

Republic of the Philippines
Department of Education
REGION II - CAGAYAN VALLEY
SCHOOLS DIVISION OF BATANES

October 13, 2025

DIVISION MEMORANDUM

No. 285, s, 2025

CONDUCT OF SY 2025-2026 DIVISION FESTIVAL OF TALENTS (DFOT)

TO: Asst. Schools Division Superintendent
Chief Education Supervisors
Education Program Supervisors
Elementary and Secondary Heads
All Other Concerned

1. This is to announce the conduct of the **Division Festival of Talents (DFOT) for School Year 2025-2026** with the theme, **Empowering Filipino Youth: Unleashing potentials in Creative Industries in the Era of Artificial Intelligences**, which highlight the importance of equipping young Filipinos with knowledge and skill to excel in various domains to creative industries, the role of AI in shaping these fields, and the need for the youth to adapt and innovate in this rapidly changing landscape.
2. The DFOT will be held on November 14-16, 2025, at the Schools Division Office, Ivatan Conference Hall. All participating schools are expected to prepare and ensure the active involvement of their learners.
3. The festival is open to all learners from public and private elementary and secondary schools within the division. Each school is encouraged to send participants in the following categories:
 - a. Technolympics
 - b. Sining Tanghalan
 - c. Read-A-Thon
 - d. Population Development
 - e. STEMazing
4. All schools must submit their official entries through the Curriculum Implementation Division with a certification duly signed by the School Head on or before November 8, 2025, using the following template:

Name of Participant	School	Category	Coach
Juan B. Dela Cruz	Marilao IS	Folkdance	Joan A. Reyes



Address: Basco, Batanes, 3900
Contact No.: 09603974200
Email Address: batanes@deped.gov.ph
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5. First-place winners who achieve at least a 90% cut-off score in their respective categories shall qualify to represent the Division in the Regional Festival of Talents, but only for selected events and subject to the availability of funds.
6. All teachers involved in the conduct of this activity shall be entitled to Service Credits as per DO 53, s. 2003 while school administrators and non-teaching personnel shall earn Compensatory Overtime Credits (COC) per CSC and DBM Joint Circular No. 2 series of 2004 to cover services to be rendered for Saturday and Sunday (November 15 & 16, 2025).
7. The specific guidelines for the DFOT are contained in the following enclosures:

Enclosure No. 1. General Guidelines on the Conduct of the 2025 DFOT

Enclosure No. 2. Implementing Guidelines on the Different Area Skills Exhibition

Enclosure No. 3. Schedule of Activities per Event per Category

8. For more information, please contact the following Division Subject Coordinators:

Name	Area	Contact Number
Elena A. Baldomar	MAPEH	09185237908
Jay V. Gonzales	AP	09397922194
Dennis B. Valdez	TLE	09778155529
Leilani D. Ugali	English	09212309444
Myrna H. Agudo	Filipino	09196987768
Jennifer H. Moro	Science	09199901107

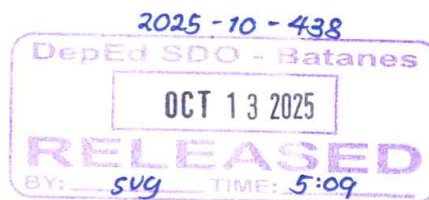
9. Expenses related to the conduct of the DFOT shall be charged to BEC funds, school MOOE, and SEF/local funds or other available sources of funds, subject to the usual accounting and auditing rules and regulations.
10. Immediate dissemination of this Memorandum is desired.


DANTE J. MARCELO PhD, CESO VI
 OIC-Schools Division Superintendent

Encls: As stated

Reference: DepEd Memo No. 039 s. 2025

CID/eab/vgh



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Implementing Guidelines on Technolympics

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Elementary				
Invitation Card Making using MS Productivity Tools	ICT	1	1	3 hours
Secondary				
Food Processing (Meat, Fish & Vegetable)	AFA	2	1	4 hours
Total		3	2	

ELEMENTARY LEVEL

INVITATION CARD MAKING USING MICROSOFT PRODUCTIVITY TOOLS

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)
KEY STAGE	Elementary Grades 4-6)
EVENT TITLE	Invitation Card Making Using Microsoft Productivity Tools
NO. OF PARTICIPANT/S	One (1) learner-participant
TIME ALLOTMENT	Three (3) Hours, excluding interview
PERFORMANCE STANDARD	Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang computing devices at productivity tools. [MATATAG, Grade 4] Nakagagawa ng knowledge products gamit ang productivity tools. [Kto12 Curriculum, Grade 5, Content 7]
21ST CENTURY SKILL/S	Creativity, Communication, Critical Thinking, ICT for Learning, Self-Regulation, Digital Literacy, Adaptability
CREATIVE INDUSTRIES DOMAIN	Publishing, Printed Media, ICT, and Digital Communication
DESCRIPTION	Invitation Card Making Using Microsoft Productivity Tools is an NFOT event category of Technolympics that allows learner-participants to utilize several Microsoft Productivity Tools to make unique invitation cards based on the given topic or theme.

