



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

0370  
April 11, 2023

**DIVISION MEMORANDUM**

No. 120 s. 2023

**CONDUCT OF 2023 DIVISION FESTIVAL OF TALENTS**

To: Asst. Schools Division Superintendent  
Chief Education Supervisors  
Education Program Supervisors  
Elementary and Secondary School Heads

1. Pursuant to Regional Memorandum No. 091 entitled 2023 Regional Festival of Talents, DepEd, Division of Batanes will conduct the 2023 Division Festival of Talents with the theme **“Demonstrating the Resiliency of Learners During the New Normal through Showcasing of Skills and Talents in Culture and Art, and Technology** on May 13-14, 2023 at the Schools Division Office.

2. The Division Festival of Talents (DFOT) aims to provide an opportunity for the learners to showcase their talents and skills through presentations of their products, services, and performances as evidence of their learning, and to experience, explore the culture of the division.

3. The DFOT consists of the following exhibitions/competitions in different areas:

- a. TECHNOlympics;
- b. Sining Tanghalan;
- c. READ-A-THON;
- d. POPULATION DEVELOPMENT (PopDev);
- e. STEMazing

4. The participants in this activity are the SDO top management, CID/SGOD Chiefs, Division/School Focal Persons, Division Technical Working Group (DTWG), coaches, and contestants in the 28 Schools.

5. All Schools must submit their official entries through the Curriculum Implementation Division with a certification duly signed by the School Head on or before May 3, 2023, using the following template:

Example:

Name of Participants	School	Category	Coach
Juan Dela Cruz	CNHS	Folkdance	Felix Y. Nicolas



Address: Basco, Batanes, 3900  
Contact No.: 09996027630; 09163509382  
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Facebook: [facebook.com/deped.batanes](https://facebook.com/deped.batanes)

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As of:	<b>Jul 2, 2018</b>	Page:	<b>1</b>

6. The participants & coaches' meals, snacks, transportation, and other incidental expenditures shall be charged to the school MOOE, and or SEF/Local funds or other sources of funds, subject to the usual accounting and auditing rules and regulations.

7. All teachers involved in the conduct of this activity shall be entitled to Service Credits as per DO 53 s. 2003 while 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 (May 13-14, 2023).

8. The specific guidelines for each area skills exhibition are contained in the following enclosures:

*Enclosure No. 1. General Guidelines on the Conduct of the 2023 DFOT*

*Enclosure No. 2. Implementing Guidelines on the different area skills exhibition*

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

9. First place winners in each category are qualified to represent the Division to the Regional Festival of Talents. However, since there are no allotted funds for this activity, they may opt to join provided they will shoulder all expenses relative to their attendance to the said event.

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

NAME	AREA	CONTACT NUMBER
Elena A. Baldomar	MAPEH	09185237908
Felix Y. Adami	Araling Panlipunan	09218960193
William V. Engay	Technology and Livelihood Education	09981897106
Carmencita G. Adami	English	09212309444
Myrna H. Agudo	Filipino	09196987768
Science	Jennifer H. Moro	09199901107

11. Immediate dissemination of this memorandum is desired.

  
**ALFREDO B. GUMARU JR. EdD, CESO V**  
Schools Division Superintendent 

Reference: Regional Memorandum No. 091, s. 2023

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

ARTS  
CULTURE  
CURRICULUM K TO 12

CID/vbg/eab



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RI-04-23-076

DepEd SDO Batanes

APR 18 2023

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BY:   
TIME: 10:39

**GENERAL GUIDELINES ON THE CONDUCT OF THE  
2023 DIVISION FESTIVAL OF TALENTS**

1. The participants to the 2023 Division Festival of Talents will showcase their best products and performances in the different events as evidence of their learning in the different areas based on the Most Essential Learning Competencies (MELC).
2. The 2023 DFOT shall showcase talents and skills of learners of the following areas/events:
  - 2.1 TECHNOLYMPICS;
  - 2.2 SINING TANGHALAN;
  - 2.3 READ-A-THON;
  - 2.4 POPOLATION DEVELOPMENT (PopDev);
  - 2.5 STEMazing
3. Participation is open to any learner who is currently enrolled in public or private elementary, secondary schools (Junior and /Senior High Schools), and Secondary level Alternative Learning System (ALS) for the SY 2022-2023.
4. A learner is allowed to participate in one (1) skill exhibition during the DFOT.
5. The details or specific requirements/guidelines and mechanics for participation are articulated in the guidelines of each event.
6. Only one (1) entry per event per school shall be accepted at the Division level duly endorsed by the School Head, to wit:

<b>Event</b>	<b>No. of Learner/ Participant</b>	<b>No. of Coach</b>	<b>School Focal Person</b>
Technolympics	11	6	1
Sining Tanghalan	17	7	1
Read-A-Thon (English)	3	3	1
Read-A-Thon (Filipino)	3	3	1
Population Development	2	2	1
STEMazing	3	1	1
<b>Total</b>	<b>39</b>	<b>22</b>	<b>6</b>

7. The school has its own selection process to ensure the quality of all entries to the Division level, but school shall always ensure the safety of the participants; observe maximum health protocols and adhere to the Inter-Agency Task Force (IATF) guidelines and DepEd policies in the conduct of any activity involving learners and DepEd personnel in the new normal.
8. Strict observance of the NO Disruption of Academic Classes and the implementation of Academic EASE must be always observed.
9. All School Focal Persons of the different event/category are required to monitor and supervise the readiness of their participation during the contest proper.



10. The Division Level Awards:
  - 10.1 Only top 3 winners of each event in the skills exhibitions shall be declared.
  - 10.2 The top 3 winners per event shall receive a certificate of recognition.
  - 10.3 The teacher-coach-trainer/adviser of the top 3 winners shall receive a certificate of recognition.
  - 10.4 All performers shall receive a certificate of participation.
11. The point system shall be used to determine the Over-All Champion during the DFOT.

11.1 The distribution of points is as follows:

Category	Rank	Points
Events with 1 to 3 participants	1	3
	2	2
	3	1
Events with 4 to 6 participants	1	6
	2	4
	3	2
Events with 7 & above participants	1	9
	2	6
	3	3

12. Mechanics for Judging the Skills Exhibition
  - 12.1 The products and performances of participants in all events shall be judged by at least three (3) members of the board of judges composed of experts and practitioners.
  - 12.2 The rank of the three judges, in any event, shall be computed to determine the score of each participant/team. The average score shall be the basis for ranking the products/ performances of participants to determine the top 5 winners.
  - 12.3 The tabulation consolidation and review of all results shall be done by a committee composed of three from the management staff, and the chair of the board of judges.
  - 12.4 The final results will be reviewed by the members of the board of judges before they affix their signatures and the summary sheet.
  - 12.5 In the event of a tie, the chair of the board of judges will decide and their decision is final and irrevocable.
13. The timeline for the conduct of the Festival of Talents shall be as follows:
 

13.1 School level	- April 24-28, 2023
Submission of list of entries	- May 3, 2023
13.2 Division Level	- May 13-14, 2023
13.3 Regional Level	
Submission of list of entries	- May 19, 2023
Conduct of the Onsite, Online Competition	- May 26-28, 2023





# 2022 NATIONAL FESTIVAL

## TALENTS



### Implementing Guidelines on Technolympics

The categories, mode of delivery, number of learner-participants and teacher-coaches, and time allotment for Technolympics are the following:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment (excluding interview)
Dressmaking (Corporate Attire)	in-person	2	1	4 hours
Fruit and Vegetable Carving	in-person	2	1	4 hours
Food Processing (Meat, Fish & Vegetable)	in-person	3	1	4 hours
Electrical Installation and Maintenance (EIM)	in-person	2	1	4 hours
Invitation Card Making Using Microsoft Productivity Tools	in-person	1	1	3 hours
Technical Drafting	in-person	1	1	4 hours
<b>Total</b>		<b>11</b>	<b>6</b>	



# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>HOME ECONOMICS</b>																		
<b>KEY STAGE</b>	Key Stage Three (3): Grades 9 and 10; and Key Stage Four (4): Grades 11 and 12																		
<b>EVENT TITLE</b>	<b>Dressmaking (Corporate Attire)</b>																		
<b>NO. OF PARTICIPANT/S</b>	Two (2) participants from either of the key stages or grade level from one key stage or grade level alone per region																		
<b>TIME ALLOTMENT</b>	4 hours excluding interview and preliminary activities																		
<b>PERFORMANCE STANDARD</b>	The learners recognize their personal entrepreneurial competencies (PECs), prepare an activity plan, and design, measure, and sew corporate attire.																		
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	It is essential for learners to manifest learning innovation skills and abilities where they think critically, reflectively, and creatively, analyze and solve problems, create and implement innovations using a variety of techniques or methods, and generate functional knowledge that supports varying degrees of thinking skills and metacognition																		
<b>CREATIVE INDUSTRIES DOMAIN</b>	Design																		
<b>DESCRIPTION</b>	<b>Dressmaking (Corporate Attire)</b> is an NFOT event category of Technolymics that allows learner-participants to apply the principles of dressmaking/construction of Corporate Attire with short sleeves and blazer.																		
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Creativity</td> <td>20%</td> </tr> <tr> <td>Process</td> <td>25%</td> </tr> <tr> <td>Accuracy</td> <td>25%</td> </tr> <tr> <td>Use of tools, materials, and equipment</td> <td>10%</td> </tr> <tr> <td>Neatness</td> <td>10%</td> </tr> <tr> <td>Speed</td> <td>5%</td> </tr> <tr> <td>Ability to Present the Process</td> <td>5%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	Criteria	Percentage	Creativity	20%	Process	25%	Accuracy	25%	Use of tools, materials, and equipment	10%	Neatness	10%	Speed	5%	Ability to Present the Process	5%	<b>Total</b>	<b>100%</b>
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## EVENT RULES AND MECHANICS

- All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) are eligible to join.
- The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- Event materials, supplies, tools, and equipment needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- Setting up of all materials, tools, equipment, and other supplies shall be made ready before the start of the event.
- Borrowing of materials, supplies, tools, and equipment during the event is not allowed.

F. Only one (1) person shall serve as a model for all participants.

G. The Event Administrator shall let participants to draw lots to determine their respective area in the event venue. Each participant shall wear PPE according to the standard requirements.

H. All participants should report to the venue one (1) hour prior to the event proper to perform the following preliminaries:

- check the functionality of the sewing machines;
- ensure the completeness of the materials/supplies and tools needed; and
- take body measurements of the model.

I. Final briefing of participants shall be done fifteen (15) minutes before the scheduled event.

J. No questions shall be entertained during the activity except clarifications and points of order. These shall be addressed by the Event Administrator in consultation with the panel of experts to be recorded by the Event Secretary.

