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

February 4, 2026

DIVISION MEMORANDUM
CID-2026 022

2026 DIVISION FESTIVAL OF TALENTS (DFOT)

To: Asst. Schools Division Superintendent
Chiefs, CID & SGOD
Education Program Supervisors
Cluster Heads
Elementary and Secondary School Heads
(Public, Private and SUCs)
All other concerned
This Division

1. In reference to DepEd Memorandum No. 019, s. 2024, the general guidelines on National Festival of Talents, the Schools Division Office of Tacurong through the Curriculum Implementation Division will conduct the 2025 Division Festival of Talents (DFOT) on February 7, 2026 at SDO Ground, City of Tacurong which will start at 7:30 in the morning.

2. Division Festival of Talents (DFOT), aligned with the essential learning competencies and standards of the K to 12 Curriculum, is a co-curricular activity consistent with the DepEd goal of producing functionally literate and holistically developed Filipinos.

3. The activity aims to:
3.1 enable learners to demonstrate their best products, services, and performances as authentic pieces of evidence of their learning across academic areas, key stages, inclusion, and special curricular activities; and
3.2 identify participants to compete in the Regional Festival of Talents (RFOT).

4. The 2025 Division Festival of Talents features the following events:
4.1 Technolympics
4.2 Sining Tanghalan
4.3 Read-A-Thon (English & Filipino)
4.4 HistoPop
4.5 SNED
4.6 MUSABAQAH
4.7 STEMazing

5. The allotted number of participants (per cluster for elementary and per school for secondary) is distributed as follows:

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

EVENT	NO. OF PARTICIPANTS	NO. OF TEACHER COACH	CATEGORY	TOTAL
A.) TECHNOLYMPICS EPS BERNARD F. ANTOLO				
1. TechnoFushion	2	1	Elementary	3
2.Food Processing (Meat, fish and Vegetables)	1	1	Secondary	2
3. Bread and Pastry Production (Baking and decorating)	2	1	Secondary	3
4. Office Table with Storage	2	1	Secondary	3
5.Technical Drafting	1	1	Secondary	2
Total:	**8**	**5**		**13**
B.) **SINING TANGHALAN** EPS RONA N. TACOT				
1. Likhawitan	3	1	Secondary	4
2. SineMunti	4	1	Secondary	5
Total:	**7**	**2**		**9**
HistoPop EPS CESAR Q. ANTOLIN.				
1. Kasaysayan ng Pilipinas Kwiz	1	1	Elementary	2
2. Pop Dev Quiz Bee	1	1	Secondary	2
3. Speak Up! (Impromptu)	1	1	Secondary	2
Total:	**3**	**3**		**6**
SNED				
1. Bed Set Up	3	2		5
2. National IT Challenge	3	1		4
3. Story Interpretation in Sign Language	1	1		2
4. Bread and Pastry production	1	1		2
Total:	**8**	**5**		**13**

STEM EPS RANDY T. PORRAS – 1. AGHAMazing	2	1	Secondary	3
MATH EPS RONA L. BRED 1. NumberRace **Total:**	2 **4**	1 **2**		3 **6**

6. A registration fee of P 250.00 shall be collected from both the participants and coaches to defray expenses for the activities.

7. The Traveling allowance, meals, and snacks of the participants and coaches are chargeable against school MOOE and other available local funds subject to the usual accounting and auditing rules and regulations.

8. Coaches and participants are required to bring their own snacks and lunch.

9. Teachers, School personnel, and SDO staff who shall render services on February 7, 2026, in the conduct of Division Festival of Talents, shall be entitled to Service Credits or Compensatory Time Off (CTO), whichever is applicable.

10. See the attached enclosures for the guidelines and mechanics for every event for reference and guidance.

11. Widest dissemination of this Memorandum is highly desired.

GILDO G. MOSQUEDA, CEO VI
Schools Division Superintendent

Enclosures: As stated
Reference: DM No. 019, s. 2024
Allotment: None
To be indicated in the Perpetual Index under the following subject/s:
CONTESTS **FESTIVAL** **LEARNERS** **PROGRAMS**

BFA/DM/2026 DIVISION FESTIVAL OF TALENTS/ February 7, 2026

LIST OF TECHNICAL WORKING GROUP/ EVENT FACILITATORS AND JUDGES FOR DIVISION FESTIVAL OF TALENTS 2026 (DFOT)

NO.	NAMES	DESIGNATION	EVENT/S	CONTEST VENUE
1.	GILDO G. MOSQUEDA	SDS	TOP MANAGEMENT	
2.	GILBERT BARERRA	ASST. SDS/CID CHIEF-OIC	TOP MANAGEMENT	
4.	MAYFLOR D. ROMUALDO	SGOD CHIEF	TOP MANAGEMENT	
5.	RANDY B. PORRAS	FOCAL PERSON	SCIENCE	
6.	RONA N. TACOT	FOCAL PERSON	ARTS/SPORTS	
7.	RONA L. BRED	FOCAL PERSON	MATHEMATICS	
8.	RONALD A. PELITRO	FOCAL PERSON	ENGLISH	
9.	MARY ANN C. UMADHAY	FOCAL PERSON	FILIPINO	
10.	BERNARD F. ANTOLO	FOCAL PERSON	EPP/TLE/TVL	
11.	CESAR Q. ANTOLIN	FOCAL PERSON	ARALING PANLIPUNAN	
12.	MOHANI PAGUITAL	FOCAL	MOSABAQAH	
13.	JONALD S. CADIAO	EVENT FACILITATOR /TABULATOR	TECHNO FUSION	SDO CONFERENCE HALL
14.	JOMAR GARCIA	JUDGE	TECHNO FUSHION – (EELEMENTARY)	CID GARDEN AREA
15.	JONATHAN OCHINANG	JUDGE	TECHNO FUSHION – (EELEMENTARY)	CID GARDEN AREA
16.	GEONEX M. LEONIN	JUDGE	TECHNO FUSHION	CID GARDEN AREA

17.	PAMELA JAMIAS	JUDGE/TWG	AGHAMAZING-	SPED CENTER TPES
18.	LOVELYN TANGPOS	JUDGE/TWG	AGHAMAZING-	SPED CENTER TPES
19.	PAUL RUELAN	JUDGE	NUMBER RACE	SPED CENTER TPES
20.	JEANETTE GARDE	JUDGE	NUMBER RACE	SPED CENTER TPES
21.	ADONIS GACHO	JUDGE	NUMBER RACE	SPED CENTER TPES
22.	JOHALIBRAHIM LU	JUDGE	NUMBER RACE	SPED CENTER TPES
23.	JIAR HERMAN	JUDGE	NUMBER RACE	SPED CENTER TPES
24.	JADE PORTUITO	JUDGE	NUMBER RACE	SPED CENTER TPES
25.	ALCID SABDANI	JUDGE	NUMBER RACE	SPED CENTER TPES
26.	EMILY ABUACAN	JUDGE	NUMBER RACE	SPED CENTER TPES
27.	LUCY PADILLO	JUDGE	NUMBER RACE	SPED CENTER TPES
28.	CHRISTIAN RAY FERNANDO	JUDGE	NUMBER RACE	SPED CENTER TPES
29.	RODELLA V. CLARITO	TWG/EVENT FACILITATOR/TABULATOR	FOOD PROCESSING (FISH , MEAT AND VEGETABLES)	SDO TACURONG GROUND
30.	ELSA ABID	JUDGE	FOOD PROCESSING (MEAT , FISH AND VEGETABLE)	CID GARDEN AREA
31.	JOYCE T. INDICO	JUDGE	FOOD PROCESSING (MEAT , FISH AND VEGETABLE)	
32.	JENNIFER CLAIRE A. TAYAG	JUDGE	FOOD PROCESSING (MEAT , FISH AND VEGETABLE)	SDO GROUND
33.	NEIL D. CASADOR	JUDGE	LIKHAWITAN	SDO GROUND
34.	RONALD DELA PENA	JUDGE	SINEMUNTI	
35.	ALDRIN D. LIMONAR	TWG- DOCUMENTER	ALL EVENTS	SDO GROUND
36.	ANAVIE ORCINADO	TWG/OVER-ALL RESULT TABULATOR	ALL EVENTS	SDO GROUND
37.	MARFELYN FULGAR	SECRETARIAT	ALL EVENTS	SDO GROUND

38.	RAFFY G. CAMIMO	TWG	CERTIFICATES IN-CHARGE/PROGRAM/TABULATOR	SDO GROUND
39.	ROGIE PAGAYON	TWG	CERTIFICATES IN-CHARGE/PROGRAM/ TABULATOR	SDO GROUND
40.	ELENA CASIM	TWG- FOOD/GROUND PREPARATION/	TECHNOLYMPICS	SDO GROUND
41.	PACIFICO GAVILINO	TWG- FOOD/GROUND PREPARATION/	TECHNOLYMPICS	SDO GROUND

Republic of the Philippines
Department of Education
SOCCSKSARGEN REGION

15 Jan 2026

REGIONAL MEMORANDUM
CLMD-2026-014

2026 REGIONAL FESTIVAL OF TALENTS (RFOT)

To: Schools Division Superintendent
All Others Concerned

1. The Department of Education Region SOCCSKSARGEN shall conduct the **2026 Regional Festival of Talents (RFOT)** on **February 18-20, 2026, at Glan, Sarangani Province.**

2. The 2026 Regional Festival of Talents aims to:

a. provide opportunities for learners from public and private elementary and secondary schools as well as those from the Alternative Learning System (ALS), Indigenous Peoples Education (IPED), Special Needs Education (SNEd), and Madrasah Education Program (MEP) to showcase their talents and skills; and

b. strengthen teachers' and learners' knowledge and skill set as they listen to the invaluable insights by the panel of experts.

3. Participants in RFOT are learners from public and private elementary and secondary schools who will showcase their talents and skills in different events.

4. Participation in the 2026 RFOT is voluntary and shall not, in any way, affect the time-on-task of teachers as this activity's target learning standard and competencies are already embedded in teachers' actual teaching and assessment process.

5. The activity shall showcase different contest packages under different event categories listed below with the following assigned regional focal persons:

NO.	EVENT CATEGORIES	EVENT MANAGER	CONTEST VENUE/S
1.	***Sining Tanghalan*** ● Bayle Sa Kalye ● Likhawitan ● SineMunti ● Pintahusay	*Maria Isabel Rosios-Cunanan*	● Glan Gym ● Sangguniang Bayan Hall ● Glan Institute of Technology ● Municipal Plaza
2.	***Technolympics*** ● Techno Fushion ● Office Table with Storage ● Bread and Pastry Production (Baking and Decorating)	*Crisanto M. Bulado*	● Glan School of Arts and Trade

	• Food processing (Meat, Fish and Vegetable) • Technical Drafting		
3.	***Read-A-Thon (English)*** • Story Enders Cup • Advocacy Pitch • Immersive Reading Quiz Bee • Story Retelling	*Shienna Lyn L. Antenor*	• Glan School of Arts and Trade
4.	***Read-A-Thon (Filipino)*** • LikhaWento • TahiRawan • BidyoKasiya	Leonardo B. Mission	• Glan School of Arts and Trade
5.	***Histo Pop*** • Kasaysayan ng Pilipinas Kwiz • Pop Dev Quiz Bee • Speak up! (Impromptu)	Jade T. Palomar	• Glan Central Integrated SPED Center
6.	***Lingo Star*** • Foreign Language Composition ➢ *Spanish (Castillan)* ➢ *Nihongo (Katakana/ Kanji/ Hiragana)* ➢ *Korean (Hangul)* • Foreign Language Exposition (FLE) ➢ *Spanish (Castillan)* ➢ *Nihongo (Katakana/ Kanji/ Hiragana)* *Korean (Hangul)*		• Glan Central Integrated SPED Center
7.	***Musabaqah*** • Naseehah (Oration) • Harf Touch • Qur'an Reading • Imlah (Arabic Spelling) • Adhan (Call to Prayer) • Islamic Values Quiz Bee • Arabic Calligraphy	*Regan B. Dagadas*	• Lun Padido Central Elem School Gym
8.	***SNED Abilympics*** • Bed Set Up • National IT Challenge • Story interpretation in Filipino Sign Language • Story Interpretation in Braille Reading	*Cynthia G. Diaz*	• Glan Central Integrated SPED Center
9.	***STEMazing*** • AGHAMazing • Number Race	*Dantly S. Villanueva* *Jay-Ar S. Lipura*	• Glan Central Integrated SPED Center

10	***OPENING AND CLOSING PROGRAM***		• Glan Municipal Gym

6. The events will be conducted in-person. To ensure safety, health and well-being of all the participants, strict observance of minimum health protocols should be implemented.

7. All Schools Division Offices (SDOs) are hereby directed to conduct the division competition prior to the regional level.

8. **There shall only be one entry per event per division.** The learner-participant/s shall be certified by the school head as bona fide learner and officially enrolled for the year 2025-2026.

9. The Schools Division Offices (SDO) shall take care of their own provisions for contest materials, supplies, food, travel and allowances of their participants, including their bedding. Participants shall wear plain white T-shirt without collar during the competition, except for Musabaqah participants where they can wear their Muslim attire.

10. To defray the expenses to be incurred during the conduct of the activity and enhancement training, a **registration fee will be collected from each participant and participating coach.** However, the amount is subject to the decision upon the deliberation of the top management.

11. There will be uniform music during the street dancing, while music for the exhibition is at the division's choice.

12. **Food, travel expenses and other incidental expenses incurred by the RO and SDOs shall be charged against respective SEF or any available local funds subject to the usual accounting and auditing rules and regulations.**

13. To give due respect to the observance of RAMADAN, which is observed from February 18 to March 18, 2026, MUSABAQAH events shall be conducted earlier. Details will be shared by Dr. Regan Dagadas, Musabaqah Event Manager through a separate region memorandum.

14. To prepare for the said event, **the Curriculum and Learning Management Division (CLMD) team will hold a coordination meeting with SDO Sarangani Cotabato and shall conduct Ocular Inspection for Contest Venues and Billeting centers on January 20, 2026, and February 3, 2026, respectively at 8:00 am at the Division Office of Sarangani.**

15. Enclosed are the RFOT guidelines for guidance and reference.

16. For more information and clarifications, contact Maria Isabel Rosios-Cunanan, RFOT focal persons at mariaisabel.cunanan@deped.gov.ph or 09338205562.