A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: All materials, equipment, and PPE	Materials: - Desktop/Laptop with Windows 10 or higher installed with MS Office Standards or higher version - Printer with colored cartridges - Filed Photos on the computer - Extension wire and UPS - Laid paper in A4 - Mouse - Scissors/ Handheld Cutter - Plastic /Metal Ruler - Curling Ribbon, 2 meters per participant
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SECONDARY LEVEL

FOOD PROCESSING (MEAT, FISH, AND VEGETABLE)

COMPONENT AREA	AGRI-FISHERY ARTS
KEY STAGE	Key Stage Three (3): Grades 9 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Food Processing (Meat, Fish, and Vegetable)
NO. OF PARTICIPANT/S	Two (2) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region
TIME ALLOTMENT	Four (4) Hours, excluding interview
PERFORMANCE STANDARD	The learners independently develop the skills in food processing and demonstrate the core competencies in food processing prescribed in the K to 12 Basic Education Curriculum as of May 2016.
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions

TECHNICAL SPECIFICATIONS

A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: All materials, equipment, and PPE	Materials - Cooking utensils 12 oz. Jar, with wide opening (4 bottles) - rubberized cap/lid - Polyethylene 2 pcs bangus (approx. 2 pcs per half kg.) per participant (1 for presentation, 1 for tasting) 1 kg whole dressed chicken - Ingredients (vegetable, fruits & others) binder ingredients (ex. egg and cornstarch)
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		Tools and Equipment • Working Tables • Cooking Area • Stove • Water outlets • Knife • Chopping Board • Pressure Cooker • Gas stove • LPG • Utility expenses
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SINING TANGHALAN

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



COMPONENT AREA	DANCE
KEY STAGE	Key Stage Two (2): Grades 4 to 6
EVENT TITLE	Katutubong Sayaw
NO. OF PARTICIPANT/S	8 learner-participants; and 2 teacher-coaches
TIME ALLOTMENT	Maximum of five (5) minutes
PERFORMANCE STANDARD	In dances where the literature does not specify the entrance/ exit, the trainer may arrange one, however both must not exceed sixteen measures. PE 4 (Q3 & Q4): The learners participate in rhythmic activities and dances promoting community wellness for active and healthy living. PE 5-6 (Q3 & Q4): The learner participates and assesses performance in physical activities. Music and Arts 4 (Q4): The learner produces a creative work based on performing and visual arts in their province. Music and Arts 6 (Q4): The learner integrate their understanding of their Filipino identity informed by history, culture, and nationhood in a creative work using contemporary concepts, processes, practices, and technology in Music and Arts.
21ST CENTURY SKILL/S	- critical thinking; - creativity; - collaboration; - communication; - character education (discipline); - citizenship; and - cultural literacy
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Traditional Cultural Expressions
DESCRIPTION	Katutubong Sayaw is an NFOT event category of Sining Tanghalan that allows learner participants to showcase published dances from the rural communities/from the countryside and occupational in nature.
TECHNICAL SPECIFICATIONS	

B. MATERIALS, TOOLS AND EQUIPMENT

To be provided by the participants:

- Costumes
- Props (if any)
- Canned music for dance

To be provided by the event organizers:

- 1 ream A4 size bond paper
- One (1) Laptop
- 1 USB Flash Drive for saving music
- 5 pcs long folders
- Pencils
- Black Ballpens
- Stopwatch
- Sound System
- One (1) LED Screens during exhibition
- Tables and chairs for judges and TWG
- Stopwatch

D. VENUE

- One (1) fully air-conditioned hall that can accommodate at least 300 pax
- One (1) big room adjacent to the contest hall that can accommodate 120 pax to be used as holding area for the performers.

CRITERIA FOR JUDGING

Criteria	Percentage
Performance (Showmanship)	40%
Interpretation of Dance Literature	25%
Staging (Spacing, Formations, Execution)	25%
Appropriate Costume and Props	10 %
Total	100%

MECHANICS

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

→ Sala ti Mais
 * Maguigan
 * Sala ti Mais
 * Maguigan
 * ginukan



SINING TANGHALAN

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



COMPONENT AREA	MEDIA ARTS
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Sineliksik
NO. OF PARTICIPANT/S	3 learner-participants either from Key Stage Three (3) or Four (4) per region; and 1 teacher-coach
TIME ALLOTMENT	• Four (4) hours for shooting • Four (4) hours for editing • Showcase (the next day)
PERFORMANCE STANDARD	The learner: MAPEH Grade 7 produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian countries using relevant concepts, processes, techniques, and/or practices MAPEH Grade 8 integrates relevant concepts, techniques, processes, and/or practices of emerging and contemporary Asian popular music and arts in the production of one's creative work. MAPEH Grade 9 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 utilizes digital/available technologies in a collaborative creative work SPA MEDIA ARTS SHS ARTS AND DESIGN TRACK 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
21ST CENTURY SKILL/S	

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SACONG PILIPINAS

**CREATIVE
INDUSTRIES
DOMAIN**

Audiovisual Media
Creative Services

DESCRIPTION

Sineliksik is an NFOT event category of Sining Tanghalan that allows learner-participants to produce and showcase a short film.