K. The Event Administrator shall signal to start the activity proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited at the exhibition venue.

L. Only the Event Administrator, Panel of Experts, technical committee members, official photographer, and participants are allowed at the venue to maintain a distraction-free environment.

M. Each group of participants shall go through an interview process after the four (4) hour time allotment.

N. The working area should be cleaned by participants after the event.

**RESOURCE REQUIREMENT**

<b>Event Supplies, Tools, and Equipment</b>	<b>Participants</b>	<b>Host School/Venue</b>	<b>Host Region</b>
<b>A. Materials /Supplies</b>	<ul style="list-style-type: none"> <li>- Sewing kit</li> <li>- Threads</li> <li>- Fabric (Linen &amp; cotton)</li> <li>- Color (asparagus green and black)</li> <li>- Size (2 meters' x 60 inches per color)</li> <li>- Pins</li> <li>- Magic zipper</li> <li>- Calculator</li> <li>- Pattern paper</li> <li>- Pencils</li> <li>- Buttons</li> <li>- Padding</li> <li>- Utility expenses</li> </ul>	<ul style="list-style-type: none"> <li>- Sleeve board</li> <li>- Button holler attachments</li> <li>- Left zipper foot</li> <li>- Square ruler</li> <li>- Flat iron</li> </ul>	-
<b>B. Tools / Equipment</b>	<ul style="list-style-type: none"> <li>- (2) Electric Single needle lockstitch sewing</li> </ul>		

	<p>machines Cutting/working table</p> <ul style="list-style-type: none"><li>- Hanger rack</li><li>- Extension cord</li><li>- Electric outlet</li><li>- Chair</li></ul>		
<b>C. Others</b>	<ul style="list-style-type: none"><li>- PPE</li><li>- Model</li><li>- Utility expenses</li><li>- Machine Technician</li></ul>		-



# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>HOME ECONOMICS</b>																
<b>KEY STAGE</b>	Key Stage Two (2): Grades 4 to 6																
<b>EVENT TITLE</b>	<b>Fruit and Vegetable Carving</b>																
<b>NO. OF PARTICIPANT/S</b>	2 learner-participants from either of the grade levels or from one grade level alone per region																
<b>TIME ALLOTMENT</b>	4 hours excluding interview																
<b>PERFORMANCE STANDARD</b>	The learners use and maintain appropriate carving tools and follows the Occupational Health and Standard (OHS) in carving decorative fruits and vegetable.																
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	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																
<b>CREATIVE INDUSTRIES DOMAIN</b>	Design																
<b>DESCRIPTION</b>	<b>Fruit and Vegetable Carving</b> is an NFOT event category of Technolympics that allows learner-participants to apply the principles of fruit and vegetables carving. It includes preparation, carving, designing, and presenting fruits and vegetables such as watermelon, apple, pineapple, carrots, and cucumber.																
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## **EVENT RULES AND MECHANICS**

- A. All officially enrolled Grades 4 to 6 learners with LRN are eligible to join.
- B. The Event Administrators, members of the Technical Committee and Panel of Experts should be at the exhibition venue two (2) hours ahead of the event schedule.
- C. Event materials, tools, equipment, and other supplies needed for the contest will be made readily available by the respective coaches and participants sixty (60) minutes before the event schedule.
- D. All participants should be at the event venue one hour (1) before the event starts.
- E. The Event Administrator shall let participants to draw lots to determine their respective places and set up their food and materials at their designated areas. Setting up of their extension cords, tools, and equipment should be done during this time.
- F. Each participant shall wear appropriate personal protective equipment (PPE) according to the standard requirements.
- G. Final briefing of participants shall be done fifteen (15) minutes before the scheduled event.

H. The Event Administrator shall signal to start the exhibition proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited within the event area.
O. No questions shall be entertained during the activity except clarifications and points of order. These shall be addressed by the Event Administrator, in consultation with the panel of experts to be recorded by the Event Secretary.
I. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
J. Each group of participants shall undergo interview process with the expert after the four (4) hour time allotment or once the team has finished the display of their output.
K. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
L. The working area should be cleaned by participants immediately after the event.

**RESOURCE REQUIREMENT**

<b>Event Supplies, Tools and Equipment</b>	<b>Participant</b>	<b>Host School / Venue</b>	<b>Host Region / Division</b>
<b>A. Materials / Supplies</b>	<ul style="list-style-type: none"> <li>- Apple</li> <li>- Watermelon</li> <li>- Pineapple</li> <li>- Carrots</li> <li>Cucumber</li> </ul>		-
<b>B. Tools / Equipment</b>	<ul style="list-style-type: none"> <li>- Carving tools</li> <li>Chopping board</li> <li>- Display tray</li> </ul>		-
<b>C. Others</b>	<ul style="list-style-type: none"> <li>- PPE</li> <li>- Utility expenses</li> <li>- Working Table</li> <li>- Water outlet/supply</li> </ul>		-



# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>AGRI-FISHERY ARTS</b>																		
<b>KEY STAGE</b>	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12																		
<b>EVENT TITLE</b>	<b>Food Processing (Meat, Fish, and Vegetable)</b>																		
<b>NO. OF PARTICIPANT/S</b>	3 learner-participants from either of the key stages or grade level or from one key stage or grade level alone per region																		
<b>TIME ALLOTMENT</b>	4 hours excluding interview																		
<b>PERFORMANCE STANDARD</b>	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.																		
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	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																		
<b>CREATIVE INDUSTRIES DOMAIN</b>	Traditional Cultural Expressions																		
<b>DESCRIPTION</b>	<b>Food Processing (Meat, Fish, and Vegetable)</b> is an NFOT event category of Technollympics that allows learner-participants to apply the principles of food preservation. This includes preparation and processing of various types of meats, fruits, and vegetables: ( <i>Chicken Longanisa</i> ), Fish ( <i>Bangus-Spanish Sardines</i> ), Vegetables ( <i>Pickling-Sayote, Sitaw, Ampalaya, &amp; Carrots</i> )																		
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## **EVENT RULES AND MECHANICS**

- A. All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) eligible to join.
- B. The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- C. Event materials, tools, equipment and other supplies needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- D. Setting up of all the materials, tools, equipment, and other supplies should be made ready before the start of the event.
- E. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.

F. The Event Administrator shall let participants to draw lots to determine their respective places and set up their tools and materials at their assigned places. Setting up of their extension cords, equipment, and tools should be done during this time.

G. Briefing of participants shall be done thirty (30) minutes before the scheduled event.

H. The Event Administrator shall signal for the event to begin. Once the event has started, the teacher-coaches, parents, and delegates are no longer allowed to talk to the participants to concentrate in the event.

I. Only the Event Administrator, technical committee members, panel of experts, official photographer, and participants are allowed at the venue.

J. No questions shall be entertained during the event proper, except clarifications and points of order. All clarifications and points of order shall be directed to the Event Administrator.

K. Panel of experts shall periodically observe participants while the event is ongoing.

L. The products shall be displayed on the table prepared by the host region for appreciation and tasting of the panel of experts. Other table set up/accessories are strictly not allowed.

M. Each participant shall go through a panel interview with the Panel of Experts with a maximum of five (5) minutes per entry.

N. Interview shall be done one at a time using uniform questions.

O. With the presentation of output

- For Meat (Chicken): Present 1 pack at 250g and remaining cooked sample for evaluation.
- For Sardines and Pickles: Prepare 1 bottle for tasting and 1 bottle for display.

*(A plate for tasting shall be provided at the display area intended for each entry).*

P. The working area should be cleaned by participants immediately after the event.

**RESOURCE REQUIREMENT**

Event Supplies, Tools and Equipment	Participant	Host School / Venue	Host Region / Division
<b>A. Materials / Supplies</b>	<ul style="list-style-type: none"> <li>- Cooking utensils2</li> <li>- pcs bangus (approx.</li> <li>- 2 pcs per half kg.) per participant (1 for presentation, 1 for tasting)</li> <li>- 1 kg whole dressed chicken</li> <li>- Ingredients (vegetable, fruits &amp; others) binder ingredients (ex. egg and cornstarch</li> </ul>	<ul style="list-style-type: none"> <li>- 12 oz. Jar, with wide opening (4 bottles)</li> <li>- rubberized cap/lid</li> <li>- polyethylene</li> </ul>	- )

<b>B. Tools / Equipment</b>	<ul style="list-style-type: none"> <li>- Knife</li> <li>- Chopping Board</li> <li>- Pressure Cooker</li> <li>- Gas stove</li> <li>- LPG</li> </ul>	<ul style="list-style-type: none"> <li>- Working Tables</li> <li>- Cooking Area</li> <li>- Stove</li> <li>- Water outlets</li> </ul>	-
<b>C. Others</b>	- PPE		- Utility expenses

**Note:**

- a. All outputs shall be endorsed to the Secretariat by the Event Administrator.
- b. All endorsed outputs shall be displayed until the duration of the event.



**TECHNOLYMPICS**  
(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>INDUSTRIAL ARTS</b>															
<b>KEY STAGE</b>	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12															
<b>EVENT TITLE</b>	<b>Electrical Installation and Maintenance (EIM)</b>															
<b>NO. OF PARTICIPANT/S</b>	2 learner-participants from either of the key stages or grade levels or from one key stage or grade level alone per region															
<b>TIME ALLOTMENT</b>	4 hours excluding interview															
<b>PERFORMANCE STANDARD</b>	The learners perform electrical installation and maintenance which involve reading and installing schematic wiring diagrams based on Philippine Electrical Code (PEC) and National Electrical Code (NEC).															
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	It is essential for learners to manifest learning and innovation skills and abilities where they think critically, reflectively, and creatively, analyze and solve problems, create and implement innovations using a variety of techniques or methods, and generate functional knowledge that supports varying degrees of thinking skills and metacognition.															
<b>CREATIVE INDUSTRIES DOMAIN</b>	Design															
<b>DESCRIPTION</b>	<b>Electrical Installation and Maintenance (EIM)</b> is an NFOT event category of Technolympics that allows learner-participants to read and install wiring diagrams based on a given schematic diagram. Knowledge of schematic diagrams and installation skills may be handy in establishing a business or landing a job.															
<b>CRITERIA FOR ASSESSMENT</b>	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: center;"><b>Criteria</b></th> <th style="text-align: center;"><b>Percentage</b></th> </tr> </thead> <tbody> <tr> <td>Accuracy of interpretation of schematic diagram</td> <td style="text-align: center;">25%</td> </tr> <tr> <td>Accuracy of installation</td> <td style="text-align: center;">30%</td> </tr> <tr> <td>Use of tools</td> <td style="text-align: center;">15%</td> </tr> <tr> <td>Safety</td> <td style="text-align: center;">15%</td> </tr> <tr> <td>Speed</td> <td style="text-align: center;">10%</td> </tr> <tr> <td>Ability to Explain Process</td> <td style="text-align: center;">5%</td> </tr> </tbody> </table>		<b>Criteria</b>	<b>Percentage</b>	Accuracy of interpretation of schematic diagram	25%	Accuracy of installation	30%	Use of tools	15%	Safety	15%	Speed	10%	Ability to Explain Process	5%
<b>Criteria</b>	<b>Percentage</b>															
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Accuracy of installation	30%															
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Safety	15%															
Speed	10%															
Ability to Explain Process	5%															