17. Immediate and wide dissemination of this memorandum is advised.

Digitally signed by
Rocafort Carlito Dalisay
Adobe Acrobat Reader
version: 2023.006.20380

CARLITO D. ROCAFORT
Director IV

Enclosure: 2026 RFOT Guidelines
Reference: None
Allotment: None
To be indicated in the Perpetual Index
under the following subjects:

CONTESTS	FESTIVAL
LEARNERS	PROGRAMS

MIRC/CLMD/RM- 2026 REGIONAL FESTIVAL OF TALENTS
018/January 15, 2026

Enclosure 1 to Regional Memorandum CLMD-2026-014

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:

I. LIKHAWITAN

COMPONENT AREA	**MAPEH and SPA**
KEY STAGE	Key Stage Three (3): Grades 7-10 and Key Stage Four (4): Grades 11-12
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	**MAPEH** **Grade 7- Quarter 1** ○ 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. **Grade 8 – Quarter 1** ○ 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. **Grade 9 – Quarter 1**

	○ 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. **Grade 10- Quarter 1** ○ 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. **SPA** **Grade 7 -** Quarter 1 ○ The learners produce creative musical works that contain rhythmic and melodic concepts that reflect their cultural background Quarter 3 ○ The learners produce creative musical works showcasing basic skills that reflect values of local/regional celebrations and festivals, incorporating music technologies **Grade 8 -** Quarter 1 ○ The learners produce musical works reflecting musical concepts and skills from a community heritage, integrating music technologies **Grade 9 -** Quarter 3 ○ The learners present musical works reflecting Western-inspired music with music technology in a planned, staged performance **Grade 10** Quarter 1 ○ 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 Quarter 3 ○ The learners produce collaborative, creative musical works approaching music industry standards relevant to the trends, challenges, and current issues in the creative music industry Quarter 4 ○ 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	
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services	
CAREER PATHWAYS	Music Industry: *Composer/Song Writer, Performer, Musical Director/Conductor, Sound Engineer, Music Producer, Music Journalist, Music Therapist, DJ, Instrumentalist*	
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 cappella* singing.	
TECHNICAL SPECIFICATIONS		
A. **MATERIALS, TOOLS, AND EQUIPMENT**	To be provided by the participants: • Any musical instruments (aide for songwriting composition) • Musical score with lyrics	To be provided by the event organizers: • 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	One (1) fully air-conditioned/well-ventilated room that can accommodate 100 pax for the event proper; One (1) well-ventilated room as a holding area for performers and coaches One (1) computer laboratory	
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%**

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.
4. All participants are obliged to attend the feedback-giving and cliniquing sessions with the judges and NTWG.

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 eefectively; compelling interpretation	Suitable presence; clear attempt at interpretation	Minimal presence; passive interpretation	Static, disengaged

II. 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	**SPA 7- FOLK DANCE & BALLET STRAND** *Performance Standards* • exhibits skills in different dance forms/genres. • performs basic dance movement combinations *(locomotor and non-locomotor)* 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. ***MAPEH 7***- *Participates in dance activities that promote community wellness, safe body mechanics, and expressive movement.* **SPA 8 - FOLK DANCE STRAND**

	• 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. ***PEH 8*** *- Engages in dance creation that considers both aesthetic (artistic) and wellness* **SPA 8 - BALLET STRAND** • 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. **SPA 9 - DANCE – FOLK DANCE STRAND** • 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 through videos and other multimedia facilities. **SPA 9- DANCE – BALLET STRAND** • performs choreographed ballet movement phrases. • creates dance pieces utilizing the modern dance technique. • creates a collaborative ballet dance composition according to a "thematic concept." ***PEH 9*** *– Demonstrates technical precision and expressive quality in performance.* **SPA 10- DANCE – FOLK DANCE & BALLET STRAND** • 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. **PEH 10** - Demonstrates responsible participation and leadership in dance production, valuing both artistic excellence and community well-being.

	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.
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	*Performing Arts, Arts and Design/Creative Industries, Education and Training Tourism, and Cultural and Events Management*
DESCRIPTION	***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.*

TECHNICAL SPECIFICATIONS

	Participants	**Host Division /Division**
A. MATERIALS, TOOLS, AND EQUIPMENT	• Costume (No Props) • Music	• 6 pcs Two-way radio (optional) for the NTWG/TWG • Sound System for Showcase • Speakers to be installed in strategic areas during the dance parade • 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	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)	

CRITERIA FOR JUDGING

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**

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)*

Pre-Event:

A. Registration

- 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

B. Performance Requirements

- Venue preparation and safety evaluation

C. Orientation/Briefing

- Orientation for the judges before the contest
- Orientation for the coaches
- Ground rules, parade route and judging criteria explanation

D. Rehearsal/Walkthrough

- Proper scheduling on rehearsals
- Performance area familiarization
- drawing of lots

E. Order of Performance

- assigned sequence
- parade route or dance floor clearly marked
- marshals to guide teams

During the Event

- The team is composed of Sixteen (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**:
  - 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

III. 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	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 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.
21ST CENTURY SKILL/S	• 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	• Paint brushes • Pencils • Erasers • Rulers • Other relevant painting materials (mixing palette, etc.)	• 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. • 18 sets of Acrylic Paints (*1 set per participant*)

		o Blue (1 pint) o Red (1 pint) o Yellow (1 pint) o Black (1 pint) o White (1 quart) • Tables and chairs for the judges and contestants • Newspapers and rags • Stopwatch
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
Interpreta-tion 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

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.

IV. 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	4 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	**SPA Theater 7** 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. **MAPEH Grade 7** 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 **MAPEH Grade 8** 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. **MAPEH Grade 9** 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. **MAPEH Grade 10** 6. utilizes digital/available technologies in a collaborative creative work **SPA MEDIA ARTS G10-Q4** 1. produces a short film that integrates the various techniques and principles of filmmaking

	SHS CREATIVE IDUSTRIES 1 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. **SHS CREATIVE IDUSTRIES 2** 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
21ST CENTURY SKILL/S	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 Sining 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	To be provided by the participants: - 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	To be provided by the event organizers: - Copy of the script - NFOT shirt for learner-participant - 1 ream A4 size bond paper - 10 pcs long folders - Pencils - Black Ballpens - One (1) HD video camera - Memory card for video camera - One (1) unit TV Monitor - Cable connectors for camera to TV monitor for holding area - Portable sound system - wireless microphones
B. VENUE	1. Air conditioned/Well-ventilated Computer Laboratory/ Room 2. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location. 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.
CRITERIA FOR JUDGING	

Criteria	Percentage
Story and Content (Relevance to the theme)	20
Cinematography (Cinematic Technique and Creativity: controlled camera work, clear quality of sound, attention to composition and framing. Creativity: originality or uniqueness of take, slant, or topic; freshness of technique or treatment.	20
Editing (flawlessness of editing, clarity of sound, readability of text, focus of shots)	10
Screenplay (Visual and Auditory clarity)	10
Acting Skills (Clear portrayal of the character)	20
Directing Technique (Clear vision in the whole movie)	20
Total	**100%**

RUBRICS (Rubrics are intended for school level assessment only.)

SineMunti BEST SCREENPLAY RUBRIC

Criteria	Description	1	2	3	4	5
Originality & Creativity	Unique concept, fresh approach, avoids clichés, innovative ideas.	Very weak originality	Limited originality	Some creativity	Strong creativit y	Highly orig innovative
Story Structure & Plot Developmen t	Clear beginning–middle–end, logical flow, strong narrative.	Unclear story	Weak/illo gical flow	Adequate structure	Well-organize d story	Excellent s powerful pl
Characteriz ation	Characters with depth, motivation; effective dialogue.	Flat character s	Limited depth	Adequate developm ent	Well-develop ed	Rich, comp characters
Theme & Relevance	Central theme with cultural or educational significance.	No clear theme	Weak theme	Acceptab le theme	Strong theme	Deeply resc relevant th

Technical Writing Quality	Grammar, formatting, clarity, screenplay conventions.	Poor writing	Many errors	Some errors	Good quality	Excellent technic writing

SineMunti BEST STORY RUBRIC

Criteria	Description	1	2	3	4	5
Originality & Creativity	Unique, fresh storytelling; avoids clichés.	Very weak	Limited creativity	Some originality	Creative	Highly origina compelling
Plot & Structure	Clear progression, strong narrative flow.	Confusing	Weak structure	Adequate	Well-built	Excellent & engaging
Character Development	Depth, motivation, realistic dialogue.	Flat	Weak	Adequate	Strong	Excellent dep
Theme & Relevance	Cultural, social, or educational value.	None	Minimal	Moderate	Strong	Very powerful relevant
Emotional Impact / Engagement	Evokes emotions, memorable storytelling.	No impact	Slight	Moderate	Strong	Very compelli

SineMunti BEST ACTOR/ ACTRESS RUBRIC (1–5 Scale)

Criteria	Description	1	2	3	4	5
Voice & Diction	Clarity, projection, expressiveness.	Poor	Weak	Adequate	Strong	Excellent
Body Language & Movement	Natural, effective gestures	Very weak	Unnatural	Inconsistent	Good	Highly expressive

	and posture.					
Engagement & Presence	Stage/screen presence, focus, energy.	Distracted	Weak	Inconsistent	Strong	Commanding
Teamwork & Responsiveness	Interaction, timing, awareness.	Misses cues	Weak	Fair	Good	Seamless & excellent

SineMunti BEST FILM RUBRIC

Criteria	Description	1	2	3	4	5
Originality & Creativity	Fresh concept, innovative storytelling.	Very low	Limited	Moderate	Strong	Outstanding
Story Structure & Plot	Clear, logical, engaging story.	Weak	Unclear	Adequate	Strong	Excellent
Characterization	Lifelike characters, believable dialogue.	Flat	Weak	Moderate	Strong	Exceptional
Theme & Relevance	Cultural, social importance.	None	Weak	Adequate	Strong	Powerful
Technical Writing Quality	Screenplay format, clarity, grammar.	Poor	Weak	Adequate	Good	Excellent

SineMunti BEST CINEMATOGRAPHY RUBRIC

Criteria	Description	1	2	3	4	5
Visual Composition	Framing, balance, visual appeal.	Poor	Weak	Adequate	Strong	Excellent

Lighting	Mood, clarity, storytelling enhancement.	Poor	Weak	Adequate	Good	Excellent
Camera Movement & Angles	Creative, purposeful, narrative support.	Very weak	Limited	Adequate	Strong	Highly effective
Color & Tone	Appropriate, consistent color grading.	Poor	Weak	Acceptable	Good	Excellent
Technical Quality	Sharpness, clarity, polish.	Poor	Weak	Fair	Good	Excellent

SineMunti BEST DIRECTOR SCORING RUBRIC (1–5 Scale)

Criteria	Description	1	2	3	4	5
Vision & Storytelling	Clarity of narrative, tone, originality.	Poor	Weak	Adequate	Strong	Exceptional
Performance Direction	Actor guidance; believability.	Poor	Weak	Adequate	Strong	Excellent
Visual Composition	Framing, lighting, aesthetic quality.	Poor	Weak	Adequate	Good	Excellent
Pacing & Rhythm	Flow, timing, engagement.	Very slow/ fast	Uneven	Acceptable	Strong	Masterful
Integration of Elements	Cohesion of sound, design, effects.	Poor	Weak	Fair	Good	Excellent
Emotional Impact	Evokes strong audience response.	None	Weak	Moderate	Strong	Powerful

MECHANICS

Pre-Event

1. **SineMunti** is an on-the-spot short film making competition.
2. Each region shall be represented by five (4) 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

Pre-Event

8. **SineMunti** is an on-the-spot short film making competition.
9. Each region shall be represented by five (4) 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.
10. 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.
11. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
12. 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.
13. Participants must not be previously declared winners in any international competition.
14. 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

13. 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.
14. 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.

15. 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.)
16. 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)
17. 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.
18. 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.
19. 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.
20. 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).
21. 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).
22. Participants may use to choose any genre but it must be noted that the emphasis of the showcase is on visual storytelling
23. The use of AI for video editing and musical scoring maybe considered.
24. 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

6. 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.
7. Special awards/citations shall be given such as;

Best Script
Best Screenplay
Best Cinematography

Best Actor/ Actress
Best Director

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

Special Awards/Citations Rubrics
9. 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.

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

Special Awards/Citations Rubrics

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 FUSHION	ICT/IA/AFA	2	1	360 mins
Secondary				
Food Processing (FISH)	AF A	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**

I. TECHNO FUSION

(A Showcase of Marketable Products and Performances)

TECHNO-FUSION

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY, AGRICULTURE AND FISHERY ARTS, INDUSTRIAL ARTS
KEY STAGE	Key Stage 2 (Grades 4-6)
NO. OF PARTICIPANT/S	2
TIME ALLOTMENT	*360 minutes*
PERFORMANCE STANDARD	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	Learners 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 learners integrate Dish Gardening, algorithm design, and Extension Cord 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 learners to apply creativity, technical ability, and logical thinking in one comprehensive performance task. Learners 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 learners' ability to integrate design, technology, and structured problem-solving while showcasing innovation, craftsmanship, and 21st-century skills.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by participants: Materials: - 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) Tools: (for extension cord) - Electrical tools (long nose, pliers, Phillips, and flathead screwdriver) - Multi Tester - Appropriate PPE (for Dish Gardening) - Pliers - Spade - Cutter - Tie wire - Sprinkler - Hand sprayer	To be provided by the event organizers: - 1 pc surface utility box - Laptops - 1 printer - Long bond paper - Pencils - Long folders - 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 - Working table - Hand trowel - Shovel

B. VENUE	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)	**30%**
	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	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.

	Functional ity (EC only)	Fully functional; flawless switch/connec tion performance.	Fully functional; minor inconsistenci es.	Functional but may show inconsistent performance.	Limited or partial function.	Non-functional or unsafe.
	Combinati on & 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

MECHANICS

A. PRE-EVENT

1. **Eligibility**
   - All officially enrolled Grades 4 to 6 learners, including elementary ALS learners with LRN, may join the contest.