TECHNICAL SPECIFICATIONS

**A. MATERIALS,
TOOLS AND
EQUIPMENT**

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
- camera tripod
- extension cord/s
- other tools and equipment for video editing

To be provided by the event
organizers:

- NFOT shirt for learner-participant
- 1 ream A4 size bond paper
- One (1) Laptop
- 2 USB Flash Drive for saving final videos
- 10 pcs long folders
- Pencils
- Black Ballpens
- Stopwatch
- Actor's Consent Form
- One (1) LED screens for the public viewing of the finished short films;
- chairs for judges and audience
- Judge's Table

C. VENUE

1. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location.
2. Fully air conditioned computer laboratory that can accommodate 70 participants during the film editing;
3. Fully air conditioned hall with LED wall that can accommodate 1000 pax during the public viewing.

4 USB per DO (provide by the participants)

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BACORANG PILIPINAS

CRITERIA FOR JUDGING

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

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BAGONG PILIPINAS

- B. Each region will showcase one (1) entry
- C. Three learner-participants per region are allowed. They may be accompanied by one (1) teacher-coach provided that they should not assist the participants in the Development, conceptualization, production, and/or editing of the video.
- D. Participants are required to bring their own laptops 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.
- E. 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 footages taken/captured during the actual conduct of NFOT and music used must be acknowledged accordingly in the end credits.
- F. 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 locations, e.g. traffic shots, time lapses, sunrise, sunset scenes.
- G. The finished output must be:
- 4-5 minutes in duration not including opening/closing credits
 - a maximum of 30 seconds (1/2 minutes) for opening credits
 - a maximum of 30 seconds (1 minute) for closing credits
 - total output duration must not exceed 6 minutes and 30 seconds (390 seconds)
- H. 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.
- I. 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.
- J. 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.
- K. Images shown and presented in the film must be taken during the 2015 NFOT. If the output requires pre-existing stock or news 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.
- L. Films are encouraged to use music or sound elements taken or produced during the 2015 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).
- M. Participants may use to choose any style (e.g. observational, participative, or reflexive) or utilize various tools to deliver content (e.g. narration, on-camera, music, dramatization/s, etc.) but it must be noted that the emphasis of the showcase is on visual storytelling rather than narrative or textual stories.
- N. Participants shall be briefed on the rules and parameters of the showcase. They shall be given access to the same general film location and a space for post-production.
- O. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
- P. The official showcase time shall begin and end at a time allotted by the NTWG. All participants shall start from a location designated by the NTWG. Films must be submitted to the marshals at the assigned date and time.
- Q. An additional three (3) actors with written consent (learners/spectators in the location) may be requested to take part in the film.
- R. Roles of Teacher Coaches:
- They are responsible for managing the participants, keeping them focused and on-track, maintaining team dynamics, and ensuring completion and adherence to the rules;
 - They may secure and manage production equipment but are not allowed to set up or configure equipment such as cameras, tripods, or editing systems; and
 - They should not interfere, influence, or be involved in the creative and technical development of the film during the shooting and editing.
 - Teacher-coaches are not allowed to edit, do camera or sound work, or similar involvement in the production process.

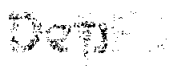


SINING TANGHALAN

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



COMPONENT AREA	MUSIC
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Likhawitan
NO. OF PARTICIPANT/S	2 learner participants either from Key Stage Three (3) or Four (4) per region
TIME ALLOTMENT	4 hours for songwriting (A.M.) 3 to 5 minutes performance per group (P.M.)
PERFORMANCE STANDARD	The learner creates a musical work using media and technology, performs music in solo and with accompaniment, and demonstrates musical skills in voice and/or instrument-playing.
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services
DESCRIPTION	Likhawitan is an NEOT event category of Sining Tanghalan that allows learner-participants to showcase their talents in an on-the-spot event on songwriting, singing, and playing musical instruments.
TECHNICAL SPECIFICATIONS	



**A. MATERIALS,
TOOLS AND
EQUIPMENT**

To be provided by the
participants:

- Musical instruments
- copy of 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) Laptop
- 10 pcs long folders
- 20 pcs Pencils
- 15 pcs Black
Ballpens
- sound system
- amplifiers for music
instruments
- 2 wireless
microphones
- 2 mic stands

B. VENUE

One (1) fully air-conditioned/well-ventilated rooms that
can accommodate 100 pax for event proper;

One (1) well-ventilated room as holding area of
performers and coaches

**CRITERIA FOR
JUDGING**

Criteria	Percentage
Song Writing	
Lyrics (Relevance to the theme)	25%
Music (Arrangement and melody)	25%
Originality (Authenticity of the piece)	15%
Performance	
Vocal quality	15%
Accompaniment	15%
Showmanship (Stage presence interpretation)	5%
Total	100%

MECHANICS

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

White T shirt

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and Showcases
in Various Art Disciplines)

COMPONENT AREA	THEATER
KEY STAGE	Key Stage Three (3): Grades 7 to 10 Key Stage Four (4): Grades 11 to 12
EVENT TITLE	Direk Ko, Ganap Mo
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4): 1 teacher-coach
TIME ALLOTMENT	1 day
PERFORMANCE STANDARD	1. The learner performs creative pieces using body movements and vocal improvisations in the integrated arts process that exhibit understanding of the different elements of artistic expressions and principles of organization. 2. The learner performs tasks and activities in the pre-production phase based on the criteria set.
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
CREATIVE INDUSTRIES DOMAIN	Performing Arts and Creative Services
DESCRIPTION	The Direk Ko, Ganap Mo is an NFOT event category of Sining Tanghalan relevant to acting showcase that allows learner-participants to follow the direction and instructions given by a theater director in relation to the script and scene provided.
TECHNICAL SPECIFICATIONS	