	<b>Total:</b>	<b>100%</b>
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#### **EVENT RULES AND MECHANICS**

- A. All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) are eligible to join.
- B. The Event Administrator, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- C. Event materials, tools, equipment and other supplies needed for the contest shall be made ready at the venue by the Event Administrator two (2) hours before the event schedule.
- D. Setting up of all the tools, materials equipment and other supplies should be made ready before the start of the event.
- E. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
- F. The Event Administrator shall let participants to draw lots to determine their respective places and set up their tools and materials at their assigned places. Setting up of their extension cords, tools, and equipment should be done during this time.
- G. Briefing of participants shall be done thirty (30) minutes before the scheduled event.
- H. The Event Administrator shall signal for the event to begin. Once the event has started, the teacher-coaches, parents, and delegates shall no longer be allowed to talk to participants to concentrate in the event.
- I. Only the Event Administrator, technical committee members, panel of experts, official photographer, and participants are allowed at the venue.
- J. No questions shall be entertained during the event proper, except clarifications and points of order. All clarifications and points of order shall be directed to the Event Administrator.
- K. Panel of experts shall periodically observe the participants while the events is going on.
- L. The products shall be displayed on the table prepared by the host region for appreciation and tasting by the panel of experts. Other table set up /accessories are strictly not allowed.
- M. Each participant shall go through a panel interview with the Panel of Experts with a maximum of five minutes per entry.
- N. Interview shall be done one at a time.
- O. All provided event materials shall be used by participants for their outputs. Alteration of the event materials by the participants is not allowed.
- P. The schematic diagram will be provided on the day of the event.

#### **RESOURCE REQUIREMENT**

<b>Event Supplies, Tools and Equipment</b>	<b>Participant</b>	<b>Host School / Venue</b>	<b>Host Region / Division</b>
<b>A. Material/ Supplies</b>	- Electrical tape and the likes	- No. 14 stranded wire - No. 12 stranded wire - Lighting fixture - SPST switch - Junction box	- Schematic diagram

		- And other materials	
<b>B. Tools/ Equipment</b>	<ul style="list-style-type: none"> <li>- All tools/equipment needed for the wiring installation</li> <li>- PPE</li> <li>- Working board 4' X 8'</li> </ul>	-	
<b>C. Others</b>		<ul style="list-style-type: none"> <li>- Utility expenses</li> </ul>	

**Note:** The schematic diagram shall be provided by the Technical Committee.



## TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)</b>																
<b>KEY STAGE</b>	Key Stage Two (2): Grades 4 to 6																
<b>EVENT TITLE</b>	<b>Invitation Card Making using Microsoft Productivity Tools</b>																
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant from either of the grade levels or from one grade level alone per region																
<b>TIME ALLOTMENT</b>	3 hours excluding interview																
<b>PERFORMANCE STANDARD</b>	Create an invitation card as a knowledge product using Microsoft productivity tools.																
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Creativity, Communication, Critical Thinking, ICT for Learning, Self-Regulation																
<b>CREATIVE INDUSTRIES DOMAIN</b>	Publishing and Printed Media																
<b>DESCRIPTION</b>	<b>Invitation Card Making using Microsoft Productivity Tools</b> is an NFOT event category of Technolympics that allows learner-participants to utilize several Microsoft productivity tools to make unique invitation card based on the given topic or theme.																
<b>CRITERIA FOR ASSESSMENT</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Creativity of Design</td> <td>25%</td> </tr> <tr> <td>Technical Use of the Productivity Tools</td> <td>25%</td> </tr> <tr> <td>Relevance to the Theme</td> <td>15%</td> </tr> <tr> <td>Layout and Measurement</td> <td>15%</td> </tr> <tr> <td>Wise use of time/speed</td> <td>10%</td> </tr> <tr> <td>Ability to Present the Process</td> <td>10%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	Criteria	Percentage	Creativity of Design	25%	Technical Use of the Productivity Tools	25%	Relevance to the Theme	15%	Layout and Measurement	15%	Wise use of time/speed	10%	Ability to Present the Process	10%	<b>Total</b>	<b>100%</b>
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<b>Total</b>	<b>100%</b>																

### EVENT RULES AND MECHANICS

A. All officially enrolled Grades 4 to 6 learners with LRN are eligible to join the exhibition.

- B. The Event Administrator, members of the Technical Committee and Board of judges shall be at the venue sixty (60) minutes ahead of the event schedule.
- C. The Technical Committee shall inspect the resource requirements for the exhibition.
- D. Event materials, supplies, tools, equipment, data, and photos needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- E. Any of the Microsoft productivity tools (Word, Excel, PowerPoint) may be used by learner-participants in editing or enhancing photos, creating graphs and diagrams (if necessary). However, Microsoft Publisher shall be used to layout the invitation card.
- F. The layout size of the invitation card and the theme shall be announced by the Event Administrator.
- G. All participants are expected to be at the designated venue thirty (30) minutes before the event starts. Late participants may or may not be allowed to join after careful evaluation and scrutiny of their reasons presented to the Technical Committee.
- H. The Event Administrator shall let participants to draw lots to determine their respective places. Setting up of their extension cords, tools, and equipment which shall be done during this time.
- I. Borrowing of materials, supplies, tools, and equipment is strictly prohibited.
- J. Briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- K. The Event Administrator shall signal for the event to start. Once the event has started, the teacher-coaches and other delegates shall no longer be allowed to talk to the participants to concentrate in the event.
- L. Only the Event Administrator, Technical Committee members, Judges, Official Photographer, and participants are allowed to be at the venue. Questions/queries from participants shall not be entertained during the exhibition proper.
- M. Participants shall go through a panel interview and deliberation by the Board of Judges after the three (3) hour time allotment.
- N. Participants are advised to bring their own food as they are not allowed to go out of the venue during break time.
- O. File shall be saved using this format:  
InvitationCard# (participant number)  
Ex. *InvitationCard#01*
- P. The working area should be cleaned by participants immediately after the event.

**RESOURCE REQUIREMENT**

<b>Event Supplies, Tools and Equipment</b>	<b>Participant</b>	<b>Host School / Venue</b>	<b>Host Region / Division</b>
<b>A. Materials / Supplies</b>			
<b>B. Tools / Equipment</b>	- Laptop - Printer (ratio 1:1)		
<b>C. Others</b>	Printing cost		-

**Note:** All outputs (soft and hard copies) shall be collected by the Event Secretary and shall be endorsed to the Organizers.



# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)



<b>COMPONENT AREA</b>	<b>INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)</b>												
<b>KEY STAGE</b>	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12												
<b>EVENT PACKAGE</b>	<p><b>Technical Drafting: Prepare Computer-Aided Design of a House</b></p> <ul style="list-style-type: none"> <li>- <b>Floor Plan</b> (scale 1:100m)</li> <li>- <b>Elevations</b> (front, left, right, and rear elevation)</li> <li>- <b>Perspective</b></li> </ul> <p>Floor area – 60 sq. m. Land area – 100 sq. m. <b>Note:</b> Use scale 1:100 meters</p>												
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region												
<b>TIME ALLOTMENT</b>	4 hours excluding interview												
<b>PERFORMANCE STANDARD</b>	The learners create a house plan following architectural standards.												
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Core skills supported using ICT, technical, information management, communication, collaboration, creativity, critical thinking, and problem-solving												
<b>CREATIVE INDUSTRIES DOMAIN</b>	Design												
<b>DESCRIPTION</b>	<b>Technical Drafting</b> 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.												
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## EVENT RULES AND MECHANICS

- A. All officially enrolled learners in the Junior High School (JHS) Technology and Vocational Education (TVE), Technology and Livelihood Education (TLE), Senior High School (SHS) Technical Vocational Livelihood (TVL) eligible to join.
- B. The Event Administrator, members of the Technical Committee, and Panel of Experts, should be at the venue two (2) hours ahead of the event schedule.
- C. The Technical Committee shall inspect the resource requirements for the event.

- D. Event materials, tools, equipment, and other supplies needed at the venue shall be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- E. All participants shall be at the designated venue thirty (30) minutes before the event starts.
- F. The Event Administrator shall let participants to draw lots to determine their respective places. Setting up of extension cords, tools, and equipment shall be done during this time.
- G. Borrowing of materials, supplies, tools, and equipment is strictly prohibited.
- H. Briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- I. The Event Administrator shall signal for the event to start. Once the event has started, teacher-coaches, parents, and other delegates shall no longer be allowed to talk to participants to concentrate in the event.
- J. Only the Event Administrator, Technical Committee members, Panel of Experts, Official Photographer, and participants are allowed to be at the venue.
- K. Questions/queries from the participants shall not be entertained during the exhibition proper.
- L. Participants shall go through a panel interview after the four (4) hour time allotment.
- M. The working area should be cleaned by the participants immediately after the event.

**RESOURCE REQUIREMENT**

<b>Event Supplies, Tools and Equipment</b>	<b>Participant</b>	<b>Host School / Venue</b>	<b>Host Region / Division</b>
<b>D. Materials / Supplies</b>			
<b>E. Tools / Equipment</b>	<ul style="list-style-type: none"> <li>- Desktop computer</li> <li>Printer (ratio 1:1)</li> </ul>	<ul style="list-style-type: none"> <li>-</li> </ul>	
<b>F. Others</b>	<ul style="list-style-type: none"> <li>- AutoCAD 2019 Version</li> <li><b>Note:</b> Any version of CAD is allowed but in uniform.</li> <li>- Printing cost</li> </ul>		<ul style="list-style-type: none"> <li>-</li> </ul>

**Note:** All outputs (soft and hard copies) shall be collected by the Event Secretary and shall be endorsed to the Organizers.