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. **Drawing of Lots**
   - Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.
8. **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** (WordDoc 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.

II. FOOD PROCESSING (FISH)

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 from either of the key stages or grade levels or from one key stage or grade level alone per region. (For key stage 4 they must be enrolled in TVL Track).
TIME ALLOTMENT	***240 minutes***
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.
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 (*Bangus–Spanish Sardines*),	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: • Personal Protective Equipment (PPE) • Packaging Materials • Pressure Cooker	To be provided by the event organizers: • Marketable ingredients • Stove • LPG • Working table • Cooking area • Water outlet/supply • Utility expenses • Heat gun blower • Frying Pan
B. 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

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; inn ovative	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
MECHANICS							

Pre-Event

1. A day before the contest, the documents (*Medical Certificate, Parent consent, Certified thru copy of SF-9 & SF-10, and certification from the school that the learner is currently enrolled in Food Processing. For the teacher-coach, certification of the school the teacher is currently teaching Food processing, certified thru copy of Updated NC Level II in food processing duly certified by the Division and Regional Focal Person*) shall be submitted to the event administrator for evaluation.
2. All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), previously or currently enrolled in schools offering specialization in food processing, are eligible to join.
3. The Event Administrator, Technical Committee Members, and Panel of Expert shall be at the venue **60 minutes ahead** of the schedule.
4. The Event Administrator shall ensure that **materials, supplies, tools, and equipment** are ready **60 minutes before** the event.
5. The Technical Committee shall inspect all **resource requirements** for the contest.
6. Learner-participants are expected to arrive at the venue **at least 30 minutes before** the event begins. Late participants may be allowed after review by the Technical Committee.
7. **Briefing** shall be conducted 30 minutes before the start; questions and clarifications are entertained during this time.
8. The event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will proceed to the designated holding area and will no longer be permitted to communicate with the participants.
9. Participants must adhere to all **health and safety requirements.**
10. Participants shall draw **lots** to determine their entry numbers and workstations. Participants are **advised to bring food**, as leaving the venue is not permitted during the contest.
11. Participants can only bring the listed tools/material inside the contest venue.

During the Event

1. All **provided materials** must be used as-is; **alteration of materials is not allowed.**
2. The Event Administrator will **signal the start**; teacher-coaches and other delegates are **not allowed to communicate** with participants once the event starts.
3. The **panel of experts** will observe the process but shall **not ask questions** to avoid disruption.
4. Only the Event Administrator, Technical Committee Members, Panel of Experts, official photographers, and participants are allowed in the contest venue.
5. Each learner-participant shall go a five (5) minutes panel interview deliberation by the Panel of Experts after the one hundred eighty (180) minutes time allotment. After the interview, learner-participants will still stay in the contest venue waiting until all the participants will be done for the interview. In cas

After the Event

1.After the **240 minutes time allotment**, participants will undergo a **panel interview and deliberation** by the Panel of Experts.

2. Participants shall **clean their working area** immediately after the contest

III. BREAD AND PASTRY PRODUCTION (BAKING AND DECORATION)

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 who are currently enrolled from either of the key stages or grade levels or from one key stage or grade level alone per region.	
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		
C. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: • Personal Protective Equipment (PPE) • Packaging Materials (not included in the judging)	To be provided by the event organizers: • 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
D. 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

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
MECHANICS *(require to have a **pre, during**, and **after** the event)*							

Pre-Event

1. The Event Administrator shall collect all documentary requirements a day before the contest from the participants such as:
    a. Certified True Copy of SF 9 and 10 for the learner;
    b. Certification from the School Principal that the learner is currently enrolled in Bread and Pastry Production NC II;
    c. Certification from the School Principal that the teacher-coach is currently teaching Bread and Pastry Production NC II and the teacher of the participant; and
    d. Certified True Copy of the updated Bread and Pastry Production National Certificate II of the teacher-coach from the Regional TLE EPS.
2. The Event Administrator, members of the Technical Working Committee, and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
3. Event materials, tools, equipment, and other supplies needed at the venue shall be prepared and made ready by the Event Administrator two (2) hours before the event schedule.
4. All participants should report to the venue one hour (1) before the event starts. They are required to bring their own food, as leaving the contest venue during break times is not permitted.
5. The Event Administrator shall have participants draw lots to determine their respective places.
6. A final briefing for participants will be conducted thirty (30) minutes before the scheduled event.
7. The Event Administrator shall signal the start of the contest. Once the event has started, the teacher-coaches and other delegates are strictly prohibited from entering the event area.
8. Copies of the cake recipe shall be submitted to the Event Administrator.

During the Event

1. Each participant should wear the appropriate personal protective equipment (PPE) as per standard requirements.
2. No questions shall be entertained during the activity except for clarifications and points of order. These shall be addressed by the Event Administrator, in consultation with the panel of experts and recorded by the Event Secretary.
3. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
4. Each group of participants shall undergo an interview process with the expert after the four (4) hour time allotment or once the team has finished displaying their output.
5. During the event proper, the panel of experts shall observe the processes without interrupting or asking questions to participants to avoid disruptions.
6. 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.
7. Teacher-coaches shall stay in the holding area during the entire duration of the contest.

After the Event

1. Participants are responsible for cleaning up the working area immediately after the event.

2. Each learner-participant will undergo a 5-minute panel interview to be conducted by the panel of experts after the time allotment.
3. After their interview, participants will proceed to the designated holding area while waiting for the other participants to be interviewed.
4. Post conference will be conducted once all the participants have completed their interviews.

IV. TECHNICAL DREAFTING

COMPONENT AREA	INFORMATION AND COMMUNICATIONS TECHNOLOGY (ICT)
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grade 11 only)
NO. OF PARTICIPANT	One (1) learner-participant who is currently enrolled in the specialization from either of the key stage 3 or key stage 4 (Grade 11 only)
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	
E. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: • None To be provided by the event organizers: • 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
F. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room Holding Area

CRITERIA FOR JUDGING

Criteria	Percentage
Accuracy	**40%**
Floor Plan	*15%*
Elevations	*15%*
Perspective	*10%*
Aesthetic/Architectural/Originality and Creativity of Design	**40%**
Architectural	*15%*
Aesthetic	*5%*
Structural	*10%*
Originality	*5%*
Details	*5%*
Ability to Present the Process	**10%**
Speed	**10%**
Total	**100%**

RUBRICS	Criteria	Weight	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
	Accuracy	**40%**					
	Floor Plan	*15%*	Clear, well-organized plan; correct symbology; precise walls, openings, fixtures, & 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.
	Elevations	*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 signifcantly inaccurate elevations
	Perspective	*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%**					
	Architectural	*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.

	Aesthetic	*5%*	Highly visually appealing; strong compositio n; clean, polished.	Attractive with minor issues.	Limited clarity; inconsist ent style.	Poor visual quality; unrefin ed.	Very poor aesthetics; unclear presentati on.

	Structural	*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.
	Originality	*5%*	Innovative approach; unique interpretations; creative execution.	Some original or creative elements.	Basic, common, or standard ideas.	Minimal originality.	No originality.
	Details	*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.
MECHANICS							

Pre-Event:

1. *A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation:*
   - *1.1 Medical Certificate*
   - *1.2 Parent Consent*
   - *1.3 Certified true copy of SF 9*
   - *1.4 Certified true copy of SF 10*
   - *1.5 Certification from the School Head that the learner is currently enrolled in Technical Drafting*

   For the teacher-coach, the required documents are:
   - *1.6 Certification from the School Head that the teacher-coach is currently teaching Technical Drafting and the teacher of the learner-participant*
   - *1.7 Updated National Certificate II in Technical Drafting duly certified by the Division and Regional focal persons*

2. *The Event Administrator, Members of the Technical Committee, and Panel of Experts shall be at the venue sixty (60) minutes ahead of the event schedule.*

3. *The materials, supplies, tools, and equipment needed for the contest shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.*

4. *The Technical Committee shall inspect the resource requirements before the contest.*

5. *All learner-participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the Technical Committee.*

6. *The learner-participants are advised to bring their food as they are not allowed to go out of the venue and adhere to all health and safety requirements.*

7. *Thirty (30) minutes before the start of the event, briefing of participants shall be done. Questions, clarifications, and points of order shall be entertained during the briefing.*

8. *The Event Administrator shall let the participants draw lots to determine their respective entry numbers and workstations.*

9. *The Event Administrator will distribute a task requirement and learner-participants will be given 15 minutes to read and analyze it.*

10. *The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will proceed to the designated holding area and will no longer be permitted to communicate with the participants.*

During the Event

1. *Only the Event Administrator, Technical Committee Members, Panel of Experts Judges, Official photographers, and participants are allowed to be at the contest venue.*

2. *In case a leaner-participant encounters a technical problem, the time keeper will pause the time and resume after the problem is addressed.*

3. *The panel of experts shall observe only the processes but not ask questions to participants to avoid disruption.*

After the Event

1. *The working area shall be cleaned by the participants immediately after the contest.*

2. *Each learner-participant will undergo a five (5)-minute panel interview to be conducted by the Panel of Experts after the time allotment.*

3. *After their interview, participants shall proceed to the designated holding area while waiting for the other participants to be interviewed.*

4. *Post conference will be conducted once all the participants have completed their interviews.*

V. OFFICE TABLE WITH STORAGE

COMPONENT AREA	Industrial Arts
KEY STAGE	Key Stage 3 & 4 (Grades 9-11)
NO. OF PARTICIPANT/S	2 Learner Participants and 1 coach
TIME ALLOTMENT	*360 mins (exclusive of 30 minutes lunch break and interview)*
PERFORMANCE STANDARD	The Learner shall be able to apply quality standard 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	
G. MATERIALS, TOOLS, AND EQUIPMENT	Provided by the Host: Materials • 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 • All Hand Tools - Hammer - Cross Cut Saw - Hand Planer - Jack plane - Try square - Push Rule - ChackLine - Nail Set - Pencil • Working Table • Extension Cords Provided by the Participants: Tools and Equipment: • Power tools - Circular Saw - Sander - Driller - Router - Jig power saw • PPE
H. VENUE	Well-lighted and ventilated Room

CRITERIA FOR JUDGING

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**

RUBRICS

Creativity	*5 Excellent*	*4 Highly Proficient*	*3 Proficient*	*2 Developing*	*1 Beginning*

		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*	

	5 Excellent	**4 Highly Proficient**	**3 Proficient**	**2 Developing**	**1 Beginning**	**5 Excellent**
		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	**5 Excellent**	**4 Highly Proficient**	**3 Proficient**	**2 Developing**	**1 Beginning**
		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	**5 Excellent**	**4 Highly Proficient**	**3 Proficient**	**2 Developing**	**1 Beginning**
		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 some times 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	**5 Excellent**	**4 Highly Proficien**	**3 Proficient**	**2 Developing**	**1 Beginning**
		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 neclect wearing of PPE, not following safetl rules for tools and machines use and messy and disorganized workplace*
	Speed	**5 Excellent**	**4 Highly Proficient**	**3 Proficient**	**2 Developing**	**1 Beginning**

		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*	

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on

READ A THON (ENGLISH)

I. STORY RETELLING - The guidelines for the Story Retelling competition for Grades 1–3 shall be based on DepEd Order No. 239, s. 2025, **except for the timeline, which shall no longer be applied in the conduct of the competition.**

II. 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: • Supplies and materials • Timer and flaglets • Strips of papers for drawing lots • Number identifier • Sound system *(for the orientation and awarding)* • 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	Airconditioned /Well-ventilated Room -Holding Area -Preparation Area -Contest Area	
CRITERIA FOR JUDGING		

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%**

RUBRICS	See attached rubrics

MECHANICS

Pre-Event

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.

III. 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	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. 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.
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: • Laptop with MS PowerPoint 2010 or latest version and Adobe In-design	To be provided by the event organizers: • Projector/LED Screen/TV 55" or better (for the contest room and for the viewers outside of the contest room)

	• Lapels *(Wireless Body Pack, maximum of 40W)* & batteries • Flash Drive (32 gb)	• 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		

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			**100%**

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 *(may come from different grade levels)* 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.

IV. IMMERSIVE READING QUIZ BEE

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.	
21ST 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	To be provided by the participants	To be provided by the event organizers

		• Ball pens • Folders • Bond paper • Contest Area
B. VENUE	• 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)	

MEHANICS

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

Additional Information for Read-a-thon English

1. The guidelines for the Story Retelling competition for Grades 1–3 shall be based on DepEd Order No. 239, 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.**

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on

READ A THON (FILIPINO)

I. LIKHAWENTO

KATEGORYA	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 *Tagisan ng Talento-Filipino* ang **LikhaWento** na nililinang ang kasanayan sa pag-unawa ng mga mag-aaral sa larawang-kuwento o *wordless story* sa pamamagitan ng paglikha at pagsasalaysay ng sariling kuwento.
TEKNIKAL NA ESPEKSIPIKASYON	
A. MGA MATERYAL, KAGAMITAN, KASANGKAPAN AT	**Dadalhin ng mga kalahok** **Galing sa Tagapamahala:** • Kaugnay na mga suplay at materyal para sa pagtatanghal • 2 Kopya ng *wordless story* • Book stand (opsiyonal)

IBA PANG KAUGNAY	• Orasan at flaglets • Mga opisyal na papel para sa palabunutan • *Wireless* na mikropono na may *stand* • *Sound system* • 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**
	Kaalaman/Pag- unawa sa Kuwento • Malikhaing naisasalaysay ang sumusunod: A. mahahalagang detalye at pangyayari; B. elemento ng larawang-kuwento; at C. kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento	**50%**
	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) • Naisasalaysay ang kuwento nang may wastong paggamit	**30%**

		ng salita at tamang lakas para sa pandinig ng mga manonood • Naipamamalas ang wastong diin, intonasyon at pagbigkas		
		Pagganap sa Entablado • 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 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.