**A. MATERIALS,
TOOLS AND
EQUIPMENT**

To be provided by the
participants:

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
- 2 wireless
microphones

B. VENUE

1. Two (2) fully air-conditioned/well-ventilated rooms that
can accommodate 50 pax (1 for holding area; 1 for event
proper)

**CRITERIA FOR
JUDGING**

Criteria	Percentage
Interpretation of the whole script	25%
Acting technique	40%
Delivery (voice, clarity, projection etc.)	35%
Total	100%

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

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**COMPONENT
AREA****KEY STAGE****EVENT TITLE****NO. OF****PARTICIPANT/S****TIME****ALLOTMENT****PERFORMANCE****STANDARDS****21ST CENTURY
SKILL/S****CREATIVE
INDUSTRIES
DOMAIN****DESCRIPTION****CRITERIA FOR
PRESENTATION
(DFOT/RFOT)****VISUAL ARTS**

Key Stage Two (2)

PINTAHUSAY

1 learner-participant and 1 coach

8 hours

The learner:

produces a creative work based on the performing and visual arts in their province.

draws/paints significant or important historical places.

- Critical Thinking Skills
- Creativity and Innovation
- Flexibility and Adaptability
- Initiative and Self-Direction

Visual Arts

On-the-Spot Painting is an NFOT event category of Sining Tanghalan where learners can display their creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.

Criteria	Percentage
Artistic Merit	30%
(Elements and Principles of Art)	
Interpretation of the theme (Relevance)	30%
Difficulty (Technique)	20%
Overall impression of the art	
(Artwork on its own as a complete and outstanding work of art)	20%
Total	100%

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EVENT RULES AND MECHANICS

- A. Pintahusay is an on-the-spot painting event.
- B. One (1) learner-participant per region from Key Stage Two (2) is allowed.
- C. Learner-participants are given 8 hours to finish their output.
- D. Participants may be accompanied by one (1) teacher-coach. However, teacher-coaches are only allowed to assist them during the setting up of materials during the event.
- E. The participants should execute one solid composition or concept (poster concept is not allowed)
- F. Participants must bring their own paintbrushes, sponges, and paint cleaning materials (newspaper, washcloth, etc.) while acrylic paint in primary colors (red, blue, yellow) and neutral colors (black and white), easels and canvas (36x48 inches) will be provided by the RTWG/NTWG. 24x34
- G. Participants are not allowed to bring pictures or images as references to their entries.
- H. The subject of the painting shall be focused on outdoor **SIGNIFICANT OR HISTORICAL PLACES**.
- I. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

RESOURCE REQUIREMENTS

	Participants	Host Division / Region
A. Supplies and Materials	- Paint brushes	- Typewriting
	- Pencils	- Twenty (20) pcs pencils
	- Erasers	- Twenty (20) long-sized folders
	- Rulers	
	- Other relevant painting materials (mixing palette, etc.)	

4 news papers
regs (all participants)

**B. Tools and
Equipment**

Seventeen (17) pcs canvass
(24x36 inches) with primer
and frame

Seventeen (17) pcs painting
easels.

17 sets of Acrylic Paints (1 set
per participant)

Blue (1 pint)

Red (1 pint)

Yellow (1 pint)

Black (1 pint)

White (1 quart)

Tables and chairs for the
judges and contestants

Newspapers and rags

Stopwatch

Any open space conducive and
safe for the orientation before
the start of the painting event.

Preferably one (1) air-
conditioned room for the art
display/exhibit for the entire
duration of the festival.

**C. Room/ Hall
Specification**

+ significant or historical places

f

+ parti

Dem



GUIDELINES FOR PINTAHUSAY (SPECIAL EDITION)

COMPONENT AREA	SINING BISWAL												
KEY STAGE	SNED learners												
EVENT TITLE	Pintahusay (Special Edition)												
NO.OF PARTICIPANT/S	1 for each category CATEGORY A: 7-9 years old (1) CATEGORY B: 10-12years old (1)												
TIME ALLOTMENT	3 hours												
PERFORMANCE STANDARDS	The learner: -draws/paints significant or important historical places in the province.												
21ST CENTURY SKILLS	Critical Thinking Skills Creativity and Innovation Flexibility and Adaptability Initiative and Self- Direction												
CREATIVE	Visual Arts, Audiovisual Media Industries Domain												
DESCRIPTION	The pintahusay (special edition) is a creative and inclusive, competition designed specifically for Special Needs Education learners. This contest allows participants to express their ideas, emotions, and perspectives through visual art, promoting self- expression, communication, and confidence in a supportive environment.												
CRITERIA FOR JUDGING	<table> <tr> <th>Criteria</th><th>Percentage</th></tr> <tr> <td>Artistic Merit (Elements and Principles of Art)</td><td>30%</td></tr> <tr> <td>Relevance to the theme</td><td>30%</td></tr> <tr> <td>Visual Organization</td><td>20%</td></tr> <tr> <td>Color Harmony</td><td>20%</td></tr> <tr> <td>Total</td><td>100%</td></tr> </table>	Criteria	Percentage	Artistic Merit (Elements and Principles of Art)	30%	Relevance to the theme	30%	Visual Organization	20%	Color Harmony	20%	Total	100%
Criteria	Percentage												
Artistic Merit (Elements and Principles of Art)	30%												
Relevance to the theme	30%												
Visual Organization	20%												
Color Harmony	20%												
Total	100%												
EVENT RULES AND MECHANICS													
1. Eligibility													
- Pintahusay special edition is open to all learners enrolled in Special Needs Education (SNED) programs including those enrolled in the inclusive education classes. - Participants can have any type of learning or physical disability, with appropriate accommodations provided based on their needs.													
2. Contest Theme:													
- The theme for the contest is "Colors of the Past". - Participants are encouraged to interpret the theme creatively in their drawings.													
3. Contest Phases:													
1. Artwork Requirements:													