## 2022 NATIONAL FESTIVAL OF TALENTS



### Implementing Guidelines on Sining Tanghalan

The categories, modes of delivery, number of learner-participants and teacher-coaches, and time allotment for Sining Tanghalan are the following:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Likhawitan	in-person	1	1	4 hours
Sineliksik	in-person	2	1	8 hours
Philippine Folk Dance	in-person	6	1	5 minutes
Guhit Bulilit	online	1	1	Draw - 2 hours Tell - 5 minutes
Pintahusay	in-person	1	1	8 hours
<b>TOTAL</b>		<b>11</b>	<b>5</b>	



### SINING TANGHALAN

(A Showcase of Talents and Skills in Arts Areas and Performances)



<b>COMPONENT AREA</b>	<b>MUSIC</b>
<b>KEY STAGE</b>	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
<b>EVENT TITLE</b>	<b>Likhawitan (In-Person)</b>
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant either from Key Stage Three (3) or Four (4) per region
<b>TIME ALLOTMENT</b>	4 hours for songwriting 3 to 5 minutes performance
<b>PERFORMANCE STANDARD</b>	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.
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Creativity, Communication, Critical Thinking, Social and Cross-cultural Skills, Flexibility, Productivity

<b>CREATIVE INDUSTRIES DOMAIN</b>	<ul style="list-style-type: none"> <li>• Audiovisual Media</li> <li>• Performing Arts</li> </ul>																				
<b>DESCRIPTION</b>	<b>Likhawitan (In-Person)</b> is an NFOT event category of SiningTanghalan that allows learner-participants to showcase their talents in songwriting, singing, and playing musical instrument.																				
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td><b>Song Writing</b></td> <td></td> </tr> <tr> <td>Lyrics (Relevance to the theme)</td> <td>25%</td> </tr> <tr> <td>Music (Arrangement and melody)</td> <td>25%</td> </tr> <tr> <td>Originality (Authenticity of the piece)</td> <td>15%</td> </tr> <tr> <td><b>Performance</b></td> <td></td> </tr> <tr> <td>Vocal quality (harmony)</td> <td>15%</td> </tr> <tr> <td>Accompaniment</td> <td>15%</td> </tr> <tr> <td>Showmanship (Stage presence interpretation)</td> <td>10%</td> </tr> <tr> <td><b>Total</b></td> <td>100%</td> </tr> </tbody> </table>	Criteria	Percentage	<b>Song Writing</b>		Lyrics (Relevance to the theme)	25%	Music (Arrangement and melody)	25%	Originality (Authenticity of the piece)	15%	<b>Performance</b>		Vocal quality (harmony)	15%	Accompaniment	15%	Showmanship (Stage presence interpretation)	10%	<b>Total</b>	100%
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<b>Total</b>	100%																				

**EVENT RULES AND MECHANICS**

- A. There shall be one (1) entry per school composed of one (1) learner-participant from either Key Stage Three (3) 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 vocal solo and songwriting competition.
- D. Participants should have not previously published works in any paid format like channels/websites, including a recording company.
- E. Songs can be in Filipino or local language.
- F. The lyrics should be relevant to the theme and/or depict local culture and heritage.
- G. Participants may choose any type of music genre (ballad, rock, etc.) for the composition.
- H. Each participant shall be given 4 hours to compose the song based on the theme which shall be provided during the event orientation (7:45 am - 8:00 am).
- I. A live accompaniment must be played during the performance. Participants shall bring their preferred musical accompaniment like guitar, ukulele, piano/keyboard, rhythm instruments etc.
- J. The handwritten composition with the lyrics and chords shall be submitted to the event administrator.

**RESOURCE REQUIREMENTS**

- Supplies and Materials (Music Writing Notebook, Pencil)
- Tools and Equipment (Microphone, Mic Stand, sound system of good quality)



## SINING TANGHALAN

(A Showcase of Talents and Skills in Arts Areas and Performances)



COMPONENT AREA	MAPEH AND SPA MEDIA ARTS
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12
EVENT TITLE	<b>Sineliksik (In-Person)</b>
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4) per region
TIME ALLOTMENT	<ul style="list-style-type: none"><li>• Four (4) hours for shooting</li><li>• Four (4) hours for editing</li><li>• Showcase (the next day)</li></ul>
PERFORMANCE STANDARD	The learner produces a play using application of theater and drama for different developmental goals in society with emphasis on the role of the director and different artistic tasks in a production.
21 <sup>ST</sup> CENTURY SKILL/S	Creativity and Innovation, Critical Thinking and Problem-Solving, Communication and Collaboration, Information Literacy, Media literacy, Technology skills, Flexibility and

	Adaptability, Initiative and Self-Direction, Social and Cross-Cultural Skills, Productivity and Accountability, Leadership and Responsibility												
<b>CREATIVE INDUSTRIES DOMAIN</b>	Audiovisual Media, Creative Services												
<b>DESCRIPTION</b>	<b>Sineliksik (In-Person)</b> is an NFOT event category of Sining Tanghalan that allows learner-participants to prepare and showcase a short film.												
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td><b>Storyline, narrative flow:</b> overall cohesive storytelling, unified look and feel, clear narrative focus and direction of storyline.</td> <td>40%</td> </tr> <tr> <td><b>Cinematic Technique and Creativity:</b> 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.</td> <td>25%</td> </tr> <tr> <td><b>Insight/Relevance to the theme:</b> ability for the whole film to look into and discuss the theme/subject matter. Suitability of the narrative or storytelling to the audience appeal.</td> <td>25%</td> </tr> <tr> <td><b>Quality:</b> flawlessness of editing, clarity of sound, readability of text, focus of shots</td> <td>10%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	Criteria	Percentage	<b>Storyline, narrative flow:</b> overall cohesive storytelling, unified look and feel, clear narrative focus and direction of storyline.	40%	<b>Cinematic Technique and Creativity:</b> 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%	<b>Insight/Relevance to the theme:</b> 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%	<b>Quality:</b> flawlessness of editing, clarity of sound, readability of text, focus of shots	10%	<b>Total</b>	<b>100%</b>
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<b>Total</b>	<b>100%</b>												

#### EVENT RULES AND MECHANICS

- A. **Sineliksik (in-person)** is a short film competition.
- B. Each School will showcase one (1) entry.
- C. Two learner-participants per school 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 laptop/s or computers with video editing softwares, 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;
  - contain text and graphic elements;
  - 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 DFOT 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 DFOT days and from the designated location/s (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 (0.5 minutes) for opening credits
- a maximum of 60 seconds (1 minute) for closing credits
- total output duration must not exceed 6:30 minutes (390 seconds)

H. Submitted entries must not include any indication or reference to the creators, the creators' school, 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 cut-off or 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 2022 DFOT. 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 2022 DFOT. 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, journalistic, or reflexive) and utilize various tools to deliver content (e.g. narration, on-camera, interviews, 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. Resource Persons/DTWG 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 DTWG. All participants shall start from a location designated by the DTWG. Films must be submitted to the marshals at the assigned date and time.

Q. An additional three (3) actors (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.

S. Teacher-coaches are not allowed to edit, do camera or sound work, or similar involvement in the production process.

**RESOURCE REQUIREMENTS**

	<b>Participants</b>	<b>Host Division / Region</b>
<b>A. Supplies and Materials</b>		<ul style="list-style-type: none"><li>- Scoresheets/tabulation sheets</li><li>- Twenty (5) Pencils</li><li>- Timer</li></ul>
<b>B. Tools and Equipment</b>	<ul style="list-style-type: none"><li>- laptop/s or computers with video editing software,</li><li>- digital cameras or video cameras with computer cable for uploading, tripod, extension cord, and other paraphernalia</li></ul>	<ul style="list-style-type: none"><li>- 1 LCD Units with big screen for the public viewing of the finished short films;</li><li>- Tables and chairs for the audience</li></ul>
<b>C. Room/ Hall Specification</b>		<ul style="list-style-type: none"><li>- One (1) room</li></ul>



# SINING TANGHALAN

(A Showcase of Talents and Skills in Arts Areas and Performances)



<b>COMPONENT AREA</b>	<b>DANCE</b>												
<b>KEY STAGE</b>	Key Stage Two (2): Grades 4 to 6												
<b>EVENT TITLE</b>	<b>Philippine Folk Dance (In-Person)</b>												
<b>NO. OF PARTICIPANT/S</b>	6 learner-participants either from Key Stage Two (2) per region												
<b>TIME ALLOTMENT</b>	Maximum of five (5) minutes  In dances where the literature does not specify the entrance/exit, the trainer may arrange one, however both must not exceed sixteen measures.												
<b>PERFORMANCE STANDARD</b>	PE 4-6 (Quarters 3 & 4)  The learner executes the skills involved in the dance.												
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Creativity, Collaboration, Critical thinking, Leadership												
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts, Traditional Cultural Expressions												
<b>DESCRIPTION</b>	<b>Philippine Folk Dance (in-person)</b> is an DFOT event category of Sining Tanghalan that allows learner-participants to showcase dances from the lowland rural communities/from the countryside and mimetics in nature.												
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th><b>Criteria</b></th> <th><b>Percentage</b></th> </tr> </thead> <tbody> <tr> <td>Performance (Spacing, Formations, Execution Showmanship)</td> <td>40%</td> </tr> <tr> <td>Interpretation of Written Instructions</td> <td>20%</td> </tr> <tr> <td>Staging</td> <td>20%</td> </tr> <tr> <td>Overall Impact</td> <td>10%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	<b>Criteria</b>	<b>Percentage</b>	Performance (Spacing, Formations, Execution Showmanship)	40%	Interpretation of Written Instructions	20%	Staging	20%	Overall Impact	10%	<b>Total</b>	<b>100%</b>
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Interpretation of Written Instructions	20%												
Staging	20%												
Overall Impact	10%												
<b>Total</b>	<b>100%</b>												

## EVENT RULES AND MECHANICS

- 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 school is allowed.
- C. A minimum of six (6) performers and one (1) teacher-coach shall be allowed per region.
- D. The dance literature is a rural folk dance highlighting mimetic activity.
- E. The dance must 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 Friese
  - Samar Folk Dances by Juan C. Miel
  - Handumanan by Jose Balcena
  - Philippine Folk Dances and Songs by the Bureau of Public Schools, 1965

<ul style="list-style-type: none"> <li>• Sayaw: Dances of the Philippine Islands, Volume 1-9 by the Philippine Folk Dance Society</li> <li>• Classic Collection of the Philippine Folk Dances by the Philippine Folk Dance Society Volumes 1-11</li> </ul> <p>F. The dance must be accompanied by canned music prescribed by the book. Live accompaniment is not allowed.</p> <p>G. Medley (combination) of different dances is not allowed.</p> <p>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.</p>
<b>RESOURCE REQUIREMENTS</b>