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 nililinang 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

II. 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 *Tagisan g Talento-Filipino* ang **TahiRawan** na nililinang 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	**Dadalhin ng mga Kalahok:** **Galing sa Tagapamahala:** • 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 *flaglet* • Mga opisyal na papel para sa palabunutan • *Wireless* na mikropono na may stand • *sound system* • mga sertipiko • mga lapis • mga *ballpen* • mga *folder* • *bond paper* • *holding area,* silid ng paghahanda at silid-paligsahan • mga karatula/paskil (*holding area,* 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	**Mga Pamantayan**	**Bahagdan**
	Kaalaman/Pag- unawa sa Kuwento • Malikhaing naisasalaysay ang sumusunod: A. lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari; B. elemento ng kuwento; at C. kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan.	50%
	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) • 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 • 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 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.

2. Hindi tatanggapin ang kalahok na hindi nakarehistro.

3. 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-ugnay-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 nililinang kaugnay sa timpalak.

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,	Tama at akma ang salita at lakas ng tinig, angkop ang diin,	Maayos ang paggamit ng salita at tinig; may ilang	Ang mga salita at ang tinig ay medyo mahina o	Ang mga salita at ang tinig ay mahina o hindi naaabot ang pandinig ng	**30%**

Tatas, at Ekspres yon)	intonasyon at ekspresyon; malinaw sa lahat ng tagapakinig.	kamalian sa diin o intonasyon.	hindi laging malinaw; may kakulangan sa ekspresyon	manonood; walang ekspresyon	
C. Paggan ap sa Entabla do	Buo ang loob, walang kaba, natural ang kilos/galaw at ekspresyon; itinanghal sa itinakdang oras.	Tatlo lamang sa apat na binanggit na kakayahan/k atangian ang naipamalas.	Dalawa lamang sa apat na binanggit na kakayahan/k atangian ang naipamalas.	Isa lamang sa apat na binanggit na kakayahan/kat angian ang naipamalas.	**20%**

III. 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 *makatotohanan, angkop, at napapanahong solusyon* 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 *Tagisan ng Talento-Filipino* 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** • Mobile phone na may kakayahang mag-record at mag-edit ng mataas na kalidad na video kabilang ang mga sumusunod na Technical Specification: - 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 **Ihahanda ng mga Tagapamahala** • Kaugnay na suplay at materyales para sa pagtatanghal • Mga kaugnay na artikulo, batas, balita, at iba pang teksto bilang sanggunian • Orasan at *flaglets* 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
	Silid para sa Pagbuo ng Storyboard at Konsepto

B. LUGAR NG PAGGAGANAP	• 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 **Gymnasium o Maluwang na Lugar para sa Pagkuha ng Video** • 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
C. MGA PAMANTAYAN SA PAGTATANGHAL	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.

Mga Krayterya	Bahagdan
NILALAMAN - 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: • 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 • 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.	40 %
KALIDAD/PRESENTASYON	30 %

	- 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.	
	HIKAYAT - 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 - Naipasa ang bidyo sa itinakdang oras. - Nakasunod sa itinakdang haba ng bidyo (1 minuto).	10 %

RUBRIKS

LIKERT SCALE GUIDE

Marka	Paglalarawan
5 – Napakahusay	Lubos na nakamit; higit pa sa pamantayan
4 – Mahusay	Ganap na nakamit ang pamantayan
3 – Katamtaman	Bahagyang nakamit; may ilang kakulangan
2 – Di-Gaanong Mahusay	Kulang; maraming dapat ayusin
1 – Hindi Mahusay	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.*

- ***Solusyon o Panawagan*** *– ano ang gustong mabago o aksyon*
- ***Call to Action*** *– pagsali, pagbabahagi, pakikilahok*

- *Malinaw ang ugnayan ng mga konsepto at kaisipan*
- *Kaangkupan at katumpakan ng mga salitang ginamit*

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	(Rating ÷ 5) × 10
2. Estruktura ng BidyoKasiya: Holistiko, organisado, at sumusunod sa 5-bahaging estruktura	10%	1 2 3 4 5	(Rating ÷ 5) × 10
3. Ugnayan ng Konsepto: Malinaw at lohikal ang pagkakaugnay ng mga ideya	10%	1 2 3 4 5	(Rating ÷ 5) × 10
4. Kaangkupan at Katumpakan ng Salita	10%	1 2 3 4 5	(Rating ÷ 5) × 10

II. KALIDAD / PRESENTASYON – 30%

Sub-Criteria	Bigat	Likert Scale (1–5)	Score Computation
1. Pagkamalikhain at Epektibo	10%	1 2 3 4 5	(Rating ÷ 5) × 10
2. Teknik at Estilo: Natatangi at akma sa mensahe	10%	1 2 3 4 5	(Rating ÷ 5) × 10
3. Lalim ng Kahulugan	10%	1 2 3 4 5	(Rating ÷ 5) × 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	(Rating ÷ 5) × 7
2. Impak at Damdamin	7%	1 2 3 4 5	(Rating ÷ 5) × 7
3. Pananaw: Empatiya at responsablen g perspektiba	6%	1 2 3 4 5	(Rating ÷ 5) × 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	(Rating ÷ 5) × 5

	2. Haba ng Bidyo (1 minuto)	5%	1 2 3 4 5	(Rating ÷ 5) × 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

Republic of the Philippines
Department of Education
SOCCSKSARGEN REGION

Desisyon ng Hurado:

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

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on

HISTOPOP

Prime Regional Government Center, Brgy. Carpenter Hill, City of Koronadal
Telephone Nos.: (083) 2288825/ (083) 2281893
Email Address: region12@deped.gov.ph
Website: depedroxii.org

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary				
Kasaysayan ng Pilipinas Kwiz	Araling Panlipunan	1	1	3 hrs.
Secondary				
PopDev Quizbee	Araling Panlipunan	1	1	3 hrs.
Speak Up! (Impromptu)	Araling Panlipunan	1	1	3 hrs.
Total		3	3	

I. KASAYSAYAN NG PILIPINAS KWIZ

COMPONENT AREA	**ARALING PANLIPUNAN**
KEY STAGE	**Key Stage 2 (Grade 6)**
EVENT TITLE	**Kasaysayan ng Pilipinas Kwiz**
NO. OF PARTICIPANT/S	**One (1) learner-contestant**
TIME ALLOTMENT	**Three (3) Hours**

PERFORMANCE STANDARD ***(Grade 6 Learning Standard)***	Naipamamalas ang patuloy na pag-unawa at pagpapahalaga sa kasaysayan ng Pilipinas mula sa ika-20 siglo hanggang sa kasalukuyan, tungo sa pagbuo ng tiyak na 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:	To be provided by the event organizers: -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets -internet connection
B. VENUE	• Hall	
CRITERIA FOR JUDGING	**Round** Easy (8 items) Average (7 items) Difficult (6 items) **Total 21 Items**	**Presentation (point/s per item)** 1 (8 points) 2 (14 points) 3 (18 points) **40 points**

MECHANICS
I. Event Rules and Mechanics A. The quiz is open to all learners officially enrolled in grade 6. B. There shall be one learner contestant from Grade 6.

C. The test questions shall be based on the Grade 6 Araling Panlipunan competencies which shall be provided by the Bureau of Learning Delivery (BLD). Also, the official list of references will be provided by the Bureau of Curriculum Development (BCD) through the Bureau of Learning Delivery (BLD). Each answer slide deck must include the specific competency and reference.

D. Filipino shall be used as the official language in the quiz.

E. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.

F. Points 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.

G. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions.

H. 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.

I. The Chair of the Board of Judges will decide whether or not the instruction is observed.

J. The learner-contestants are allowed to change their answer within the allotted time.

K. National winners shall be proclaimed based on cumulative scoring.

L. 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.

II. POP DEV QUIZ BEE

COMPONENT AREA	**ARALING PANLIPUNAN**	
KEY STAGE	Key Stage Three (3): Grades 7 to 10	
EVENT TITLE	**Pop Quiz**	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Three 3 (Grades 7-10)	
TIME ALLOTMENT	3 hours	
PERFORMANCE STANDARD	Ang mag-aaral ay... may pag-unawa sa mga epekto ng mga isyu at hamon na may kaugnayan sa kasarian at lipunan upang maging aktibong tagapagtaguyod ng pagkakapantay-pantay at paggalang sa kapwa bilang kasapi ng pamayanan. **AP10-Q3w1-8**	
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills	
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts	
DESCRIPTION	Quiz based on the following Population Education Core Messages/Key Concepts: • Family Life and Responsible Parenthood • Gender and Development • Population and Reproductive Health Population, Environment, Resources, and Sustainable Development	
RESOURCE REQUIREMENTS		
C. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants:	To be provided by the event organizers: -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets

		-internet connection
D. VENUE	• Hall	
CRITERIA FOR JUDGING	**Round**	**Presentation (point/s per item)**
	Easy (8 items)	1 (8 points)
	Average (7 items)	2 (14 points)
	Difficult (6 items)	3 (18 points)
	Total = 21 Items	**40 points**

MECHANICS

A. The formulation of test questions at the local and national levels shall be based on the following Population Education Core Messages/Key Concepts:
- Family Life and Responsible Parenthood;
- Gender and Development;
- Population and Reproductive Health; and
- Population, Environment, Resources, and Sustainable Development.

B. The Department of Education (DepEd) and the Commission on Population and Development (CPD) shall prepare and provide the questions and review materials for the Pop Quiz. Each answer slide deck must include the specific competency and reference.

C. During the quiz, learner-contestants shall be provided with *whiteboards*, markers, and erasers.

D. Questions shall be constructed using the English language.

E. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.

F. Points for every correct answer shall be given as follows:
One (1) point shall be given to the correct answer for each "easy" question, two (2) points for each "average" question, and three (3) points for each "difficult" question.

G. Participants shall be given ten (10) seconds to answer each question. For questions that require computation, participants shall be given a maximum of thirty (30) seconds.

H. The quizmaster shall only read each question twice. Countdown shall start after the question has been read for the second time and the quizmaster says GO. When the quizmaster says "STOP "or "TIME IS UP.", participants must raise their answers to the audience and to the Assessing Committee until such time that the Proctors have verified or confirmed the answer. A general reminder shall be given to all. However, if the participant still violates, his /her answer shall not be considered.

I. A participant shall be allowed to change his/her answer within the allotted time.

J. In case of a tie, a clincher question shall be asked.

K. In case of inquiry during the actual quiz proceedings, the following procedures shall be observed:

- Only the participant or the official coach is allowed to raise an inquiry before the next question is read. The inquiry shall be addressed orally to the assessing committee which shall recognize the inquiry.
- The chair shall announce the decision upon deliberation with the members of the committee.

III. SPEAK UP! IMPROMPTU

COMPONENT AREA	**ARALING PANLIPUNAN**
KEY STAGE	Key Stage Four (4): Grades 11 to 12
EVENT TITLE	**Speak Up! (Impromptu)**
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Four (4)
TIME ALLOTMENT	Three (3) minutes per learner contestant
PERFORMANCE STANDARD	Develop students' awareness of cultural, social, and political dynamics, and sensitivity to cultural diversity; provide them with an understanding of how culture, human agency, society, and politics work; and engage them in examining the country's current human development goals. Students should acquire ideas about human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts
DESCRIPTION	The *Speak Up* 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.	
RESOURCE REQUIREMENTS		
E. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: **ATTIRE:** Culturally Inspired Attire	To be provided by the event organizers: -timer -judging sheets
F. VENUE	• Hall	
CRITERIA FOR JUDGING		

MECHANICS

Exhibit Rubrics	Presentation
Message and Content -Relevance to the specific content in the mechanics. -Bases of arguments -Unity and Coherence are evident. -Powerful and meaningful message.	**50 %**
Delivery and Performance -Facial expression, hand gestures. -Emphasized the different elements of the performance. -Words are pronounced distinctly and correctly. -Projection of authentic emotion.	**30 %**
Originality -The piece has a unique central idea and innovative supporting points.	**10 %**
Over-all Impact -Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to convey the message effectively and with great impact.	**10 %**
Total	**100%**

EVENT RULES AND MECHANICS

A. The **Speak Up!** (Impromptu) competition is open to all Senior High School learners, both from private and public schools, who are enrolled for the school year 2024-2025.

B. There shall be one learner-contestant per region.

C. The competition shall use English as the primary language however, learner-contestants may incorporate Filipino terms or phrases when citing sources, quotations, or emphasizing key ideas to support their claims and arguments.

D. Each learner-contestant shall draw a topic from the box prepared by the National Technical Working Group (NTWG). The moderator shall read aloud the topic twice.

E. Each learner-contestant shall deliver his/her speech in 2-3 minutes.

F. The decision of the judges is final.

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on

LINGO STAR QUEST

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 Foreign Language (SPFL). Each region shall register one (1) participant (learner) and one (1) teacher-coach per foreign language.
2. Foreign languages included are (1) Spanish, (2) Mandarin, (3) Nihongo, and (4) Korean. This shall be participated in by the participating regions.
3. The Regional Technical Working Group (RTWG) shall provide learner-participants with materials (pen, paper, and contest piece).
4. **For the composition phase that will happen in the morning**, all learner-participants shall be asked to write a descriptive essay on the presented piece/picture using foreign language systems: Spanish-Castillan; 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.

This room will also house the participating groups who have already finished their turn, while ensuring they remain separated from those still competing.

2. **Holding Room**
A second room shall be designated as the holding room, where participants will wait for their assigned batch. This room must be strictly off-limits to coaches, teachers, and family members to maintain fairness and avoid communication with the contestants prior to their turn.

CRITERIA FOR JUDGING

Criteria	Percentage
Proper Procedure / Layering Accuracy	30
Neatness and Smoothness	25
Cleanliness / Hygiene Practices	10
Time Management / Speed	10
Creativity / Aesthetic Arrangement	10
Post Task Cleanup	10
Task Completion	5
Total	**100%**

RUBRICS

Rubrics for Bed Setup Challenge

Criteria	Exeptional	Proficient	Developing	Limited
	100 points	**75 points**	**50 points**	**25 points**
Proper Procedure / Layering Accuracy (30%)	Correct layering sequence is followed flawlessly: fitted sheet, flat sheet, hospital corners, blanket, pillows. All steps are precise and secure.	Correct sequence mostly followed; minor errors in layering or corners.	Some steps are executed out of sequence, and at least 1–2 corners or layers are loose, uneven, or not secured properly.	Incorrect sequence; multiple steps missing or poorly executed; layering is insecure.
Neatness and Smoothness (25%)	Bed is perfectly smooth and wrinkle-free; lines are straight; edges are consistently aligned.	Bed is generally smooth with minimal wrinkles or slight misalignment.	Several wrinkles or uneven lines are visible; bed appears somewhat untidy.	Bed is noticeably wrinkled and uneven; lacks smoothness and uniform appearance.