- **Medium:** Participants can use crayons, colored pencils, markers, watercolors, paints or any other traditional art materials.
- **Size:** The drawing must be created on A4-sized paper.
- **Originality:** The artwork must be original and created by the participant. Assistance is allowed only for technical support (e.g., holding the brush for motor-impaired participants), but the ideas should come from the learner.
- **Time Limit:** Participants will be given 3 hours to finish their drawings but can be given an extension of up to 10 minutes as a form of accommodation to the learners.



2025 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Read-A-Thon (English)

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

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

CRITERIA FOR JUDGING	Contest Room	
	Criteria	Percentage
	Mastery of the Story - Retell accurately the significant details and elements of the story read. - Communicate the story in a sequential order within the allotted time.	50%
	Voice Projection - Retell the story creatively with correct use of language and loudly enough for the audience to hear. - Observe proper stress, intonation, and juncture.	30%
	Stage Presence - Show confidence and appropriate posture/projection, facial expressions, and gestures. - Engage the audience with a strong and suitable presence.	20%
	Total	100%

MECHANICS

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

		Holding Area, and Contest Area)
B. VENUE	• Holding Area • Preparation Room • Contest Room	
CRITERIA FOR PRESENTATION	Criteria	Percentage
	Oral Interpretation • Read aloud creatively and accurately the message/theme, emotions, mood, character, and all other elements of the story. • Establish creative and dramatic impact throughout the presentation to connect and engage with the audience.	35%
	Story Extension • Demonstrate originality and innovative ideas in the resolution. • Provide logical and consistent story ending that connects with the original narrative. • Align character actions with their established traits in the story. • Use correct language conventions in conveying message.	35%
	Voice Projection • Speak clearly, distinctly, and with appropriate and varied pauses, pitch, and tone modulation. • Recite loudly enough for the audience to hear.	15%
	Stage Presence • Show confidence, authenticity, appropriate posture/projection, facial expressions, and gestures.	15%
	Total	100%

MECHANICS

1. **Story Resolution Challenge** event is open to all Grade Six (6) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.
2. All learner-participants shall stay in the Holding Area without hearing the presentation of other participants, while the next learner-participant shall stay in the Preparation Room to prepare for the presentation.
3. Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper. A printed copy of an open-ended and developmentally-appropriate story in English shall be provided to the participants one at a time by the National Technical Working Group (NTWG) during the event.

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

RESOURCE REQUIREMENTS

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage Three (3): Grade Ten (10)	
EVENT TITLE	Five-Minute Advocacy Speech	
NO. OF PARTICIPANT/S	1 Grade Ten (10) learner-participant per region	
TIME ALLOTMENT	96 minutes including preparation	
PERFORMANCE STANDARD	The learner skillfully delivers a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.	
21 ST CENTURY SKILL/S	Communication Skills Information, Media and Technology Skills, Learning and Innovation Skills Life and Career Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Five-Minute Advocacy Speech is an NFOT event category of Read-A-Thon that determines how well learners deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies, and Information and Communications Technology resources.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: - Laptop installed with MS PowerPoint 2010 or latest version - Lapel	To be provided by the event organizers: - Projector/ LED Screen/ TV 55" or better - Extension cords - HDMI/VGA Cables - Flash Drives
B. VENUE	Holding Room Preparation Room Contest Room	
CRITERIA FOR JUDGING	Criteria	Percentage
	Composition - Compose a short, logical, and coherent speech relevant to given topic or theme. - Use words that represent own thoughts, feelings, and expressions. - Cite sources properly.	40%
	Delivery and Voice Projection Speak clearly, distinctly, and with appropriate and varied poses, pitch, and tone modulation.	30%

	• Project loudly enough for the audience to hear. • Deliver the speech in a formal, dignified, engaging, and persuasive manner. • Perform within the allotted time.	
	Media Presentation • Use appropriate and effective presentation standards (color, effects/animation, number of lines per slide, images)	20%
	Stage Presence • Show confidence and appropriate posture or projection, facial expressions, and gestures	10%
	Total	100%

MECHANICS

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

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

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

Phase 1 – Text Immersion (30 Minutes)

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

Phase 2 - Topic Outlining (20 Minutes)

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

Phase 3 – Presentation Preparation (40 Minutes)

- a. Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
- b. Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.