	<b>Participants</b>	<b>Host Division / Region</b>
<b>A. Supplies and Materials</b>		<ul style="list-style-type: none"> <li>- Clipboard</li> <li>- Score sheets &amp; tabulation sheets</li> <li>- Twenty (5) pcs. pencils</li> </ul>
<b>B. Tools and Equipment</b>	<ul style="list-style-type: none"> <li>- Props</li> <li>- Music for Dance</li> </ul>	<ul style="list-style-type: none"> <li>- Sound System</li> <li>- Tables and chairs for judges and TWG</li> <li>- Stopwatch</li> <li>- Signboards</li> </ul>
<b>C. Room/ Hall Specification</b>		<ul style="list-style-type: none"> <li>- One (1) auditorium</li> </ul>



## SINING TANGHALAN

(A Showcase of Talents and Skills in Arts Areas and Performances)



<b>COMPONENT AREA</b>	<b>SINING BISWAL</b>
<b>KEY STAGE</b>	Kindergarten
<b>EVENT TITLE</b>	<b>Guhit Bulilit (Online Modality)</b>
<b>NO. OF PARTICIPANT/S</b>	1 Kindergarten learner-participant per region
<b>TIME ALLOTMENT</b>	Part 1 Draw: Two (2) hours Part 2 Tell: Maximum of 5 minutes per learner
<b>PERFORMANCE STANDARD</b>	<b>Malikhaing Pagpapahayag (Creative Expression)</b> Pagpapahayag ng kaisipan at imahinasyon sa malikhaing at malayang pamamaraan.
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	<ul style="list-style-type: none"> <li>• Critical Thinking Skills</li> <li>• Creativity and Innovation</li> <li>• Flexibility and Adaptability</li> <li>• Initiative and Self-Direction</li> </ul>
<b>CREATIVE INDUSTRIES DOMAIN</b>	Visual Arts, Audiovisual Media
<b>DESCRIPTION</b>	<b>Draw and Tell is an event for Kindergarten learners</b> that follow the principles of “Show and Tell”. Kindergarten

	participants are asked to draw on a piece of paper and describe their drawing using their own words. This event showcases learners' aesthetic expression and fine motor skills through drawing and coloring, as well as oral communication skills through oral presentation of their work.																		
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th><b>Criteria</b></th> <th><b>Percentage</b></th> </tr> </thead> <tbody> <tr> <td><b>Draw</b></td> <td></td> </tr> <tr> <td>Relevance to the theme</td> <td>15%</td> </tr> <tr> <td>Visual organization</td> <td>15%</td> </tr> <tr> <td>Color harmony</td> <td>20%</td> </tr> <tr> <td>Workmanship</td> <td>20%</td> </tr> <tr> <td><b>Tell</b></td> <td></td> </tr> <tr> <td>Delivery (Fluency, expression, confidence)</td> <td>30%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	<b>Criteria</b>	<b>Percentage</b>	<b>Draw</b>		Relevance to the theme	15%	Visual organization	15%	Color harmony	20%	Workmanship	20%	<b>Tell</b>		Delivery (Fluency, expression, confidence)	30%	<b>Total</b>	<b>100%</b>
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<b>Total</b>	<b>100%</b>																		

**EVENT RULES AND MECHANICS**

- A. Guhit Bulilit is open to all learners who are officially enrolled in Kindergarten.
- B. Only one (1) Kindergarten learner-participant per school is allowed.
- C. Participants may be accompanied by one (1) teacher-coach. However, they are only allowed to assist the participants during the setting up of materials during the event.
- D. Participants should be at the venue on time.
- E. Materials shall be provided by the participants.
- F. Participants are not allowed to bring photos for reference of their entries.
- G. The subject of the drawing shall be based on the theme which shall be given during the event.
- H. Participants shall use pencil & crayons of ten (10) inches by eight (8) inches (10x8) illustration board.
- I. Participants shall be given two (2) hours to finish their artworks/outputs.
- J. The delivery is in the Mother Tongue / L1 for a maximum of five (5) minutes (Tell). However, to non-Tagalog learner-participants, teacher-coaches are requested to interpret the message for better understanding of the spectators.
- K. The DTWG shall facilitate the drawing of lots and provide the necessary instructions for the smooth conduct of the contest.

**RESOURCE REQUIREMENTS**

	<b>EACH PARTICIPATING SCHOOL</b>
<b>A. Supplies and Material s</b>	<ul style="list-style-type: none"> <li>- 1 pc 10x8 inches illustration board</li> <li>- 1 box of crayons (16pcs per box)</li> <li>- 2 pcs. No. 2 Pencils</li> <li>- 1 pc sharpeners</li> <li>- 2 marking pens (black)</li> <li>- 1 pcs. rulers (12 inches)</li> <li>- 1 pc erasers (box type)</li> <li>- 1 long folder</li> </ul>
<b>B. Tools and Equipment</b>	<ul style="list-style-type: none"> <li>- Online audio-visual system of good quality</li> <li>- TV monitor connected online</li> <li>- Fast and stable internet connection</li> </ul>

<b>C. Room/Hall Specification</b>	<ul style="list-style-type: none"> <li>- Tables and chairs for the participants and TWG</li> <li>- One (1) fully air-conditioned room for the showcasing of talents that can accommodate 50 pax</li> <li>- One (1) holding area for participants.</li> </ul>
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## SINING TANGHALAN

(A Showcase of Talents and Skills in Arts areas and Performances)



<b>COMPONENT AREA</b>	<b>SINING BISWAL</b>												
<b>KEY STAGE</b>	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12												
<b>EVENT TITLE</b>	<b>Pintahusay (In-Person)</b>												
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant either from Key Stage Three (3) or Four (4) per region												
<b>TIME ALLOTMENT</b>	8 hours												
<b>PERFORMANCE STANDARD</b>	Create varied artworks using elements and principles of designs in the composition of structures and landscapes in various positions and different angles.												
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	<ul style="list-style-type: none"> <li>• Critical Thinking Skills</li> <li>• Creativity and Innovation</li> <li>• Flexibility and Adaptability</li> <li>• Initiative and Self-Direction</li> </ul>												
<b>CREATIVE INDUSTRIES DOMAIN</b>	Visual Arts												
<b>DESCRIPTION</b>	<b>On-the-Spot Painting event for Junior and Senior High School</b> students where each participant showcases creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.												
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td><b>Artistic Merit</b> (Elements and Principles of Art)</td> <td>30%</td> </tr> <tr> <td><b>Interpretation of the theme</b> (Relevance)</td> <td>30%</td> </tr> <tr> <td><b>Difficulty</b> (Technique)</td> <td>20%</td> </tr> <tr> <td><b>Overall impression of the art</b> (Artwork on its own as a complete and outstanding work of art)</td> <td>20%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>	Criteria	Percentage	<b>Artistic Merit</b> (Elements and Principles of Art)	30%	<b>Interpretation of the theme</b> (Relevance)	30%	<b>Difficulty</b> (Technique)	20%	<b>Overall impression of the art</b> (Artwork on its own as a complete and outstanding work of art)	20%	<b>Total</b>	<b>100%</b>
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<b>Total</b>	<b>100%</b>												

### EVENT RULES AND MECHANICS

- Pintahusay is an on-the-spot Painting Showcase.
- One (1) learner-participant either from Key Stage (3) or Four (4) per school is allowed.
- 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 the 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, paint containers, 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 participants.

G. Participants are not allowed to bring pictures or images as references of their entries.

H. The subject of the painting shall be focused on *PLEIN AIR* or outdoor painting.

I. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

**RESOURCE REQUIREMENTS**

	<b>Participants</b>	<b>Host Division / Region</b>
<b>A. Supplies and Materials</b>		<ul style="list-style-type: none"> <li>- Twenty (5) pcs pencils</li> <li>- Scoring sheets and tabulations sheets</li> </ul>
<b>B. Tools and Equipment</b>	<ul style="list-style-type: none"> <li>o Props canvass (36x48 inches) with primer and frames</li> <li>o Acrylic painting easels.</li> <li>o Paints</li> <li>o Blue (5L)</li> <li>o Red (5L)</li> <li>o Yellow (5L)</li> <li>o Black (5L)</li> <li>o White (5L)</li> <li>- Newspapers and rags</li> <li>- Stopwatch</li> </ul>	<ul style="list-style-type: none"> <li>- Tables and chairs for the judges and contestants</li> <li>-</li> </ul>
<b>C. Room/ Hall Specification</b>		<ul style="list-style-type: none"> <li>- Any open space conducive and safe for the showcase.</li> </ul>

**RUBRIC FOR ASSESSMENT OF OUTPUTS IN PINTAHUSAY**

<b>Category</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>
<b>Artistic Merit</b>	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
<b>Interpretation of the Theme</b>	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.
<b>Difficulty</b>	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.
<b>Overall Impression of the Art</b>	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



## 2022 NATIONAL FESTIVAL OF TALENTS



### Implementing Guidelines on Read-A-Thon

The categories, mode of delivery, number of participants and teacher-coaches, and time allotment for Read-a-Thon are the following:

Category	Mode of Delivery	No. of Participant	No. of Coach	Time Allotment
Story Retelling (English)	in-person	1	1	30 minutes
Oral Reading Interpretation (English)	in-person	1	1	20 minutes
Oratorical Composition and Presentation (English)	in-person	1	1	60 minutes
Muling Pagkukuento (Filipino)	in-person	1	1	30 minutes
Interpretatibong Pagbasa (Filipino)	in-person	1	1	20 minutes
Sulat-Bigkas ng Talumpati (Filipino)	in-person	1	1	60 minutes
<b>Total</b>		<b>6</b>	<b>6</b>	



# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Exhibition)



<b>COMPONENT AREA</b>	<b>READ-A-THON</b>											
<b>KEY STAGE</b>	Key Stage One (1): Grade Three (3)											
<b>EVENT TITLE</b>	<b>Story Retelling (English)</b>											
<b>NO. OF PARTICIPANT/S</b>	1 Grade three (3) learner-participant per region											
<b>TIME ALLOTMENT</b>	30 minutes including preparation											
<b>PERFORMANCE STANDARD</b>	The learner fluently expresses ideas in various speaking tasks and uses speaking skills and strategies appropriately to communicate ideas in varied theme-based tasks											
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication, Creativity, and Critical Thinking											
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain											
<b>DESCRIPTION</b>	<p><b>Story Retelling (English)</b> 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.</p>											
<b>CRITERIA FOR PRESENTATION</b>	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td><b>Mastery of the Story</b> <ul style="list-style-type: none"> <li>Retell accurately the significant details and elements of the story read</li> <li>Communicate the story in a sequential order</li> </ul> </td> <td>50%</td> </tr> <tr> <td><b>Voice Projection</b> <ul style="list-style-type: none"> <li>Retell the story creatively with correct use of language and loudly enough for the audience to hear</li> <li>Observe proper stress, intonation, and juncture</li> </ul> </td> <td>30%</td> </tr> <tr> <td><b>Stage Presence</b> <ul style="list-style-type: none"> <li>Show confidence and appropriate posture/projection, facial expressions, and gestures</li> <li>Perform within the allotted time</li> </ul> </td> <td>20%</td> </tr> <tr> <td><b>Total</b></td> <td><b>100%</b></td> </tr> </tbody> </table>		Criteria	Percentage	<b>Mastery of the Story</b> <ul style="list-style-type: none"> <li>Retell accurately the significant details and elements of the story read</li> <li>Communicate the story in a sequential order</li> </ul>	50%	<b>Voice Projection</b> <ul style="list-style-type: none"> <li>Retell the story creatively with correct use of language and loudly enough for the audience to hear</li> <li>Observe proper stress, intonation, and juncture</li> </ul>	30%	<b>Stage Presence</b> <ul style="list-style-type: none"> <li>Show confidence and appropriate posture/projection, facial expressions, and gestures</li> <li>Perform within the allotted time</li> </ul>	20%	<b>Total</b>	<b>100%</b>
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<b>Total</b>	<b>100%</b>											

## EVENT RULES AND MECHANICS

- Story Retelling (English)** event is open to all Grade three (3) learners who are officially enrolled in public schools. This shall be done under **exhibition category**. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- A printed copy of a story in English, pen, and paper shall be provided to the participants by the National Technical Working Group (NTWG) during the event. These shall be retrieved from them before their actual performance.