PERFORMANCE STANDARD	Demostrates proper procedures in cleaning and preparing rooms for incoming guests. [Transition Curriculum, Livelihood Skills]
21ST CENTURY SKILL/S	Creativity, Innovative, Independent, Functionally Literate, and Holistically Developed.
CREATIVE INDUSTRIES DOMAIN	Creative Services – Hospitality/Housekeeping Operations
CAREER PATHWAY	Service Industry
DESCRIPTION	Bed Set-up Challenge: Practical Skills for a Global Edge is an NFOT event category of SNED Expo that allows learner-participants the opportunity to independently demonstrate the proper procedures and essential skills in preparing and setting up a bed. This event higlights their ability to follow a structured, sequencial process while ensuring accuracy, organization, and quality in their work. General Objective: *(1) Apply participants' practical skills in bed-making and arrangement, promoting speed, precision, creativity, and adherence to global hospitality standards, while fostering a competitive spirit and attention to detail.* Specific Objectives: (1) Demonstrate Proper Bed-Making Techniques o *Apply correct folding, tucking, and layering methods for various bedding types (sheets, blankets, comforters) to achieve a neat and professional appearance.* (2) Organize Bed Accessories with Precision o *Arrange pillows, throws, and decorative elements efficiently, maintaining both aesthetic appeal and functional comfort.* (3) Apply Time Management in Bed Setup Tasks o *Complete the bed-making process within a set timeframe while maintaining high standards of neatness and accuracy.* (4) Ensure Hygiene and Safety Standards o *Use appropriate cleaning and handling methods for bedding materials, minimizing contamination and preserving fabric quality.* (5) Adapt Techniques for Different Cultural or Global Contexts o *Demonstrate flexibility in bed arrangement to align with international hospitality standards and culturally specific expectations.*

	(6) Evaluate and Improve Bed Setup Quality o *Critically assess completed setups, identifying areas for refinement and implementing improvements for enhanced efficiency and presentation.*	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: • None	To be provided by the event organizers: • 6 sets twin size Bed with mattress measuring 36"-38" x 75"-80" and at least 8" thickness • 18 pieces fitted sheets (36"-38" x 75"-80") • 18 flat sheets (66" x 96") • 18 blankets (66" x 90") • 12 standard sleeping pillows (20" x 26") • 36 pillow cases (20" x 26") • 12 plain white bath towel (27" x 52") • 12 decorative pillows with case (20" x 20") – Beige or light gray color • 6 bed runners (W12"-18" - L 90") • 18 plastic storage box (H24"xW30"xL48) • Tactile markers such as snap buttons and velcros • 1 pc desk service bell • Triangle-shaped flaglets, one for each color: green, yellow, and white - Height (from base to tip): 8–10" - Base width: 6–8"
B. VENUE	1. **Contest Venue** The contest venue must be able to accommodate six (6) beds, with three (3) contestants working at a time. The room must be well-lighted, well-ventilated, and spacious enough to allow smooth movement and ensure safety. An audience area must be designated at a sufficient distance so as not to distract or disturb the participating groups. Coaches must also remain in an area where they cannot provide any form of unnecessary guidance.	

3. Learner-participants are not allowed to bring a copy of any reference materials, cellphones, or any gadgets during the competition.

4. A division t-shirt shirt shall be worn by learner-participants during the event.

II. Exposition Phase (Afternoon)

A. Preparation

1. 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)

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 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 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 deduction for every fifteen- (15) second overtime.

After the Event

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

Criteria for Judging

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%**

COMPOSITION PHASE					
Criteria	**5 Excellent**	**4 Very Good**	**3 Satisfactory**	**2 Fair**	**1 Needs Improvement**
Content and Structure (30%)	Clear, coherent, and cohesive composition; accurate and vivid description; correct writing system;	Mostly coherent and clear; relevant description with minor errors; generally accurate language;	Understandable but with lapses in flow; basic or incomplete description; noticeable language errors; uneven ideas; cultural sensitivity	Weak coherence; unclear or incomplete description; frequent language errors; unbalanced ideas; weak	Disorganized and unclear; inaccurate or missing description; major language errors; ideas poorly developed; lacks cultural sensitivity.

	highly accurate language; balanced ideas; culturally sensitive.	ideas well-organized; culturally appropriate with slight lapses.	present but limited.	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 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.	The costume is a clear and recognizable representation of the chosen character, with most key elements accurately included. The attire is appropriate and decent, with no unsuitable elements.	The costume is generally related to the character but lacks significant details. The attire is mostly appropriate and decent, but minor elements could be improved for better formality.	The costume has minimal or questionable relatedness to the character. The attire has noticeable issues with appropriateness or decency, detracting from the overall performance.	The costume is completely unrelated to any appropriate famous character or is clearly inappropriate/indecent for the event, significantly undermining the presentation.
Language Proficiency (20%)	Demonstrates exceptional mastery of the	Reflects very good proficiency,	Shows satisfactory proficiency,	Indicates developing proficiency,	Reflects beginning proficiency, where the student shows

	target language. Their vocabulary use is rich and accurate, grammar and sentence construction are almost flawless, and communicatio n is clear, fluent, and well-organized. Pronunciation or intonation is natural and highly comprehensibl e.	where the student shows strong control of vocabulary and grammar with only minor errors that do not affect meaning. They communicat e ideas clearly and appropriatel y, with generally smooth flow and clear pronunciatio n.	using functional but limited vocabulary and making noticeable grammatical or structural errors, yet their ideas remain understandabl e. Their communicatio n may lack clarity or fluency, and pronunciation lapses may occur but do not prevent comprehensio n.	with frequent vocabulary, grammar, and pronunciation errors that often hinder clarity; ideas may be difficult to follow or incomplete.	minimal command of the language, uses very limited or incorrect vocabulary, commits major grammatical errors, and struggles to communicate ideas clearly, making comprehension difficult.
Stage Presence (20%)	Exudes confidence and poise, stands up straight, projects voice effectively, and uses engaging facial expressions and gestures, performs flawlessly within the alloted 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 apppear 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.

	Cleanliness / Hygiene Practices (10%)	Linens handled hygienically at all times; no item touches the floor; workspace remains spotless.	Maintains cleanliness; minor lapses such as brief linen contact with floor or small clutter.	Occasional hygiene lapses; small clutter or untidiness visible.	Poor hygiene; linens frequently touch the floor; workspace is messy.
	Time Managemen t / Speed (10%)	Completes the task well within the allotted time with full quality maintained.	Completes the task within the allotted time without rushing or delay.	Completes the task but exceeds the ideal pace or shows signs of rushing.	Struggles significantly with the time frame; is often distracted or moves very slowly.
	Creativity / Aesthetic Arrangemen t (10%)	Decorative elements and pillow arrangement s enhance overall visual appeal; layout is balanced and intentional.	Aesthetic elements are arranged neatly and contribute positively to the appearance.	Arrangemen t is basic or lacks harmony; decorative elements may be slightly misplaced.	Arrangement lacks aesthetic appeal or is visually unbalanced; decorative elements poorly placed or unused.
	Post Task Cleanup (10%)	Workspace is fully cleaned and organized; all materials are returned to their proper place; no trash or leftover items remain.	Workspace is cleaned with minor oversights; most materials are returned to their proper place; minimal leftover items.	Workspace is partially cleaned; some materials are misplaced or leftover items remain.	Workspace is largely unclean; materials are scattered or left in disarray.
	Task Completion (5%)	Completes all required steps fully and accurately; bed is completely finished.	Completes most steps; bed is generally finished with minor omissions.	Misses multiple steps; bed is partially completed.	Task is largely incomplete; several required steps are not accomplishe d.

C. MECHANICS

Pre-Event

A. All officially enrolled Learners with Disabilities (LWDs) in the Self-Contained Transition Program who have a valid LRN are eligible to join the contest. Participants must submit an updated medical assessment, issued by a licensed developmental pediatrician within the last three (3) years, along with a certification from the school principal, duly noted by the Schools Division Superintendent.

B. All requirements will be checked prior to the contest date. Learner-participants must be present on the day of the inspection for validation.

C. Participants must wear a white polo shirt, hair net, black pants, and black shoes during the contest proper. Clothing must not display any regional logos.

D. The Event Administrator, Technical Committee members, and Panel of Experts shall be at the venue sixty (60) minutes before the event schedule.

E. The materials needed for the contest shall be prepared by the Event Administrator sixty (60) minutes before the event schedule. The Technical Committee shall inspect all resource requirements to ensure readiness.

   Tactile markers shall be applied to selected materials and surfaces—including bed linens, pillowcases, the headboard, and the outer edges of the bed frame—to assist blind participants in identifying orientation, boundaries, and direction. Accepted tactile markers include small sewn tabs, Velcro dots, safety-pinned cloth tabs, or other raised tactile indicators that do not alter the fairness of the competition.

F. All participants are expected to arrive at the designated venue at least thirty (30) minutes before the event begins. Late participants may be permitted to join upon review and assessment of their reasons by the Technical Committee.

During the Event

G. Participants shall be briefed thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.

H. If there are blind participants:

   A brief Orientation and Mobility (O&M) session shall also be conducted for blind participants. This session will allow them to:

   - Explore the layout of the venue and identify their workstation;
   - Familiarize themselves with bed orientation and the placement of materials;
   - Locate and interpret tactile markers on bed linens, the headboard, and the bed frame;

- Identify safety boundaries and clear pathways.

This ensures safe movement, independent task execution, and equal opportunity during the competition.

I. If there are deaf participants:

An FSL Interpreter shall be provided by the event organizer to facilitate communication during the participant orientation and during the evaluation process with the panel of experts. The interpreter will ensure that deaf participants fully understand instructions, can respond to questions, and are given equal access to all information throughout the competition.

J. The following materials shall be provided per station:
   - One (1) bed with mattress setup
   - One (1) fitted sheet
   - One (1) flat sheet
   - One (1) blanket
   - Two (2) standard pillows
   - Two (2) pillow cases
   - Two (2) decorative/throw pillows
   - One (1) bed runner
   - One (1) storage box

   - Starting Condition: All bedding materials must be neatly stacked inside the storage box and placed at the foot of the bed. The mattress must be completely bare.

   - Timekeeping: A timekeeper shall be assigned to each bed. They will start the timer upon the official signal and stop it once the learner-participant indicates completion by raising both hands.

K. The Event Administrator shall allow participants to draw lots to determine their respective entry numbers and workstations.

L. The Event Administrator will signal the official start of the contest. Once the contest begins, teacher-coaches and other delegates are no longer permitted to communicate with participants.

M. Only the Event Administrator, Technical Committee members, Panel of Experts, official photographers, and participants are allowed in the contest area.

N. The contest will be conducted in three (3) batches. Participants in Batches 2 and 3 must remain in the designated waiting area until their scheduled batch time.

O. Learner-participants shall stand ready at their designated bed-making station.

P. The Event Administrator shall announce "Ready... GO!" to officially start the task.
   - If there are blind participants, a desk service bell will also be rung once to signal the start.
   - If there are deaf participants, a green flaglet will be raised as the visual cue to begin.

Q. Halfway through the allotted time, the bell will be rung twice and a yellow flaglet will be raised to indicate that thirty minutes remain.

R. Once the learner-participants complete the task, they must raise both hands to signal that they are finished.

S. The panel of experts shall immediately inspect the finished bed based on the scoring criteria.

T. Participants are advised to bring their own food, as leaving the venue is not permitted during the contest.

After the Event

U. After the panel of experts has inspected and evaluated the completed bed, they will raise a white flag or ring the bell three times to signal participants to clean their working area.

Contestants	Proper Procedure / Layering Accuracy		Neatness and Smoothness		Cleanliness / Hygiene Practices		Time Management / Speed		Creativity / Aesthetic Arrangement		Post Task Clean Up		Task Completion		**Total**
	Score	30%	Score	25%	Score	10%	Score	10%	Score	10%	Score	10%	Score	5%	
Juan dela Cruz	75	22.50 (75 x 0.30)	25	6.25 (25 x 0.25)	50	5.00 (50 x 0.10)	75	7.50 (75 x 0.10)	100	10.00 (100 x 0.10)	80	8.00 (80 x 0.10)	60	3.00 (60 x 0.05)	62.25

II. NATIONAL IT CHALLENGE FOR LEARNERS WITH DISABILITIES

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)
KEY STAGE	Key Stage 3 – 4 (14 to 24 years old enrolled in high school or Grade 7-12 or ALS)
NO. OF PARTICIPANT/S	Three (3) learner-participants per team (Open to all disabilities)
EVENT TITLE	**National IT Challenge for Learners with Disabilities**
TIME ALLOTMENT	240 minutes per category

PERFORMANCE STANDARD	**Grades 7 and 8** Demonstrate knowledge and skills in productivity tools, graphic design, and video editing in a safe and responsible manner. The learners create videos with graphics design in a safe and responsible manner **Senior High School** Demonstrate an understanding of: a. ICT in the context of global communication for specific professional track; b. use of advanced tools and techniques found in common productivity and software applications in developing ICT content for specific professional tracks; c. how to manipulate text, graphics, and images to create ICT content intended for an online environment **Alternative Learning System** Explain basic concepts related to the use of information communication technologies (ICTs) in an increasingly digital world.
21ST CENTURY SKILL/S	Creativity, Communication, Critical Thinking, ICT for Learning, Collaboration, Self-Regulation, Digital Literacy, Media Literacy, Adaptability
CREATIVE INDUSTRIES DOMAIN	Digital Media, Film and Video Production, Publishing, ICT, Printed and Digital Communication
CAREER PATHWAYS	Software Development, Web and Multimedia Development/Desing, IT Project Management, and Network and Sytems Administration
DESCRIPTION	The Video Editing Contest aims to showcase the creativity, digital competency, and collaborative abilities of Learners with Disabilities (LWDs) by producing a short video that highlights their skills in web browsing, Microsoft Excel, Microsoft PowerPoint, and video editing. **General Objectives:** The objectives of the IT Challenge for LWDs are as follows: a. To provide opportunities for the LWDs in the country to showcase their skills and talents in the field of information technology.

	b. To promote the inclusion of LWDs in society and empower them to become productive members of their community. c. To encourage the development of innovative and accessible technologies that can benefit LWDs. d. To foster collaboration and partnership among stakeholders, including government agencies, private organizations, and disability groups, in advancing the rights and welfare of LWDs. **Specific Objectives** By the end of the activity, participants should be able to: a. Apply proper web browsing skills to gather relevant digital resources ethically and safely. b. Utilize MS Excel and MS PowerPoint functionalities in generating elements (charts, tables, presentations, or assets) to integrate into their final video project. c. Demonstrate proficiency in using free video editing software, applying transitions, audio, titles, and visual enhancements. d. Produce an original short video that adheres to the given theme, technical requirements, and contest standards. e. Collaborate effectively as a team, dividing roles and managing time within the allotted four (4) hours. f. Show creativity, organization, and storytelling while showcasing their ICT skills and unique perspectives as LWDs. g. Apply accessibility, inclusivity, and universal design principles (e.g., clear audio, readable text, appropriate pacing).

TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the host region	***See attached copy***
B. VENUE	- Airconditioned/Well-ventilated Computer Laboratory/ Room or Conducive Room for the Event - Equipped with PCs/Laptops, internet access, and assistive devices for LWDs *(With strong internet*	

	connections (at least 300mbps) - Sufficient power outlets, internet, and collaborative working spaces - Can accommodate at least 100 people - Accessibility features such as ramps, wide pathways, and adjustable seating
CRITERIA FOR JUDGING	

Criteria	Percentage
Content Quality	30%
Technical Video Editing Skills	30%
Clarity of Demonstration of ICT Skills	20%
Creativity and Over-All Impact	10%
Compliance with Guidelines and Accessibility	10%
Total	**100%**

RUBRICS	***See attached copy***

MECHANICS

Pre-Event

1. This event is for **Learners under** Key Stage 3 – 4 (12 to 24 years old) enrolled in high school or Grade 7-12 or ALS (up to 30 years old) with LRN. **A valid and updated medical diagnosis/assessment from a developmental pediatrician or licensed allied specialist is required** as part of the participation documents.
   a. Officially registered as LWD (no restriction on types of disabilities)

2. The Event Administrator, Members of the Technical Committee, and the Panel of Experts shall be at the venue sixty (60) minutes ahead of the event schedule.

3. Contestants are required to:
   a. bring their own original video clips, photos, audio recordings, and other usable materials prior to the contest.
   **All materials must be non-copyrighted, original, or legally owned by the contestants. The use of downloaded materials is allowed only if from copyright-free sources.*

4. The materials, supplies, tools, equipment, software, and digital assets needed for the contest shall be inspected by the Members of the National Technical Working Group a day before the actual contest and made ready by the Event Administrator sixty (60) minutes before the event schedule.

5. The National Technical Committee shall inspect the laptops, installed Microsoft 365 and **CapCut** software, and provided resources prior to the start of the contest.

6. All participants are expected to arrive at the designated venue at least sixty (60) minutes before the event begins. Late participants may be permitted to join upon thorough review and assessment of their reasons by the National Technical Committee.

7. Briefing of participants shall be done thirty (30) minutes before the start of the event. Questions, clarifications, and points of order shall be entertained during the briefing.

8. The Event Administrator shall let the participants draw lots to determine their respective laptop numbers and workstations.

9. The learner-participants shall use only the following tools during the contest:
   - Microsoft 365 and **CapCut for Desktop/Laptop** (installed by the organizers)
   - Mouse and keyboard assigned to each workstation

10. The theme and required duration of the final output shall be announced by the NTWG during the preliminaries.

11. Borrowing of materials, devices, tools, or accessories from other teams is strictly prohibited.

During the Event

12. The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will no longer be permitted to communicate with the participants.

13. Only the Event Administrator, National Technical Committee Members, Panel of Experts, Official Photographers, and participants are allowed to be at the designated contest area.

14. Participants will be given a total of four (4) hours to plan, collaborate, and produce the final video output. They may allocate the 4 hours freely (planning, editing, rendering, reviewing, etc.). Collaboration among team members is allowed and encouraged, as long as the final output is created within the contest timeframe.

15. The final output must be a 3–5 minute video showcasing the learner's digital skills.

16. Videos must incorporate accessibility features, such as:

- Captions for all spoken content
- High-contrast text
- Large readable fonts (18 pt or larger)
- Avoidance of flashing lights or strobe effects

17. The required output format is:

- **MP4 file**
- Minimum **720p resolution**
- Maximum file size as prescribed by organizers

18. Provision of FSL Interpreters and SNED Teachers to assist the participants & coaches/guardians and other stakeholders.

19. Participants are advised to bring their own food as they are not allowed to go out of the venue.

20. Filename shall use this format:
File Entry-(team number)
Example: *FileEntry-03*

21. **Judging of winners shall be based on DO 36, 2016 (Awards and Recognition) and the Quality Management System. The following awards shall be given:**

National IT Challenge for Learners with Disabilities	
Categories	**Range of Scores**
1. Gold (Exceptional)	76-100%
2. Silver Medal (Proficient)	51-75%
3. Broze (Developing)	26-50%
4. Certificate of Participation	1-25%
* All contestants who have reached the three different categories (Developing – Exceptional) shall receive the Certificate of Recognition and Certificate of Participation. * Each Regional EPS shall provide 6 Gold, 6 Silver and 6 Bronze Medals	

22. Coaches shall receive Certificates of Recognition and Participation.
23. Participants shall observe health and safety protocol.
24. Participants and coaches are expected to practice utmost honesty and camaraderie. Any form of dishonesty shall be ground for disqualification.
25. The decision of Panel of Experts shall be final and irrevocable.

26. Final scores of the contestants shall be projected after the awards are given.

Rubrics for the Video Editing Competition				
Criteria	**Exeptional**	**Proficient**	**Developing**	**Limited**
	100 points	**75 points**	**50 points**	**25 points**
A. Content Quality (30%)	Video presents comprehensive , accurate, and well-structured content. All ICT skills are clearly demonstrated and aligned with the theme.	Video presents mostly accurate content with minor gaps; most ICT skills are demonstrated.	Video demonstrates some content but lacks clarity or completeness; partial ICT skills shown.	Video is inaccurate, incomplete, or irrelevant; minimal ICT skills demonstrated.
B. Technical Video Editing Skills (30%)	Editing is seamless, visually polished, with smooth transitions, synchronized audio, clear visuals, and accessible design for LWDs.	Editing is good, minor inconsistencies in transitions or audio, overall clear presentation.	Editing shows basic proficiency, noticeable timing or audio issues, some visual clutter.	Editing is poor, unclear, distracting, or affects comprehension .
C. Clarity of Demonstratio n of ICT Skills (20%)	Demonstration s of web browsing, Excel, PowerPoint, and video editing are highly clear, logical, and easy to follow for all viewers.	Demonstration s are mostly clear, minor lapses in sequencing or explanation.	Demonstration s are partially understandable , missing steps or context.	Demonstration s are confusing or incomplete, hard to follow.
D. Creativity and Overall Impact (10%)	Video is highly original, engaging, and visually	Video shows good creativity; interesting	Video shows some creativity, but lacks	Video shows minimal creativity, presentation is

	impactful; excellent storytelling and aesthetic design.	visuals and storytelling.	strong impact or engagement.	flat and unengaging.
E. Compliance with Guidelines and Accessibility (10%)	Fully complies with all guidelines: original materials, proper format, length, accessibility features, theme adherence, and no AI use.	Complies with most guidelines; minor issues in accessibility or materials.	Partially complies; missing key elements or partial accessibility.	Does not comply; major violations in format, theme, accessibility, or AI use.

Sample Computation:

Contestants	Creativity and Storytelling		Technical Editing Skills using CapCut		Effective Use of Provided Assets		Relevance to the Theme		Audio-Visual Harmony		Ability to Present and Explain the Process		**Total**
	Score	30%	Score	25%	Score	15%	Score	10%	Score	10%	Score	10%	
Juan dela Cruz	75	22.50 (75 x 0.30)	25	6.25 (25 x 0.25)	50	7.50 (50 x 0.15)	75	7.50 (75 x 0.10)	100	10.00 (100 x 0.10)	80	8.00 (80 x 0.10)	61.75

LAPTOP SPECIFICATIONS FOR CONTESTANTS

A. Minimum Hardware Requirements

Component	Minimum Specification	Recommended Specification
Processor (CPU)	Intel i3 (8th Gen) / AMD Ryzen 3	Intel i5 (10th Gen) / AMD Ryzen 5 or higher
RAM	8 GB	16 GB

Storage	256 GB SSD or 500 GB HDD	512 GB SSD
Graphics (GPU)	Integrated graphics (Intel UHD, AMD Vega)	Dedicated GPU optional for faster rendering (e.g., NVIDIA GTX 1050 or AMD Radeon RX 560)
Display	13–15 inch, 720p HD	15-inch, 1080p Full HD
Battery Life	At least 4 hours	6–8 hours
Operating System	Windows 10 / macOS 10.15 / Linux (Ubuntu 20.04)	Latest stable OS version
Ports	Minimum 1 USB 3.0, HDMI	USB-C, HDMI, multiple USB ports
Internet Connectivity	Wi-Fi 802.11ac	Wi-Fi 802.11ax (Wi-Fi 6)

B. Software Requirements

- Pre-installed Video Editing Software: CapCut, Clipchamp, VN Editor, Kinemaster (Free Version), OpenShot, Shotcut, or DaVinci Resolve (Free Version)
- Productivity Tools: Microsoft Office (Excel, PowerPoint) or compatible alternatives
- Browser: Google Chrome, Firefox, or Edge
- Antivirus / Security: Updated and active to ensure system stability
- Accessibility Tools: Screen reader, magnifier, or other assistive tools as needed for LWDs

III. STORY INTERPRETATION IN FILIPINO SIGN LANGUAGE

2025 NATIONAL FESTIVAL OF TALENT

Implementing Guidelines on SNED Abilympics

The categories, model of delivery, number of learner-contestants and teacher-coaches, and time allotment per event for SNED Abilympics are the following

Category	Component	No. of Learner-Participant	No. of Teacher - Coach	Time Allotment
Elementary				
Story Interpretation in Filipino Sign Language	SNED	1	1	15 mins.
Secondary				
Story Interpretation in in Braille Reading using Unified English Braille	SNED	1	1	15 mins.
Total		2	2	

Enclosure No. _ to DepEd Memorandum No. _.

SPECIAL NEEDS EDUCATION
SNED Abilympics
(Uncovering the Unique Talents of LWDs!)

COMPONENT AREA	SPECIAL NEEDS EDUCATION
KEY STAGE	Key Stage 2 (Grades 4-6)
EVENT TITLE	Story Interpretation in Filipino Sign Language
NO. OF PARTICIPANT/S	1 Deaf learner-participant per Region
TIME ALLOTMENT	Following the standard number of hours in LWDs: maximum of ten (10) minutes
PERFORMANCE STANDARD	1. Identifying author's/speaker's point of view (EN4LR-I-1) 2. Applying the important story elements to one's schema: relating story to one's experiences (EN4LR-I-1.12)
21ST CENTURY SKILL/S	Creativity, Collaboration, Communication, Critical Thinking (4Cs)
CREATIVE INDUSTRIES DOMAIN	Creative services (creative research, development, and real- time artistic performances)
DESCRIPTION	Story Interpretation in Filipino Sign Language is an NFOT event category of Special Needs Education (SNED) that allows learners with disabilities (LWDs) to perform Filipino Sign Language through story reading and interpretation of the point of view of the writer.
TECHNICAL SPECIFICATIONS	
A. MATERIAL	To be provided by the participants: N/A

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S, TOOLS AND EQUIPMENT	To be provided by the organizers: • Copy of the DepEd Quality assured Story Book (English - KS2) • tripod • 3 projectors or SMART TV at least 60 inches (Two projectors/ TV are positioned at the sides to project the story, and one serves as a timer set at the back facing the Learner-Participants.) • 2 laptops • 5 extension wires • 1 long table for judges with chairs • 17 chairs at the holding area • 1 adjustable bookstand • sound system • stage • flaglets (1-red, 1-yellow, 2-green) • 3 rooms • Live Streaming Equipment

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B. VENUE	1. Contest area which can hold 50 pax (at least) 2. Holding Area which can hold 20 pax
CRITERIA FOR JUDGING	

Criteria	
1. Space Referents	(20%)
2. Grammar Use of RMS	(30%)
3. Sign Production & Formation	(30%)
4. Fluency/Accuracy	(10%)
5. Contextual Understanding	(10%)

See also the attached Criteria for Story Interpretation in Filipino Sign Language

MECHANICS:

A. The contest is open for Grades 4 to 6 Deaf learners who are officially enrolled in the public school.

B. Each region shall have 1 participant (Deaf – Key Stage 2) for Filipino Sign Language. *(The participant with the highest score during the RFOT shall automatically represent the region in the NFOT.)*

C. The NTWG shall provide the Published Story to be interpreted. The story should be aligned with the 2025 NFOT theme and must not have more than 400 words. This shall be given to the contestant during the actual event.

D. Order of performance shall be identified through drawing of lots. An orientation of the guidelines, process flow and house rules shall be conducted before the contest proper.

Story Interpretation Proper

E. Each contestant is given 15 minutes in the stage to read and understand the story. This includes the following: scanning, skimming, familiarizing and interpreting the content of the story piece

F. The contestant shall not introduce herself/himself.

G. The contestant shall interpret the story through FSL. The storybook shall be placed on the bookstand and shall be flipped by the contestant as s/he progresses. S/He shall give a signal by raising the green flaglet to the judges and TWG if s/he will start the story interpretation. The story shall also be projected in a wide screen (at the side of the contestant) for the judges and audience.

H. The story interpretation should end with a lesson derived from the story read.

I. The judges shall be provided with the printed copy of the story during the contest proper.

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J. Only participants shall be allowed in the designated holding area.