- c. Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
- d. Learner-participant shall save the file using the filename format: Entry Number Event Contest Code (ex: 01_PK).
- e. NTWG shall collect and save the file in his/her laptop and ensure that the file is working and ready for presentation. Once saved, learner-participant shall not be allowed to open his/her laptop.

Phase 4 – Presentation Proper (6 Minutes)

- a. Before the delivery, the learner is given 1 minute for technical check and rehearsal and five (5) minutes for presentation.
 - b. The NTWG shall raise the green flag to cue the start of the slide presentation.
4. Using and bringing of any of the following are prohibited in the entire event:
- cellphone or any gadget
 - reference materials/handouts
 - copy of any story
 - costumes and props
 - musical instrument/accompaniment.
5. Learner-participant shall wear corporate attire during the contest.

RESOURCE REQUIREMENTS

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



2025 NATIONAL FESTIVAL OF TALENTS



Mga Tuntunin para sa Pagpapatupad ng Read-A-Thon (Filipino)

Ang mga kategorya, komponent, bilang ng mga mag-aaral na kalahok, gurong tagapagsanay, at laang-oras para sa Read-A-Thon (Filipino) ay ang sumusunod:

Kategorya	Komponent	Bilang ng Mag-aaral na Kalahok	Bilang ng Gurong Tagapagsanay	Laang-Oras
Elementarya				
LikhaWento	Read-A-Thon (Filipino)	1	1	30 minuto
TahiRawan	Read-A-Thon (Filipino)	1	1	30 minuto
Sekondarya				
Bidyokasiya	Read-A-Thon (Filipino)	1	1	4 Oras
Kabuoan		3	3	



2025 NATIONAL FESTIVAL OF TALENTS



Mga Tuntunin para sa Pagpapatupad ng Read-A-Thon (Filipino)

Ang mga kategorya, komponent, bilang ng mga mag-aaral na kalahok, gurong tagapagsanay, at laang-oras para sa Read-A-Thon (Filipino) ay ang sumusunod:

Kategorya	Komponent	Bilang ng Mag-aaral na Kalahok	Bilang ng Gurong Tagapagsanay	Laang-Oras
Elementarya				
LikhaWento	Read-A-Thon (Filipino)	1	1	30 minuto
TahiRawan	Read-A-Thon (Filipino)	1	1	30 minuto
Sekondarya				
Bidyokasiya	Read-A-Thon (Filipino)	1	1	4 Oras
Kabuoan		3	3	



READ-A-THON (FILIPINO)

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



LIKHAWENTO

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Unang Yugto – Ikatlong Baitang
PAMAGAT NG TIMPALAK	LikhaWento
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	30 minuto para sa paghahanda at pagtatanghal
PAMANTAYAN SA PAGGANAP	Naipamamalas ng mag-aaral ang kahusayan sa kasanayan sa pagbasa at pagsasalita sa pag-unawa sa larawang-kuwento tungo sa paglikha at pagsasalaysay ng sariling kuwento upang maipahayag ang sariling ideya, damdamin, at karanasan gamit ang natutuhan sa gramatika.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing & Visual Arts Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang LikhaWento na nililinig ang kasanayan sa pag-unawa ng mga mag-aaral sa larawang-kuwento o <i>wordless story</i> sa pamamagitan ng paglikha at pagsasalaysay ng sariling kuwento.
TEKNIKAL NA KAILANGANIN	
A. KAGAMITAN AT IBA PANG KASANGKAPAN	Dadalhin ng mga kalahok Galing sa Tagapamahala: • Kaugnay na mga suplay at materyal para sa pagtatanghal • 2 Kopya ng <i>wordless story</i> • Book stand (opsiyonal) • Orasan at flaglets • Mga opisyal na papel para sa palabunutan • <i>Wireless</i> na mikropono na may <i>stand</i> • <i>Sound system</i> • mga sertipiko • mga lapis
B. LUGAR NA PAGGAGANAPAN	Isang tahimik na silid (kung maaari ay may entablado) para sa pagtatanghal/timpalak. Inaasahang kalapit nito ang iba pang kahingiang

	silid para sa timpalak: silid-hintayan; silid para sa paghahanda; at silid-sanayan. Sa kabuoan ay apat (4) na silid.	
MGA PAMANTAYAN SA PAGTATANGHAL	Mga Pamantayan	Bahagdan
	Kaalaman/Pag- unawa sa Kuwento - Malikhaing naisasalaysay ang sumusunod: - mahahalagang detalye at pangyayari; - elemento ng larawang-kuwento; at - kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento	50%
	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) - Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood - Naipamamalas ang wastong diin, intonasyon at pagbigkas	30%
	Pagganap sa Entablado - Naipakikita ang kumpiyansa at angkop na tindig/pagganap, ekspresyon ng mukha at kilos/galaw - Nakapagtatanghal sa itinakdang oras	20%
	Kabuoan	100%

MEKANIKS

- 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 at isang (1) tagapagsanay.
- 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.
- 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.