C. Teacher-coaches and parents shall be allowed to assist their participants and provide their snacks (30) minutes prior to the start of the event. Afterwards, participants shall enter the holding area.

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

E. At the event venue, 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 (5) minutes.

F. Participants shall not be allowed to read the story again during their performance.

G. Colored flags shall be raised by the NTWG to cue the participants during the event proper. **Green flag** shall be raised to inform the participants on the 'start of their allotted time,' **yellow flag** to signal the remaining '30 seconds,' and **red flag** to signal that their 'time is up.' When the red flag is raised, the participants are expected to stop their performance.

H. Using cellphone or any gadget and/or bringing reference materials/handouts, copy of any story, costumes, props, musical instrument/accompaniment are not allowed inside the exhibition venue.

I. Plain white t-shirt and maong pants shall be worn by participants during the event.

**RESOURCE REQUIREMENTS**

- Supplies and materials
- Timer and flags
- Strips of paper for drawing of lots
- Number identifier
- Wireless microphone with stand
- Sound system
- Certificates
- Pencils
- Ballpens
- Folders
- Calculators
- Bond paper
- Holding Area
- Signages (Preparation Area, Holding Area, Viewing Area, Coaches and Parents' Area)



## READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Exhibition)



<b>COMPONENT AREA</b>	<b>READ-A-THON</b>											
<b>KEY STAGE</b>	Key Stage Two (2): Grade Six (6)											
<b>EVENT TITLE</b>	<b>Oral Reading Interpretation (English)</b>											
<b>NO. OF PARTICIPANT/S</b>	1 Grade six (6) learner-participant per region											
<b>TIME ALLOTMENT</b>	20 minutes including preparation											
<b>PERFORMANCE STANDARD</b>	The learner accurately, fluently, and creatively reads aloud literary texts.											
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication, Creativity, and Critical Thinking											
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain											
<b>DESCRIPTION</b>	<p><b>Oral Reading Interpretation (English)</b> is an NFOT event category of Read-A-Thon that allows learner-participants to demonstrate their interpretive skills and ability to communicate using effective verbal and non-verbal cues in reading aloud of a story to an audience.</p>											
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### EVENT RULES AND MECHANICS

A. **Oral Reading Interpretation (English)** event is open to all Grade six (6) learners who are officially enrolled in public schools. This shall be done under **exhibition category**. Each region shall register one (1) learner-participant and one (1) teacher-coach.

B. A printed copy of a story in English shall be provided to the participants by the National Technical Working Group (NTWG) during the event. This shall be retrieved from them before their actual performance.

C. Teacher-coaches and parents shall be allowed to assist their participants and provide their snacks (30) minutes prior to the start of the event. Afterwards, participants shall enter the holding area.

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

E. At the event venue, participants shall be given fifteen (15) minutes to study the story. Then, they shall read aloud the story creatively and dramatically which shall not exceed (5) minutes.

F. Colored flags shall be raised by the NTWG to cue the participants during the event proper. **Green flag** shall be raised to inform the participants on the 'start of their allotted time,' **yellow flag** to signal the remaining '30 seconds,' and **red flag** to signal that their 'time is up.' When the red flag is raised, the participants are expected to stop their performance.

G. Using cellphone or any gadget and/or bringing reference materials/handouts, copy of any story, costumes, props, musical instrument/accompaniment are not allowed inside the event venue.

H. Plain white t-shirt and maong pants shall be worn by participants during the event.

#### **RESOURCE REQUIREMENTS**

- Supplies and materials
- Timer and flags
- Strips of paper for drawing of lots
- Number identifier
- Wireless microphone with stand
- Sound system
- Certificates
- Pencils
- Ballpens
- Folders
- Calculators
- Bond paper
- Holding Area
- Signages (Preparation Area, Holding Area, Viewing Area, Coaches and Parents' Area)



# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Exhibition)



<b>COMPONENT AREA</b>	<b>READ-A-THON</b>											
<b>KEY STAGE</b>	Key Stage Three (3): Grade Ten (10)											
<b>EVENT TITLE</b>	<b>Oratorical Composition and Presentation (English)</b>											
<b>NO. OF PARTICIPANT/S</b>	1 Grade ten (10) learner-participant per region											
<b>TIME ALLOTMENT</b>	60 minutes including preparation											
<b>PERFORMANCE STANDARD</b>	The learner composes a short but powerful persuasive speech using a variety of persuasive techniques and devices and delivers it using effective verbal and non-verbal strategies.											
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication, Creativity, and Critical Thinking											
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain											
<b>DESCRIPTION</b>	<b>Oratorical Composition and Presentation (English)</b> is an NFOT event category of Read-A-Thon that allows learner-participants to write a short speech based on a given topic or theme and deliver it in a formal and dignified manner before an audience.											
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#### EVENT RULES AND MECHANICS

- A. **Oratorical Composition and Presentation (English)** event is open to all Grade ten (10) learners who are officially enrolled in public schools. This shall be done under **exhibition category**. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- B. Pen and paper shall be provided to the participants by the National Technical Working Group (NTWG) during the event. This shall be retrieved from them after their actual performance.
- C. Participants are not allowed to bring copy of any speech, costumes, props, musical instrument/accompaniment in the event.
- D. Teacher-coaches and parents shall be allowed to assist their participants and provide their snacks (30) minutes prior to the start of the event. Afterwards, participants shall enter the holding area.
- E. Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper.
- F. At the event venue, participants shall be simultaneously provided with the topic or theme for their speech. They shall be given fifty (50) minutes to write on a piece of paper their short speech based on the given topic or theme. Afterwards, the NTWG shall collect the written speeches from the participants. Participants shall not be allowed to rewrite or revise their speech after it has been collected.
- G. To provide participants with sufficient time to prepare, they shall receive their speech from the NTWG five (5) minutes before their turn for speech delivery.
- H. Participants shall be called to deliver their speech which shall not exceed (5) minutes.
- I. Colored flags shall be raised by the NTWG to cue the participants during the event proper. **Green flag** shall be raised to inform the participants on the 'start of their allotted time,' **yellow flag** to signal the remaining '30 seconds,' and **red flag** to signal that their 'time is up.' When the red flag is raised, the participants are expected to stop their performance.
- J. Using cellphone or any gadget and/or bringing reference materials/handouts, copy of any story, costumes, props, musical instrument/accompaniment are not allowed inside the event venue.
- K. Plain white t-shirt and maong pants shall be worn by participants during the event.

#### RESOURCE REQUIREMENTS

- Supplies and materials
- Timer and flags
- Strips of paper for drawing of lots
- Number identifier
- Wireless microphone with stand
- Sound system
- Certificates

- Pencils
- Ballpens
- Folders
- Calculators
- Bond paper
- Holding Area
- Signages (Preparation Area, Holding Area, Viewing Area, Coaches and Parents' Area)



## READ-A-THON (FILIPINO)

(A Showcase of Filipino Language Skills Exhibition)



<b>SAKLAW NA KOMPONENT</b>	<b>READ-A-THON SA FILIPINO</b>									
<b>YUGTONG KINABIBILANGAN</b>	Unang Yugto - Ikatlong Baitang									
<b>KATEGORYA</b>	<b>Muling Pagkukuwento</b>									
<b>BILANG NG KALAHOK</b>	Isa (1) Mag-aaral at Isa (1) Tagapagsanay									
<b>LAANG ORAS</b>	30 minuto para sa paghahanda at pagtatanghal									
<b>PAMANTAYAN SA PAGGANAP</b>	Naipahahayag ng mag-aaral nang matatas ang sariling mga ideya at nagagamit ang mga kasanayan at estratehiya sa pagbasa at pagsasalita nang naaangkop upang maipahayag ang sariling pag-unawa sa binasa sa pamamagitan ng muling pagkukuwento.									
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip									
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain									
<b>DESKRIPSIYON</b>	Ang <b>Muling Pagkukuwento</b> ay isang kategorya ng <i>Read-A-Thon</i> na tinataya ang pag-unawa ng kalahok na mag-aaral sa isang tiyak na kuwentong binasa sa pamamagitan ng muling pagkukuwento o pagsasalaysay nito gamit ang kanilang sariling salita at ekspresyon.									
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		<b>KABUUAN</b> <b>100%</b>

### **I. MGA GABAY NA TUNTUNUN AT MEKANISMO**

- A. Ang **Muling Pagkukuwento** ay bukas sa lahat ng mag aaral sa ikatlong baitang na opisyal na nakatala sa publikong paaralan. Dapat magparehistro ang bawat paaralan ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ipagkakaloob ang isang limbag na kopya ng kuwento, panulat, at papel sa mga kalahok ng National Technical Working Group (NTWG) sa mismong panahon ng pagganap. Ang mga ito ay dapat makuha mula sa kanila bago ang kanilang aktuwal na pagganap.
- C. Pahihintulutan ang mga gurong tagapagsanay at mga magulang na umalalay sa mga kalahok at maghatid ng kanilang meryenda tatlumpung (30) minuto bago magsimula ang pagganap. Pagkatapos, ang mga kalahok ay papasok sa holding area.
- D. Ang pagbunot ng mga kalahok para sa kanilang numero ng pagkakakilanlan sa pagganap ay dapat isagawa tatlumpung (30) minuto bago magsimula ang pagganap.
- E. Sa exhibition venue, pagkakalooban ng dalawampu't limang (25) minuto ang mga kalahok para sa tahimik na pagbasa at pag-unawa ng kuwento. Maaaring gumamit ng panulat at papel upang maiayos ang mga naiisip na gagawing pagganap. Pagkatapos nito, muling isasalaysay ang nabasang kuwento gamit ang sariling mga salita na hindi lalampas ng limang (5) minuto.
- F. Hindi na maaaring muling basahin ng kalahok ang kuwento sa oras ng pagganap o pagtatanghal.
- G. Magtataas ang NTWG ng may tiyak na kulay ng watawat bilang pahiwatig sa mga kalahok. Kulay berde ang itataas bilang pabatid ng 'simula' ng itinakdang oras ng pagganap. Dilaw naman ang hudyat sa 'natitirang tatlumpung (30) segundo' at pula naman na hudyat na 'tapos na' ang inilaang oras ng pagtatanghal. Inaasahang hihinto na o tapos na ang pagganap ng kalahok kapag itinaas na ang pulang watawat.
- H. Hindi pahihintulutan sa loob ng exhibition venue ang paggamit ng cellphone o anumang gadget at pagdadala ng mga sanggunian o handout, ang kopya ng anumang kuwento, costume, props, musical instrument o iba pang katulad.
- I. Plain white t-shirt at maong pants ang isusuot ng mga kalahok sa pagganap/pagtatanghal.