K. Judging of winners shall be based on DO 36, 2016 (Awards and Recognition). The following awards shall be given:

Story Interpretation in Filipino Sign Language (FSL)	
Categories	Range of Scores
1. Exceptional	76-100%
2. Proficient	51-75%
3. Developing	26-50%
4. Certificate of Participation	1-25%

A. The top three (3) contestants with the highest scores shall receive the following medals:
Top 1 - Gold Medal
Top 2 - Silver Medal
Top 3 - Bronze Medal

B. All contestants who have reached the three different categories (Developing - Exceptional) shall receive the Certificate of Recognition.

L. In case of tie, the Judges shall decide on this matter.

M. Coaches shall receive Certificates of Recognition and Participation.

N. Participants shall observe health and safety protocol.

O. Participants and coaches are expected to practice utmost honesty and camaraderie. Any form of dishonesty shall be ground for disqualification.

Contestants	Space Referents		Grammar - Use of NMS		Sign Production & Formation		Fluency/ Accuracy		Contextual Understanding		Total
	Score	20%	Score	30%	Score	30%	Score	10%	Score	10%	
Juan dela Cruz	75	15 (75x 0.2)	25	7.5 (25x 0.3)	50	15 (50x 0.3)	75	7.5 (75x 0.1)	100	10 (100x 0.1)	55

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				o Sign Language
Completion				Exceptional
	25 points	50 points	75 points	100 points
Space Referents (20%)	Does not attempt to use space in collaboration with messages.	Difficulty with setting up points in space to refer to objects and people; Difficulty with maintaining eye contact; Lacks expressive behaviors when signing	Limited use of setting up points in space to refer to objects and people; sometimes makes errors; Limited eye contact; Limited use of expressive behaviors	Frequently sets up points in space to refer to objects and people; make no errors; Maintains some eye contact; Some use of expressive behaviors
Grammar - Use of NMS (30%) Location Negation Contrastive Structure listing and ordering, time, etc.)	Lacks facial expressions when signing; Difficulty using non-manual signals; Difficulty using listing and ordering	Some appropriate use of facial expressions; Limited use of non-manual signals; Limited use of listing and ordering	Appropriate use of facial expressions when signing; Inconsistent use of non-manual signals; Inconsistent use of listing and ordering	Uses good facial expressions correctly and consistently; Appropriate use of non-manual signals; Appropriate use of listing and ordering
Sign Production & Formation (30%)	Frequent incorrect formations of signs; Very difficult to	Some errors, but is understandable;	Self-corrects; few mistakes made;	Consistent use of correct signs;

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		Errors are		

Enclosure No. _to DepEd Memorandum No. _s.

Handshape Palm Orientation Movement Location	understand signs	usually not corrected	Easily understood	Clear, easily understood
Fluency / Accuracy (10%) Smoothness and Fluency of Signs Conceptually Accurate Ideas/Messages	Irregular hand movements and choppy use of signs; Unable to sign conceptually accurate ideas/messages	Hesitates and self-corrects when signing; Signs conceptually accurate ideas/messages on a limited basis	Smooth flow of signs with confidence most of the time; Signs conceptually accurate ideas/messages the majority of the time	Communicates with fluency and confidence; Signs conceptually accurate ideas/messages consistently
Contextual Understanding (10%)	Limited understanding of text in context.	Struggles with context, some understanding.	Understands text context fairly well.	Demonstrates a deep understanding of the text in context.
Total (100%)				

IV. STORY INTERPRETATION IN BRAILLE READING

Enclosure No. _to DepEd Memorandum No. _s.

SPECIAL NEEDS EDUCATION

SNED Abilympics
(Uncovering the Unique Talents of LWDs!)

COMPONENT AREA	**SPECIAL NEEDS EDUCATION**
KEY STAGE	**Key Stage 3 (Grades 7 to 10)**
EVENT TITLE	**Story Interpretation in in Braille Reading using Unified English Braille**
NO. OF PARTICIPANT/S	1 learner-participant (Blind) per region
TIME ALLOTMENT	Following the standard number of hours in LWDs: maximum of fifteen (15) minutes
PERFORMANCE STANDARD	3. Use the appropriate reading style (scanning, skimming, speed reading, intensive reading, etc.) one's purpose (EN7RC-IV-b-10) 4. Analyze literature as a means of understanding unchanging values in the VUCA world (G9_Q2_MELC)
21ST CENTURY SKILL/S	Creativity, Collaboration, Communication, Critical Thinking (4Cs)
CREATIVE INDUSTRIES DOMAIN	Creative services (creative research, development, and real-time artistic performances)
DESCRIPTION	**Story Interpretation in Braille Reading using Unified English Braille** is an NPOT event category of Special Needs Education (SNED) Expo that allows learners with visual impairment (LVI) to interpret story in Braille Reading.
A. MATERIALS, TOOLS AND EQUIPMENT	**To be provided by the participants:** **N/A**
	To be provided by the organizers: • Copy of the Story for the contestant and judges • Braille Copy of the Story (Hard Copy to be provided the NTWG) produced by the BLR • The number of materials should be equivalent to the number of contestants (1:1) • 3 lapels (to be provided by the host region) • 1 laptop • 5 extension wire • 1 long table for judges and NTWG with chairs • 1 table and chair for the contestant • sound system • stage • 1 buzzer/timer/bell • Live Streaming Equipment
B. VENUE	1. Contest area which can hold at least 50 pax 2. Holding area which can hold at least 20 pax

Enclosure No. _ to DepEd Memorandum No. _.

CRITERIA FOR JUDGING	Criteria	Percentage

Enclosure No. _to DepEd Memorandum No. _s.

	1. Accurate Reading of Words or Contractions	15%
	2. Reading Speed	25%
	3. Fluency	5%
	4. Consistency	5%
	5. Contextual Understanding	5%
	6. Quality of Voice (Pronunciation, Enunciation of words/Intonation	30%
	7. Voice Expressions	15%
	TOTAL SCORE	100%
	See also the attached Criteria for Story Interpretation in in Braille Reading using Unified English Braille	

MECHANICS

B. The contest is open for Grades 7 to 10 Blind learners who are officially enrolled in the public school.

C. Each region shall have 1 participant (Blind- Key Stage 3) for Story Interpretation in Braille Reading using Unified English Braille
(The participant with the highest score shall automatically represent the region in the NFOT.)

C. The NTWG shall provide the Published Story to be interpreted. The story should be aligned with the 2025 NFOT theme and must not have more than 450-500 words. This shall be given to the contestant during the actual event.

D. Order of performance shall be identified through draw lots. An orientation of the guidelines, process flow and house rules shall be conducted before the contest proper.

Story Interpretation proper

E. Each contestant is given 15 minutes to read and understand the story. This includes the following: scanning, skimming, familiarizing and delivery of the contest piece.

F. The contestant shall not introduce herself/himself.

G. The contestant shall interpret the story through Braille Reading using Unified English Braille. The embossed copy of the story shall be placed on the table and shall be flipped by the contestant as s/he progresses.

H. The story interpretation should end with a lesson derived from the story read.

I. The judges shall also be provided with the printed story piece during the contest proper.

J. Only participants shall be allowed in the designated holding area one hour before the event.

K. Judging of winners shall be based on DO 36, 2016 (Awards and Recognition). The following awards shall be given:

Enclosure No. _to DepEd Memorandum No. _s.

Categories	Range of Scores
1. Exceptional	76-100%
2. Proficient	51-75%
3. Developing	26-50%
4. Certificate of Participation	1-25%

C. The top three (3) contestants with the highest scores shall receive the following medals:
Top 1 – Gold Medal
Top 2 – Silver Medal Top 3 – Bronze Medal

D. All contestants who have reached the three different categories (Developing – Exceptional) shall receive the Certificate of Recognition.

L. In case of tie, the panel of judges shall decide on this matter.

M. Coaches shall also receive Certificates of Recognition and Participation.

N. Participants shall observe health and safety protocol.

O. Participants and coaches are expected to practice utmost honesty and camaraderie. Any form of dishonesty shall be ground for disqualification.

P. Final scores of the contestants shall be presented to the Regional Focal Person after the consolidation of results.

Contestants	Accurate Reading of Words or Contractions		Reading Speed		Fluency		Consistency		Contextual Understanding		Quality of Voice (Pronunciation, Enunciation of words/Intonation		Voice Expressions		Total
	Score	15%	Score	25%	Score	5%	Score	5%	Score	5%	Score	30%	Score	15%	
Juan dela Cruz	75	11.25 (75 x0.15)	25	6.25 (25 x0.25)	50	2.5 (50 x0.05)	75	3.75 (75 x0.05)	100	5 (100x 0.05)	80	24 (80 x0.30)	60	9 (60 x0.15)	61.75

NFOT 2025 Rubric for Story Interpretation in Braille Reading using Unified English Braille				
Requirements/ Task Completion	**Limited**	**Developing**	**Proficient**	**Exceptional**
	25 points	**50 points**	**75 points**	**100 points**
Accurate Reading of Words or Contractions (15%)	More than 15 errors in reading words	11 – 15 errors in reading words	6-10 errors in reading words	5 below errors in reading words
Reading Speed (25%)	Reads very slowly with extended pauses	Reads slowly with frequent pauses	Reads at a moderate pace with minimal hesitations	Reads braille fluently at a fast pace
Fluency (5%)	Difficulty tracking, substantial skipping	Struggles with tracking, frequent skipping	Follows lines adequately, occasional skipping	Follows lines smoothly, rarely skips or jumps
Consistency (5%)	Highly inconsistent with frequent errors	Inconsistent with noticeable errors	Generally consistent but with some errors	Reads braille consistently, rarely making errors
Contextual Understanding (5%)	Limited understanding of text in context	Struggles with context, some understanding	Understands text context fairly well	Demonstrates a deep understanding of the text in context
Quality of Voice (Pronunciation, Enunciation of words/Intonation (30%)	The quality of voice is monotonous. Mispronounced words can be heard	Demonstrate considerable variations of voice. There are few mispronounced words that can be heard.	Demonstrate good and appropriate variations of voice. Most words are properly pronounced.	Demonstrate very clear and appropriate variations of voice. All words are correctly

Department of Education

				pronounced.
Voice Expressions (15%)	The emotions in the voice expression are still lacking and demonstrates little internalization of the piece.	Some emotions in the voice expressions are present and demonstrates considerable internalization of the piece.	Most emotions in the voice expressions are present and demonstrates powerful internalization of the piece.	The emotions are flowing freely and can be felt by the audience and demonstrates powerful internalization of the piece.
TOTAL SCORE (100%)				

Republic of the Philippines
Department of Education
SOCCSKSARGEN REGION

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on

MUSABAQAH

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/Division Memorandum;
   b. Parents' Consent;
   c. Accomplished Entry Form;
   d. School Form 10 (for Verification);
   e. Medical Certificate (within the last six months), and;
   f. 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. The participant shall be given a control number to conceal the division they represent.
6. Winners in each category shall receive medals and certificate of recognition for 1st to 3rd places, while participants in 4th and 5th places shall receive a certificate of recognition only.
7. Winning coaches shall receive certificate of recognition while non-winning coaches will be given a certificate of participation.
8. The top 5 divisions shall be awarded with a certificate of recognition.

9. Only official coaches can file an appeal to the Grievance Committee, should there be contest.
10. The whole proceedings shall be recorded by the RTWG.
11. The decision of the judges is final and irrevocable.
12. The detailed contest guidelines and criteria for each *musabaqah* events are as follows:

I. NASHEEHA (ORATION)

COMPONENT AREA	**Arabic Language and Islamic Values Education**	
KEY STAGE	2	
NO. OF PARTICIPANT	One (1) per SDO	
TIME ALLOTMENT	5-7 minutes (including preparations)	
PERFORMANCE STANDARD	The learner exhibits multi-lingual skills in Arabic and Filipino in expressing his/her thoughts relevant to the Muslim culture, traditions, and practices.	
21st Century Skills	Critical Thinking, Communication, Literacy	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	An oration is an act of performing a speech to a live audience such as "Naseehah" (Speech) to inform, persuade, and entertain.	
TECHNICAL SPECIFICATIONS		
0. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: • Three (3) printed copies of the oratorical piece (in A4-sized bond paper) • Muslim attire (Jubah/Thawb for male, Abaya for female); with head hijab and tutob	To be provided by the event organizers: • Microphone with stand • Stop Watch • Bell/Buzzer • Video recorder • Score sheets • Rubrics
1. VENUE	Gymnasium with bleachers, 1 holding room	
CRITERIA FOR JUDGING	The criteria for judging the contest will be based on the substance or content of the piece, delivery, and stage presence. Contestants must strictly observe the time limit of	

	five to seven (5-7) minutes to avoid penalty deductions from their overall scores. **1. Substance - 50%** • Relevance of the Topic or Focus on the Theme (15) • Originality/Creativity (15) • Rhetorical Organization (10) • Grammar (10) **2. Delivery - 40%** • Quality of Voice (10) • Diction (10) • Fluency/Mastery of the Speech (10) • Pronunciation (10) **3. Stage Presence - 10%** • Stage Poise (3) • Gestures (3) • Proper Attire (2) • Appropriate Use of the Stage (2)

Mechanics

1.1. There shall be one (1) participant, Grade 5, male or female.

1.2. The participant shall be given five to seven (5-7) minutes including preparations.

1.3. At the first bell, the participant shall get ready. At the second bell, the participant shall start the "Muqaddimah" (Introduction). At the third bell, the participant may stop as he/she already consumed the minimum number of minutes or continue until the fourth bell for the maximum number of minutes. The participant whose speech is shorter than the minimum requirement of five (5) minutes as well as those who exceeded the maximum of seven (7) minutes will get a deduction of one (1) point from his/her total score for every minute or a fraction thereof in excess/deficit of the allotted time.

1.4. The participant shall use Filipino as a medium of delivery.

1.5. "Adillah" (evidences) from the Qur'an and Hadith should be recited in the Arabic Language.

1.6. The printed copy of the entry shall be submitted to the RTWG Secretariat during the Solidarity Meeting, a day before the competition.