4. 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.
5. Sa silid-paligsahan (*contest area*), isasalaysay ang nilikhang kuwento gamit ang sariling mga salita batay sa nabuong interpretasyon nang hindi lalagpas ng limang (5) minuto.
6. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
7. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
8. 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.
9. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

TAHIRAWAN

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Ikalawang Yugto – Ikaanim na Baitang
PAMAGAT NG TIMPALAK	TahiRawan
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	30 minuto para sa paghahanda at pagtatanghal
PAMANTAYAN SA PAGGANAP	Naipamamalas ng mga mag-aaral ang kahusayan sa kasanayan pagbasa at pagsasalita nang wasto ang gramatika, angkop ang mga salita, estilo, at estruktura sa pagtatahi o pag-uugnay ng mga larawan tungo sa pagbuo at pagsasalaysay ng sariling kuwento
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing & Visual Arts Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang TahiRawan na 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 KAILANGANIN	
A. KAGAMITAN AT IBA PANG KASANGKAPAN	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 <i>flaglet</i> • Mga opisyal na papel para sa palabunutan • <i>Wireless</i> na mikropono na may stand • <i>sound system</i> • mga sertipiko • mga lapis • mga <i>ballpen</i> • mga <i>folder</i> • <i>bond paper</i>

	• <i>holding area</i>, silid ng paghahanda at silid-paligsahan • mga karatula/paskil (<i>holding area</i>, silid ng paghahanda at silid-paligsahan)	
B. LUGAR NA PAGDADAUSAN	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.	
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%
MEKANIKS		
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.		
2. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa silid-hintayan (<i>holding area</i>) bago		

magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating nang nagsisimula na ang pagganap.

3. 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 larawan na ipagkakaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel sa pag-uugnay ng mga larawan upang makabuo ng sariling kuwento mula sa napiling larawan.
4. 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.
5. Sa silid-paligsahan (*contest area*), isasalaysay ang nabuong kuwento mula sa napili at pinag-uugnay-ugnay na mga larawan nang hindi lalagpas ng limang (5) minuto.
6. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
7. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
8. 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.
9. I. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

Kasaysayan ng Pilipinas Kwiz



COMPONENT AREA	ARALING PANLIPUNAN																						
KEY STAGE	Key Stage 2 (Grade 6)																						
EVENT TITLE	Kasaysayan ng Pilipinas Kwiz																						
NO. OF PARTICIPANT/S	One (1) learner-contestant																						
TIME ALLOTMENT	Three (3) Hours																						
PERFORMANCE STANDARD (Grade 6 Learning Standard)	Naipamamalas ang patuloy na pag-unawa at pagpapahalaga sa kasaysayan ng Pilipinas mula sa ika-20 siglo hanggang sa kasalukuyan, tungo sa pagbuo ng tiyak na 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																						
21 ST CENTURY SKILL/S	Communication, Creativity, Critical Thinking Skills, Global Citizenship, Technology Literacy																						
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expression and Performing Arts																						
DESCRIPTION	The quiz shall be based on the concepts of Philippine Geography, History, and Culture from Araling Panlipunan Grade 6.																						
CRITERIA FOR ASSESSMENT	<table><tr><th colspan="2">Round</th><th colspan="2">Presentation (point/s per item)</th></tr><tr><td>Easy</td><td>(8 items)</td><td>1</td><td>(8 points)</td></tr><tr><td>Average</td><td>(7 items)</td><td>2</td><td>(14 points)</td></tr><tr><td>Difficult</td><td>(6 items)</td><td>3</td><td>(18 points)</td></tr><tr><td>Total</td><td>= 21 Items</td><td></td><td>40 points</td></tr></table>			Round		Presentation (point/s per item)		Easy	(8 items)	1	(8 points)	Average	(7 items)	2	(14 points)	Difficult	(6 items)	3	(18 points)	Total	= 21 Items		40 points
Round		Presentation (point/s per item)																					
Easy	(8 items)	1	(8 points)																				
Average	(7 items)	2	(14 points)																				
Difficult	(6 items)	3	(18 points)																				
Total	= 21 Items		40 points																				

MECHANICS

1. The quiz is open to all learners officially enrolled in Grade 6.
2. There shall be one learner contestant from Grade 6.
3. 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.
4. Learner-contestants shall be provided with whiteboards, marker and eraser.

5. Filipino shall be used as the official language in the quiz.
6. 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.
7. 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.
8. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions.
9. 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.
10. The Chair of the Board of Judges will decide whether or not the instruction is observed.
11. The learner-contestants are allowed to change their answer within the allotted time.
12. National winners shall be proclaimed based on cumulative scoring.
13. In case of a protest or inquiry during the actual quiz proceedings, the following procedures should be observed:
14. Only the learner-contestants or the official coaches are allowed to raise a protest or inquiry before the next question is read.
15. The protest or inquiry should be addressed orally to the chair of the Board of Judges who shall recognize the protest or inquiry after validating the proof/evidence presented.
16. The chair should announce the decision upon deliberation with the members of the board of judges.
17. The decision of the Board of Judges is final.