**II. Kagamitan mula sa Tagapamahala ng Pagtatanghal**

- Kaugnay na mga suplay at material para sa pagtatanghal
- Kopya ng Kuwento
- Orasan at mga flaglets
- 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
- Mga karatula (Preparation Area, Holding Area, Viewing Area, Coach at Parents' Area)



# READ-A-THON (FILIPINO)

(A Showcase of Filipino Language Skills Exhibition)



COMPONENT AREA	READ-A-THON SA FILIPINO								
<b>YUGTONG KINABIBILANGAN</b>	Ikalawang Yugto - Ikaanim na Baitang								
<b>KATEGORYA</b>	<b>Interpretatibong Pagbasa</b>								
<b>BILANG NG KALAHOK</b>	Isa (1) Mag-aaral at Isa (1) Tagapagsanay								
<b>LAANG ORAS</b>	20 minuto para sa paghahanda at pagtatanghal								
<b>PAMANTAYAN SA PAGGANAP</b>	Nakababasa ang mag-aaral ng mga tekstong pampanitikan nang wasto, matatas, at malikhaing naipararating mensahe nito nang may tamang lakas, damdamin, at ekspresyon para sa pag-unawa ng mga manonood.								
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip								
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain								
<b>DESKRIPSIYON</b>	Ang <b>Interpretatibong Pagbasa</b> ay isang kategorya ng Read-A-Thon na nagbibigay ng pagkakataon sa mga mag-aaral na maipamalas ang kanilang kasanayan at kakayahang pagpapahayag gamit ang epektibong pasalita at hindi pasalitang pahiwatig sa pamamagitan ng interpretatibong pagbasa nang malakas ng isang kuento sa mga manonood.								
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		<b>KABUOAN</b> <b>100%</b>

## I. PATNUBAY SA MGA KALAHOK

- A. Ang **Interpretatibong Pagbasa** ay bukas sa lahat ng mag-aaral sa ikaanim na baitang na opisyal na nakatala sa publikong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ipagkakaloob ang isang limbag na kopya isang kuwento sa Filipino ng National Technical Working Group (NTWG) sa mismong panahon ng pagganap. Ang mga ito ay dapat makuha mula sa kanila bago ang kanilang aktuwal na pagganap
- C. Pahihintulutan ang mga gurong tagapagsanay at mga magulang na umalay sa mga kalahok at maghatid ng kanilang meryenda tatlumpung (30) minuto bago magsimula ang pagganap. Pagkatapos, ang mga kalahok ay papasok sa holding area.
- D. Ang pagbunot ng mga kalahok para sa kanilang numero ng pagkakailanlan sa pagganap ay dapat isagawa tatlumpung (30) minuto bago magsimula ang pagganap.
- E. Sa exhibition venue, pagkakalooban ng labinlimang (15) minuto ang mga kalahok para sa pagbasa at pag-unawa sa kuwento. Pagkatapos nito ang pagganap, babasahin ang kuwento nang may tamang lakas, malikhain, makatotohanan at may damdamin na hindi lalampas ng limang (5) minuto.
- F. Magtataas ang NTWG ng may tiyak na kulay ng watawat bilang pahiwatig sa mga kalahok. Kulay berde ang itataas bilang pabatid ng 'simula' ng itinakdang oras ng pagganap. Dilaw naman ang hudyat sa 'natitirang tatlumpung (30) segundo' at pula naman na hudyat na 'tapos na' ang inilaang oras ng pagtatanghal. Inaasahang hihintna o tapos na ang pagganap ng kalahok kapag itinaas na ang pulang watawat.
- G. Hindi pahihintulutan sa loob ng exhibition venue ang paggamit ng cellphone o anumang gadget at pagdadala ng mga sanggunian o handout, ang kopya ng anumang kuwento, costume, props, musical instrument o iba pang katulad.
- H. Plain white t-shirt at maong pants ang isusuot ng mga kalahok sa pagganap/pagtatanghal.

## II. Kagamitan mula sa Tagapamahala ng Pagtatanghal

- Kaugnay na mga suplay at material para sa pagtatanghal
- Kopya ng Kuwento
- Orasan at mga flaglets
- Mga opisyal na papel para sa palabutan
- Wireless na mikropono na may stand
- Sound system
- Mga Sertipiko
- Mga lapis
- Mga balpen
- Mga folder
- Bond paper
- Holding Area
- Mga karatula (Preparation Area, Holding Area, Viewing Area, Coach at Parents' Area)



## READ-A-THON (FILIPINO)

(A Showcase of Filipino Language Skills Exhibition)



<b>SAKLAW NA KOMPONENT</b>	<b>READ-A-THON SA FILIPINO</b>						
<b>YUGTONG KINABIBILANGAN</b>	Ikatlong Yugto -Ikasampung Baitang						
<b>KATEGORYA</b>	<b>SULAT-BIGKAS NG TALUMPATI</b>						
<b>BILANG NG KALAHOK</b>	Isa (1) Mag-aaral at Isa (1) Tagapagsanay						
<b>LAANG ORAS</b>	Isang (1) oras para sa pagsulat, paghahanda at pagbigkas ng talumpati						
<b>PAMANTAYAN SA PAGGANAP</b>	Nakabubuo at nakapaglalahad ang mag-aaral ng isang maikli at mapanghikayat na talumpati gamit ang mga teknik na nakahihikayat, mga epektibong berbal at di-berbal na estratehiya sa pagpapahayag, at iba pang mga pamaraan sa mabisang pananalita.						
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip						
<b>CREATIVE INDUSTRIES DOMAIN</b>	Performing Arts Domain						
<b>DESKRIPSIYON</b>	Ang <b>SULAT-BIGKAS NG TALUMPATI</b> ay isang kategorya ng <i>Read-A-Thon</i> na magbibigay pagkakataon sa mga mag-aaral na kalahok na sumulat ng maikli at makabuluhang talumpati hinggil sa tiyak na paksa o tema na bibigkasin sa isang pormal at marangal na paraan sa harap ng madla.						
<b>MGA PAMANTAYAN SA PAGTATANGHAL</b>	<table border="1"> <thead> <tr> <th>Krayterya</th> <th>Bahagdan</th> </tr> </thead> <tbody> <tr> <td><b>Organisasyon at Kaugnayan</b> <ul style="list-style-type: none"> <li>Nakabubuo ng talumpati na may tamang ikli/haba, lohikal, may pagkakaugnay ang mga ideta at ayon sa ibinigay na paksa o tema</li> <li>Naipahahayag ang talumpati sa isang pormal, marangal, nakakawiwili o mapanghikayat na paraan</li> <li>Nakagagamit ng mga salita na kumakatawan sa sariling kaisipan, damdamin, at pagpapahayag</li> </ul> </td> <td>50%</td> </tr> <tr> <td><b>Paggamit ng Tinig</b> <ul style="list-style-type: none"> <li>Nakapagpapahayag nang malinaw, natatangi at may angkop na paiba-ibang pagtigil, tinis, at modulasyon ng tono.</li> </ul> </td> <td>30%</td> </tr> </tbody> </table>	Krayterya	Bahagdan	<b>Organisasyon at Kaugnayan</b> <ul style="list-style-type: none"> <li>Nakabubuo ng talumpati na may tamang ikli/haba, lohikal, may pagkakaugnay ang mga ideta at ayon sa ibinigay na paksa o tema</li> <li>Naipahahayag ang talumpati sa isang pormal, marangal, nakakawiwili o mapanghikayat na paraan</li> <li>Nakagagamit ng mga salita na kumakatawan sa sariling kaisipan, damdamin, at pagpapahayag</li> </ul>	50%	<b>Paggamit ng Tinig</b> <ul style="list-style-type: none"> <li>Nakapagpapahayag nang malinaw, natatangi at may angkop na paiba-ibang pagtigil, tinis, at modulasyon ng tono.</li> </ul>	30%
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	<b>Pagganap sa Entablado</b>	20%
	<ul style="list-style-type: none"> <li>• Naipakikita ang kumpiyansa at angkop na postura/pagganap, ekspresyon ng mukha, at kilos/galaw</li> <li>• Nakapagtatanghal sa itinakdang oras</li> </ul>	
	<b>KABUOAN</b>	<b>100%</b>

