated guidelines for the Read-A-Thon (English) for Key Stages 1, 2, and 3, as well as the inclusion of the Immersive Reading Quiz Bee for Grade 12**, are hereby enclosed.
2. Other provisions in the previously released Memorandum are still in effect.
3. Immediate and wide dissemination of this Memorandum is desired.


GILDO G. MOSQUEDA, CEO VI
Schools Division Superintendent 

Enclosure: As stated

Reference: DM_s2025_039 | RM CLMD-2025-034 | DM CID-2026-001

Allotment: None

To be indicated in the Perpetual Index under the following subjects:

**LEARNING AREA, ENGLISH
CURRICULUM**

**LEARNING AREA, FILIPINO
CONTESTS**

MACU/RAP/DM/CID/ CORRIGENDUM TO DIVISION MEMORANDUM CID-2026-001 RE: CONDUCT OF DIVISION READ-A-THON - ENGLISH AND TAGISAN NG TALENTO - FILIPINO/January 19, 2026



Address: Alunan Highway, Poblacion, Tacurong City 9800
Telephone Numbers: (064)-562-4880; 0919-065-6425
Email: tacurong.city@depd.gov.ph
Website: depdtacurong.org

Note:

1. The guidelines for the Story Retelling competition for Grades 1–3 shall be based on DepEd Memorandum No. 039, s. 2025, **except for the timeline, which shall no longer be applied in the conduct of the competition.**
2. The **Immersive Reading guidelines** shall be based on **Regional Memorandum CLMD-2025-034.**
3. **Both events shall remain Regional-level activities pending the issuance of the corresponding Central Office (CO) DepEd Memorandum.**



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)
21 ST 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	<p>To be provided by the participants:</p> <p>None</p>	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none">• Supplies and materials• Timer and flaglets• Strips of papers for drawing lots• Number identifier• Sound system (<i>for the orientation and awarding</i>)• Certificates• Pencils• Ball Pens• 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	<p>Airconditioned / Well-ventilated Room</p> <p>-Holding Area</p> <p>-Preparation Area</p> <p>-Contest Area</p>	

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.



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	<i>126 minutes</i>
PERFORMANCE STANDARD	The learners skillfully deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.
21 ST 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	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.

	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. 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-designLapels (<i>Wireless Body Pack</i>, maximum of 40W) & batteriesFlash 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 CordsHDMI/VGA CablesFlash DrivesA4 Bond Paper Substance 100 gsmFlaglets (yellow, green and red)Stopwatch / timerPrinter		
B. VENUE	Airconditioned/Well-ventilated: Preparation room, holding room, and contest room			
CRITERIA FOR JUDGING	Product/ Performance	Criteria	Points	Weight %
	Pitching	Analysis and Content	45	50% 70%
		Organization	30	
		Delivery	25	
		Total	100	
	15-slide Powerpoint Presentation	Focus and Clarity	25	35% 10%
		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% 20%

		Content Organization and Flow	40	
		Visual Consistency and Branding	25	
		Typography and Readability	10	
		Layout, Balance and Margins	15	
		Total	100	
	TOTAL			
RUBRICS	See attached 4-point scale Analytic Scoring Rubrics			
MECHANICS (require to have a pre , during , and after the event)				
Pre-Event				
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.				
B. Each team must bring two (2) laptops with their respective chargers and one (1) flash drive.				
C. A mandatory technical inspection of all laptops will be conducted a day before the contest. The laptops must be free from any document.				
D. Drawing of lots must be done thirty (30) minutes prior to the contest.				
E. The participants shall wear corporate attire during the contest.				
During the Event				
Teams will be given a running time of 120 minutes from Phases 1-4.				
Phase 1 – Text Immersion (30 Minutes)				
1. 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.				
2. The team shall be given thirty (30) minutes to read the texts.				
Phase 2 - Topic Outlining (20 Minutes)				
1. The team shall be given twenty (20) minutes to outline their presentation both PPT and brochure using laptops.				
Phase 3 – Presentation Preparation (60 Minutes)				
1. Preparation of PowerPoint and Brochure shall be done simultaneously.				
2. For the PowerPoint Presentation				
a. 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.				

- b. 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.



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Enclosure 3 to Regional Memorandum CLMD-2025-034

GUIDELINES FOR IMMERSIVE READING QUIZ BEE



READ-A-THON
 (A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage Four (4): Grade Twelve (12)	
EVENT TITLE	Immersive Reading Quiz Bee	
NO. OF PARTICIPANT/S	1 Grade Twelve (12) learner-participant per region	
TIME ALLOTMENT	120 minutes including reading	
PERFORMANCE STANDARD	The learner will be able to demonstrate understanding and appreciation of 21st century literature of the world through: a written close analysis and critical interpretation of a literary text in terms of form and theme, with a description of its context derived from research.	
21 ST CENTURY SKILL/S	Communication, Media and Technology Skills, Learning and Innovation Skills, and Critical Thinking	
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media, Publishing and Printed Media	
DESCRIPTION	Immersive Reading Quiz Bee is an NFOT event category of Read-A-Thon that determines how well learner-participants have comprehended a theme-based reading materials through a synchronous question and answer format.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none">• Tablet• USB flash drive	To be provided by the event organizers: <ul style="list-style-type: none">• Themed reading texts• Score sheets• Supplies and materials• Whiteboard and whiteboard marker• Timer and flags• Strips of paper for drawing of lots• Number identifier• Sound system• Certificates• Pencils



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		<ul style="list-style-type: none">• Ball pens• Folders• Bond paper• Contest Area
B. VENUE	<ul style="list-style-type: none">• Reading Room• Contest Room	
CRITERIA FOR JUDGING	Points: 1 Points for Easy Questions 3 Points for Average Questions 5 Points for Difficult Questions 7 Points for Clincher Questions (in case of a tie)	

MECHANICS

A. **Immersive Reading Quiz Bee** event is open to all Grade Twelve (12) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.

B. A copy of a theme-based English texts using varied media, a pen, and paper shall be provided to the learner-participants by the National Technical Working Group (NTWG) during the immersive reading.

C. Learner-participants shall be immersed with theme-based texts which may be written texts, images, graphs, and video clips for 60 minutes. They can jot down notes during the immersive reading.

D. Learner-participants shall surrender all notes to the National Technical Working Group (NTWG) and enter the Contest Room.

E. The Quiz Bee Master shall provide the mechanics of the quiz bee.

F. The quiz bee rounds are the following:

- Round 1: Easy Round (10 items)
- Round 2: Average Round (10 items)
- Round 3: Difficult Round (5 items)
- Round 4: Tie-Breaker (5 items).

G. Learner-participants shall be given ten (10) seconds to answer Round 1, 15 seconds for Round 2, and 20 seconds for Rounds 3 and 4.

H. Seven (7) learner-participants shall be eliminated after Round 1, four (4) shall be eliminated after Round 2, and rank shall be determined at the end of Round 3. Round 4 shall be held as tie-breaker round only if there are learner-participants who have the same score at the end of Round 3.

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

- cellphone or any gadget



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

J. Whiteboard and whiteboard markers shall be used during the quiz bee proper.

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