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



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



POP QUIZ

COMPONENT AREA	ARALING PANLIPUNAN
KEY STAGE	Key Stage Three (3): Grades 7 to 10
EVENT TITLE	Pop Quiz
NO. OF PARTICIPANT/S	(One) 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.
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

CRITERIA FOR ASSESSMENT	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

- 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.
- 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. During the quiz, learner-contestants shall be provided with *whiteboards*, markers, and erasers.
- Questions shall be constructed using the English language.

4. 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.
5. 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.
6. 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.
7. 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.
8. A participant shall be allowed to change his/her answer within the allotted time.
9. In case of a tie, a clincher question shall be asked.
10. 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.
 - The decision of the board of judges is final.

RESOURCE REQUIREMENTS

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



STEMAZING

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



COMPONENT AREA	Science, Technology, Engineering, and Mathematics (STEM)									
KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)									
EVENT TITLE	AGHAMazing									
NO. OF PARTICIPANT/S	A team shall be composed of two or three learner-participants per region									
TIME ALLOTMENT	3 Hours (Creation of Outputs), 1 Minute Presentation and 5 Minutes of Question and Answer									
PERFORMANCE STANDARD	Obtain scientific and technological information from varied sources about global issues that have impact on the country. Acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. Process information to get relevant data for a problem at hand									
21 ST CENTURY SKILL/S	Critical thinking, Communication skills, Creativity, Problem solving, Collaboration. Information and digital literacy and Technology and Engineering skills.									
CREATIVE INDUSTRIES DOMAIN	Technology and Engineering									
DESCRIPTION	AGHAMazing is an NFOT event category of STEMazing which involves on-the-spot development of research proposal that allows learner-participants to apply science and mathematics thinking skills to solve problems that have local, national, and global impact. It allows them to become problem solvers by addressing social, scientific, cultural, and environmental issues through the application of STEM and 21st century skills. In this activity, participants will be presenting oral and written proposed solution to a given scenario.									
TECHNICAL SPECIFICATIONS										
A. MATERIALS, TOOLS AND EQUIPMENT	TO BE PROVIDED BY THE PARTICIPANTS: Laptop, pocket WIFI, extension cord, books, and printed materials TO BE PROVIDED BY THE ORGANIZER: -stable internet connection									
B. VENUE	Hall with stage and 3 holding rooms									
CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td colspan="2">Written Proposal</td></tr><tr><td>Content/Organization/Thematic Relevance</td><td rowspan="4">50%</td></tr><tr><td>Content - 25%</td></tr><tr><td>Organization - 10%</td></tr><tr><td>Feasibility of the proposed solution - 15%</td></tr></table>	Criteria	Percentage	Written Proposal		Content/Organization/Thematic Relevance	50%	Content - 25%	Organization - 10%	Feasibility of the proposed solution - 15%
Criteria	Percentage									
Written Proposal										
Content/Organization/Thematic Relevance	50%									
Content - 25%										
Organization - 10%										
Feasibility of the proposed solution - 15%										

(Based on scientific, technological, and other valid assumptions, feasibility of the proposed solution)	15%
Relevancy of data used	15%
Oral Presentation	
Discussion/Arguments/Delivery	
(Based on scientific, technological, and other valid assumptions, feasibility of the proposed solution)	20%
Ability to answer the questions	15%
Total	100%

EVENT RULES AND MECHANICS

General Guidelines

1. The competition shall consist of on-the-spot proposal writing and One-Minute Presentation. Each team which is composed of 2-3 student members in which the ~~3~~ members could all be coming from senior high school, or could all come from junior high school, or combination shall develop and present their proposal to the panel of judges of their solution about a real-world problem/scenario of local or global importance. The situation concerning the problem should be given on-site during the competition.
2. The participants are given 3 hours to conceptualize and prepare the written description of their proposed solution.
3. All entries submitted shall not bear any markings that identify their regions.
4. The participants may use the internet and other printed resources in developing their written solution, however, the teams are not allowed to confer with their coaches while the activity is on - going. Any form of communication between the participants and other parties (coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification.
5. The proposed solution shall have the following components:
 - a) Title
 - b) Summary (100 - 200 Words)
 - c) Background and Problem (200 - 300 Words)
(Describe the challenges and how the proposed solution addresses the problem presented. Scientific Principles and Technology applicable to the resolution of the problem.)
 Beneficiaries
 - d) Proposed Solution to the Problem Presented (300 - 500 words)
 Methods/Details of the proposed solution including the Cost - Analysis as applicable.

Tools and Equipment	or Plain White Shirt (Finalized on the day before the competition) Computer/ Laptop/ Notebook/ books and other printed resources, pocket Wi-Fi	Timer - 2 multimedia projectors, - Printer - fast internet connection, - Sound System - Adequate electrical outlets, extension cords	plagiarism checker
Physical Facilities		- Hall with stage, three holding rooms	
Others		- 2 reams bond paper A4	- Utility expenses

Prepared by:


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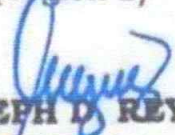

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Include illustrations, figures, and charts.

-) References: May use any format as long as consistency is observed.

Note: for every 1 to 10 excess words from the maximum and/or lacking number of words from the minimum number of words shall be given a deduction of 1 point from the total score per judge.

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

RESOURCE REQUIREMENTS

	Participants	Host School / Venue	Host Division / Region
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