1.7. The oration (naseehah) shall not, in whole or in part, expressly or impliedly, subvert the principles of democracy, offend any religion, sect, or creed, or violate either the standards of decency or the laws on libel and oral defamation.

Rubrics for Oration (Naseehah)

Criteria	1	2	3	4
Substance (50%)				
• Relevance of the topic or focused on the theme(15%)	No surah/verses /ahadith recited are relevant to the theme	1 surah/verses /ahadith recited are relevant to the theme	2 surah/verses /ahadith are relevant to the theme	3 surah/verses /ahadith recited are relevant to the theme
• Originality/ Creativity (15%)	The oration piece lacks originality and creativity in its interpretation of the Surah or Ayah, presenting a predictable and conventional perspective. Audience engagement is minimal.	The oration piece displays some originality and creativity in expounding the Surah or Ayah, although it may be somewhat limited, with a more conventional approach. Audience engagement is moderate.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.
• Rhetorical Organization (10%)	The sequence of ideas from general (Ayah) to specific (Hadith) is not evident.	The sequence from general (Ayah) to specific (Hadith) is evident but not consistently maintained.	The sequence of ideas generally follows a progression from general (Ayah) to specific (Hadith).	The sequence of ideas is presented seamlessly, starting from general concepts (Ayah) and progressing to

				specific examples (Hadith).
• Grammar (10%)	5 and more grammatical errors in Arabic and Filipino	3-4 grammatical errors in Arabic and Filipino	1-2 grammatical errors in Arabic and Filipino	no grammatical errors in Arabic and Filipino
Delivery (40%)				
• Quality of Voice (10%)	Voice lacks clarity and is heavily affected by fluctuations in pitch or tone. 5 or more modulation issues which significantly hinder audience engagement.	Voice is somewhat clear but has noticeable fluctuations in pitch or tone. 3-4 variations in modulation that may mildly affect the audience's engagement.	Voice is generally clear and well-modulated, with only minor fluctuations. 1-2 instances of variation in pitch or tone, which do not significantly affect the overall quality. The voice maintains audience engagement.	Voice is consistently clear and well-modulated throughout the speech. No significant fluctuations in pitch or tone. The voice is engaging and effectively captures the audience's attention.
• Diction (10%)	Diction is unclear and often includes inappropriate or irrelevant word choices. 5 or more issues with word choice which significantly hinder the speech's effectiveness.	Choice of words is somewhat unclear at times, affecting the speech's overall effectiveness. Vocabulary may lack consistency or relevance in 3-4 instances.	Diction is generally good, with 1-2 instances of less precise word choice. Vocabulary is mostly relevant, though minor inconsistencies may be present.	Choice of words is consistently precise and well-articulated. No instances of unclear or inappropriate word choices.
• Fluency/Mastery of the Speech (10%)	Delivery is heavily disrupted by 5 or more hesitations, making the speech difficult to follow. Hesitations significantly	Delivery is somewhat hesitant, with 3-4 noticeable disruptions in fluency. Hesitations may affect the	The participant delivers the speech with good fluency and confidence,	The participant demonstrates complete mastery of the speech, with no hesitations or disruptions.

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

	poor, and it negatively impacts the overall presentation.	somewhat awkward or inconsistent, but it does not seriously weaken the speech.	uses the stage appropriately, with minor adjustments needed.	makes excellent use of the stage, moving purposefully and effectively, enhancing the speech.

II. HARF TOUCH

COMPONENT AREA	**Arabic Language**
KEY STAGE	1
NO. OF PARTICIPANT	One (1) per region
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	• Literacy Skills • Thinking Skills • Global Awareness
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions
DESCRIPTION	**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. This activity enhances familiarization of the Arabic letter through cognition and psychomotor.
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		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: None	To be provided by the event organizers: 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	Gymnasium with bleachers; 1 holding room	

Mechanics

PRE-EVENT: Briefing and Materials Preparation

A. Participant Eligibility:

- One participant per region, Grade 2, male or female.

B. Coaches Briefing:

- Orient coaches on appeal procedures and grievance protocols.
- Designate areas where coaches will remain during contest.

C. Participants Briefing:

- 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.

D. Materials and Equipment Setup:

- 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 NTWG.

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.
- 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 medals and certificates.
- Award participants in 4th and 5th places with certificates only.

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.

III. QUR'AN READING

COMPONENT AREA	**Arabic Language and Islamic Values**
KEY STAGE	2
NO. OF PARTICIPANT	One per region
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 *Tawasot* and stage presence.
21st Century Skills	• Communication • Literacy • Global Awareness
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions
DESCRIPTION	**Qur'an Reading** is an NFOT event category of Musabaqah that allows learner-participants to showcase their reading skills while developing their good speech habits. The Qur'an is the material to be used as

	it is an authentic source of stories and literature for Muslims.

TECHNICAL SPECIFICATIONS

A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: - black abayah and white kombong/hijab for female and white kimon with totob/kopya for male	To be provided by the event organizers: • Holy Qur'an • Book stand • Clipped wired microphone • Stopwatch • Video recorder
B. VENUE	Gymnasium with bleachers, 1 holding room	

CRITERIA FOR JUDGING

Criteria	Percentage
Tajweed/Pronunciation	40%
Tawasot/Chant	30%
Sawt/Voice Clarity	20%
Hay'ah/Stage Presence	10%
Total	100%

Mechanics

PRE-EVENT: Briefing and Materials Preparation

A. Participant Eligibility:

- One (1) participant per region, Grade 6, male or female.

B. Coaches Briefing:

- Brief coaches on judging criteria and appeal procedures.

C. Participants Briefing:

- 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).

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 NTWG 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 medals and certificates.
- Award participants in 4th and 5th places with certificates only.

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 (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: • Proper attire jubbah/thawb and tutob • Proper placement of the hands • Apparent and strong Confidence

IV. ARABIC LANGUAGE SPELLING (IMLA)

COMPONENT AREA	**Arabic Language**
KEY STAGE	2
NO. OF PARTICIPANT	One per region
TIME ALLOTMENT	Easy Round: 10 seconds per word Average Round: 15 seconds per word Difficult Round: 30 seconds per word
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	• 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:** - 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: - black abayah and white kombong/hijab for female and white kimon with totob/kopya for male	**To be provided by CO:** - 3 Judges (to be identified by the CO) - 1 Quizmaster **To be provided by Host Region:** Office Supplies: • Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartlina) - 860 pieces total: o Easy Round (yellow) - 270 pieces o Average Round (light blue) - 270 pieces o Difficult Round (light pink) - 270 pieces o Clincher Round (light green) - 50 pieces • Permanent markers (broad tip) - 18 pieces • Envelopes - 20 pieces • Bell/buzzer - 1 piece

		• Tally sheets - 10 pieces **Furniture and Equipment:** • 18 tables with chairs for the contestants • 3 tables with chairs for the judges • Sound system with microphone • Video recorder - 1 unit **Personnel:** • Proctor • Timekeeper • Video Recorder • Tabulator • Event Facilitator
B. VENUE	Gymnasium with bleachers, 1 holding room	

I. Event Rules and Mechanics

PRE-EVENT: Briefing and Materials Preparation

A. Participant Eligibility:

- One participant per region, 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.
  - 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 NTWG 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): 15 pieces
  - Light blue (Average Round): 15 pieces
  - Light pink (Difficult Round): 15 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.

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:

- 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 wins 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 medals and certificates.
- Award participants in 4th and 5th places with certificates 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.

V. ADHAN (CALL TO PRAYER)

KEY STAGE	Male learner from **Grade 1 to 4**
NO. OF PARTICIPANTS	One participant (1) per SDO
TIME ALLOTMENT	5 minutes
PERFORMANCE STANDARD	The learner demonstrates the proper way in reciting aloud the Adhan phrases with proper Tajweed, clear voice in *Tawasot* and stage presence.
21ST CENTURY SKILLS	• Literacy Skills • Thinking Skills • Global Awareness
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions Domain
DESCRIPTION	Adhan is an act of calling the Muslims to perform a Salah (Prayer). This will be performed by the MEP learners as it is done in the Masjid.
CRITERIA	

Criteria	Percentage
Tajweed/Pronunciation	*40%*
Tawasot/Chant	*30%*
Sawt/Voice Clarity	*20%*
Hay'ah/Stage Presence	*10%*
Total	**100%**

Event Rules and Mechanics

A. There shall be one (1) participant, ages six to nine (6-9 years old from **grade 1 to 4 (male)**.
B. The participant performs the Adhan verbally in a maximum of five (5) minutes including the preparation.
C. The proctor (one of the judges) shall say "Ibda'" (start), then, the participant begins to perform the adzan and may opt to stop when the bell/buzzer rings.
D. There shall be first, second and third winners to be declared. In case of tie in any of the top of three ranks, clincher round shall be given by board of judges to determine in the place/rank from which they tied.
E. There shall be one (1) time keeper, one (1) recorder, one (1) tabulator and three (3) panel of Judges.
F. The time keeper shall ring the buzzer to end the allotted time.
G. The time recorder and tabulator shall record the time and tally the scores.

II. Resource Requirements

Microphone with stand; Muslim attire (jubah/thawb)/tutob; Stop Watch; Bell/Buzzer and Video recorder

VI. **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	• Critical Thinking • Communication • Collaboration • Literacy • Information Literacy • Global Awareness • Cultural Competence
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions
DESCRIPTION	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.**

TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by the participants:** • Black abayah and white kombong/hijab for female participants • White Kimon with totob/kopya for male participants	**To be provided by CO:** - 3 Judges (to be identified by the CO) - 1 Quizmaster **To be provided by Host Region:** Office Supplies:

	• Writing materials (pen/pencil)	• Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartlina) - 860 pieces total:
		  ○ Easy Round (yellow) - 270 pieces
		  ○ Average Round (light blue) - 270 pieces
		  ○ Difficult Round (light pink) - 270 pieces
		  ○ Clincher Round (light green) - 50 pieces
		• Permanent markers (broad tip) - 18 pieces
		• Envelopes - 20 pieces
		• Bell/buzzer - 1 piece
		• Tally sheets - 10 pieces
		Furniture and Equipment:
		• 18 tables with chairs for the contestants
		• 3 tables with chairs for the judges
		• Sound system with microphone
		• Video recorder - 1 unit
		Personnel:
		• Proctor
		• Timekeeper
		• Video Recorder
		• Tabulator

		• Event Facilitator
B. VENUE	Gymnasium with bleachers, 1 holding room	
CRITERIA FOR JUDGING	**Scoring System:** **Written Round (75 points):** • 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 **Tie-Breaker:** Clincher questions (as many as needed, 1 points each)	

MECHANICS

PRE-EVENT: Briefing and Materials Preparation

A. Participant Eligibility:

- Three participants per region 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:

- Brief coaches on competition format, appeal procedures, and content scope.

C. Team 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. NTWG Question Preparation:

- Regions submit three questions with answer key for each round.
- Accompany questions with a table of specifications (TOS).
- The NTWG compiles questions submitted by regions 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 18 tables with chairs for the contestant teams (3 chairs per table) and 3 tables with chairs for the judges.
- Provide each team with meta-cards:
  - Yellow (Easy Round): 15 pieces
  - Light blue (Average Round): 15 pieces
  - Light pink (Difficult Round): 10 pieces
  - Light green (Clincher Round): 10 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 CO), 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.

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 × 2 points = 20 points
   - Average Round: 10 questions × 3 points = 30 points
   - Difficult Round: 5 questions × 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 NTWG 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.
- Conduct a clincher round between the tied participants only in case of tie.
- Clincher Round Procedure:
  1. The NTWG 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 medals and certificates.
- Award teams in 4th and 5th places with certificates only.

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.
- 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.

VII. ARABIC CALLIGRAPHY

Description	The Arabic Calligraphy will produce a simple, creative artistic Arabic letter writing to convey an immediate identity of Madrasah Education Program (MEP). This serves also as an expression of Muslim children's artistic skill in writing Arabic letters/characters and visual arts.
Objectives	This exhibition category aims to enhance the innovativeness and creativity among MEP learners through Visual Arts.
Arabic Words/Phrases for Calligraphy	To be given by the Musabaqah management and the contest Judges during the event.
Materials	• ¼ size Illustration Board • Pencil (Mongol 2)& Eraser

	• Broad Pentel Pen (Black)

Mechanics

1.1 There shall be one (1) participant, **ages nine to twelve (9-12) years old from Grades 4 to 6** (male or female).
1.2 The allotted time should be two hours.
1.3 The panel of judges shall give a printed copy of the Arabic text or phrase for each contestant to use as model or guide for the calligraphy output.
1.4 There shall be first, second and third winners to be declared.
1.5 There shall be one (1) time keeper, one (1) recorder, one (1) tabulator and three (3) panel of Judges.

2. **Criteria for Judging**

Creativity and Presentation	30%
Originality	30%
Accuracy	40%
TOTAL	100%

2026 NATIONAL FESTIVAL OF TALENTS

Implementing Guidelines on AGHAMAZING

Enclosure No.___ to DepEd Memorandum No. ___s, 2025

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: • 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)

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	• 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	To be provided by the participants: • ICT Tools such as laptops and charges • Extension cords	To be provided by the event organizers: • 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 (*if allowed by organizers*) • Safety equipment (as specified in orientation)
B. VENUE	School grounds or designated competition area with: • Multiple checkpoint stations • Investigation areas • Presentation space • Rest areas and first aid stations • Emergency assembly points	
CRITERIA FOR JUDGING	For Stations that require direct answer • 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. For Station/s with written and oral arguments (Refer to the Rubric)	
EVENT RULES AND MECHANICS		
A. **Pre-Competition Requirements/Rules** 1. Teams must complete **online** registration two (2) weeks before the event Registration Process (2 Weeks Before)		

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- Submission of Regional Team Registration Forms including the following:
  - 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:
  - 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:
     - Competition mechanics
     - Safety protocols
     - Equipment usage
     - Scoring system
     - Emergency procedures
   - Q&A portion

3. Equipment and Documentation Verification
- Pre-Event Documentation Checklist:
  - Individual Participant Form with parent consent
  - Medical Certificate
  - Equipment Checklist if any
- Equipment Inspection:
  - 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.

8. **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)

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- **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

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- 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