#### **PATNUBAY SA MGA KALAHOK**

- A. Ang **Sulat-Bigkas ng Talumpati** ay bukas sa lahat ng mag-aaral sa Ikasampung Baitang at opisyal na nakatala sa publikong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ipagkakaloob ang panulat at papel ay ibibigay sa mga kalahok ng National Technical Working Group (NTWG) sa mismong panahon ng pagganap. Ito ay kukunin mula sa kanila pagkatapos ng kanilang aktuwal na pagganap.
- C. Ang mga kalahok ay hindi pinahihintulutang magdala ng kopya ng anumang talumpati, kasuotan, props, o instrumentong pangmusika/saliw para sa pagtatanghal.
- D. Pahihintulutan ang mga gurong tagapagsanay at mga magulang na umalalay sa mga kalahok at maghatid ng kanilang meryenda tatlumpung (30) minuto bago magsimula ang pagganap. Pagkatapos, ang mga kalahok ay papasok sa holding area.
- E. Ang pagbunot ng mga kalahok para sa kanilang numero ng pagkakakilanlan sa pagganap ay dapat isagawa tatlumpung (30) minuto bago magsimula ang pagganap.
- F. Sa exhibition venue, pagkakalooaban ang mga kalahok ng paksa o tema para sa kanilang talumpati. Bibigyan sila ng limampung (50) minuto para isulat sa isang papel ang kanilang maikling talumpati batay sa ibinigay na paksa o tema. Pagkatapos, kukunin ng NTWG ang mga naisulat na talumpati mula sa mga kalahok. Hindi papayagang muling isulat o baguhin ang kanilang talumpati.
- G. Para bigyan ng panahon sa paghahanda ang mga kalahok bago ang pagbigkas, ibabalik sa kanila ng NTWG ang kopya ng kanilang naisulat na talumpati mula limang (5) minuto bago ang kanilang pagtatalumpati.
- H. Tatawagin ang mga kalahok para sa pagbigkas ng kanilang talumpati nang hindi lalampas sa limang (5) minuto.
- I. Magtataas ang NTWG ng may tiyak na kulay ng watawat bilang pahiwatig sa mga kalahok. Kulay berde ang itataas bilang pabatid ng 'simula' ng itinakdang oras ng pagganap. Dilaw naman ang hudyat sa 'natitirang tatlumpung (30) segundo' at pula naman na hudyat na 'tapos na' ang inilaang oras ng pagtatanghal. Inaasahang hihinto na o tapos na ang pagganap ng kalahok kapag itinaas na ang pulang watawat.
- J. Hindi pahihintulutan sa loob ng exhibition venue ang paggamit ng cellphone o anumang gadget at pagdadala ng mga sanggunian o handout, ang kopya ng anumang kuwento, costume, props, musical instrument o iba pang katulad.
- K. Plain white t-shirt at maong pants ang isusuot ng mga kalahok sa pagganap/pagtatanghal.

**II. Kagamitan mula sa Tagapamahala ng Pagtatanghal**

- Kaugnay na mga suplay at material para sa pagtatanghal
- Orasan at mga flaglets
- Mga opisyal na papel para sa palabunutan
- Tagatukoy ng numero
- Wireless na mikropono na may stand
- Sound system
- Mga Sertipiko
- Mga lapis
- Mga ballpen
- Mga folder
- Bond paper
- Holding Area
- Mga karatula (Preparation Area, Holding Area, Viewing Area, Coach at Parents' Area)



## 2022 NATIONAL FESTIVAL OF TALENTS



### Implementing Guidelines on Population Development (PopDev)

The categories, modes of delivery, number of learner-participants and teacher-coaches, and time-allotment for Population Development (PopDev) are the following:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Online Oratorical Speech	video recording	1	1	3 minutes
Pop Quiz	in-person	1	1	3 hours
<b>Total</b>		<b>2</b>	<b>2</b>	



# POPULATION DEVELOPMENT

## (PopDev)

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	ARALING PANLIPUNAN									
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12									
EVENT TITLE	<b>Online Oratorical Speech</b>									
NO. OF PARTICIPANT/S	1 learner-participant from either Key Stage Three (3) or Four (4) per region									
TIME ALLOTMENT	Three (3) minutes of video recording									
PERFORMANCE STANDARD	<p>Natataya ang <i>gender roles</i> sa Pilipinas sa iba't ibang panahon /Natatalakay ang katayuan at gampanin ng babae at lalaki sa lipunan noon at ngayon. <b>(AP10KIL-IIIC4)</b></p> <p><b>Pamantayan sa Pagkatuto (CSE)</b>  <i>Identify personal example of the ways in which gender affects people's lives and explain the meaning of and provide examples of gender bias and discrimination</i></p>									
21 <sup>ST</sup> CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills									
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expression and Performing Arts									
DESCRIPTION	<p>The Online Oratorical Speech is an NFOT event category of Population Development (PopDev) that will allow learner-participants to showcase an oratorical presentation focusing on the Comprehensive Sexuality Education (DepEd Order 31 s. 2018). It enables learner-participants to exhibit their skills in online public speaking and critical analysis on certain topic or issue and deep understanding about the different issues related to Adolescent Sexual and Reproductive Health that occur in society.</p>									
CRITERIA FOR PRESENTATION	<table border="1"> <thead> <tr> <th>Exhibit Rubrics</th> <th>Presentation</th> </tr> </thead> <tbody> <tr> <td><b>Message and Content</b>            -Relevant to the specific content in the mechanics.            -Unity and Coherence are evident.            -Powerful and meaningful message.</td> <td>40 %</td> </tr> <tr> <td><b>Delivery and Performance</b>            -Delivered from the heart.            -Facial expression, hand gestures emphasized the different elements of the performance.            -Words are pronounced distinctly and correctly.</td> <td>30 %</td> </tr> <tr> <td><b>Originality</b>            -The piece must be an original composition by the presenter.</td> <td>20 %</td> </tr> </tbody> </table>		Exhibit Rubrics	Presentation	<b>Message and Content</b> -Relevant to the specific content in the mechanics. -Unity and Coherence are evident. -Powerful and meaningful message.	40 %	<b>Delivery and Performance</b> -Delivered from the heart. -Facial expression, hand gestures emphasized the different elements of the performance. -Words are pronounced distinctly and correctly.	30 %	<b>Originality</b> -The piece must be an original composition by the presenter.	20 %
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	<b>Over-all Impact</b> -Voice and articulation, dramatic appropriateness and evidence of understanding are in unison to convey the message effectively and with great impact.	10 %
	<b>Total</b>	<b>100%</b>

**EVENT RULES AND MECHANICS**

- A. The Online Oratorical Speech showcase is open to Junior / Senior High School both private and public-school learners enrolled during the SY 2022-2023.
- B. The Oratorical speech must be an original composition written and delivered in Filipino.
- C. The piece composition must be based on the theme "**CSE Kaagapay sa pagsugpo ng Teenage Pregnancy at pagkakapantay-pantay ng pagtingin sa lahat ng kasarian sa lipunan**" and must integrate positive Filipino values and anchored on the Comprehensive Sexuality Education.
- D. Each participant wearing simple Filipiniana attire shall deliver his/her speech in 2-3 minutes.
- E. The performance shall be pre-recorded.
- F. The video shoot in MP4 format must be a whole body and preferably with blue background and with school name.
- G. The regional office shall endorse the official piece/s to the national level.



# POPULATION DEVELOPMENT

## (PopDev)

(A Showcase of Talents and Skills in Araling Panlipunan)



<b>COMPONENT AREA</b>	<b>ARALING PANLIPUNAN</b>										
<b>KEY STAGE</b>	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12										
<b>EVENT TITLE</b>	<b>Pop Quiz</b>										
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant from either Key Stage Three (3) or Four (4) per region										
<b>TIME ALLOTMENT</b>	3 hours										
<b>PERFORMANCE STANDARD</b>	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. <b>AP10-Q3w1-8</b>										
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Communication, Creativity and Critical Thinking Skills										
<b>CREATIVE INDUSTRIES DOMAIN</b>	Traditional Cultural Expression and Performing Arts										
<b>DESCRIPTION</b>	Quiz based on the following Population Education Core Messages/Key Concepts: <ul style="list-style-type: none"> <li>• Family Life and Responsible Parenthood</li> <li>• Gender and Development</li> <li>• Population and Reproductive Health</li> <li>• Population, Environment, Resources, and Sustainable Development</li> </ul>										
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<b>Total = 21 Items</b>	<b>40 points</b>										

### EVENT RULES AND 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.
- Review materials for the Pop Quiz shall be provided by Department of Education (DepEd) or Commission on Population (PopCom);

C. During the quiz, participants shall be provided with whiteboard, markers and erasers.

D. English or Filipino shall be used as the official language in the conduct of the quiz.

E. Participants shall be given a total number of twenty-one (21) questions, of which eight (8) are “easy,” seven (7) are “average,” and six (6) are “difficult.”

F. Points for every correct answer shall be given as follows:  
One (1) point shall be given to 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 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 inquiry before the next question is read. The inquiry shall be addressed orally to the assessing committee who shall recognize the inquiry.
- The chair shall announce the decision upon deliberation with the members of the committee.

**RESOURCE REQUIREMENTS**

	<b>Participants</b>	<b>Host School/ Venue</b>	<b>Host Division/ Region</b>
<b>Attire</b>	- NFOT shirt with Denim pants (National Level)		
<b>Tools and Equipment</b>		<ul style="list-style-type: none"> <li>- Timer</li> <li>- White board</li> <li>- White board marker &amp; eraser</li> <li>- Sound system</li> <li>- LCD Projector</li> <li>- Tables &amp; chairs</li> </ul>	
<b>Others</b>			- Utility expenses



## 2022 NATIONAL FESTIVAL OF TALENTS



### Implementing Guidelines on STEMAzing

The category, mode of delivery, number of learner-participants and teacher-coaches, and time allotment for STEMAZING are the following:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
STEM Processes and Practices Exhibition	in-person	3	1	3 hours
<b>Total</b>		<b>3</b>	<b>1</b>	



## STEMAZING

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



<b>COMPONENT AREA</b>	<b>Science, Technology, and Mathematics</b>																
<b>KEY STAGE</b>	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12																
<b>EVENT TITLE</b>	<b>STEM Processes and Practices Exhibition</b>																
<b>NO. OF PARTICIPANT/S</b>	A team composed of three (3) learner-participants per region																
<b>TIME ALLOTMENT</b>	3 Hours (Creation of Outputs)   1 Minute Presentation, About 5 Minute Q and A																
<b>PERFORMANCE STANDARD</b>	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																
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Critical thinking, Communication skills, Creativity, Problem solving, Collaboration. Information literacy, Technology skills and digital literacy.																
<b>CREATIVE INDUSTRIES DOMAIN</b>	Creative Services																
<b>DESCRIPTION</b>	<p><b>STEM Processes and Practices Exhibition</b> is an NFOT event category of STEMAZING 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, and environmental issues through the application of 21st century skills.</p> <p>In this activity, participants will be presenting oral and written proposed solution to a given scenario.</p>																
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<b>Total</b>	<b>100%</b>																

**EVENT RULES AND MECHANICS**

A. The showcase shall consist of proposal writing and one-minute presentation. The teams shall develop and present to the panel of experts their proposal solution to a real-world problem/scenario of local or global importance. The situation containing the problem shall be given in-person during the event.

B. Participants are given three (3) hours to conceptualize and prepare their written description of the proposed solution and the slide decks for the oral presentation. All entries submitted shall not bear any markings that may identify their regions. Participants may use the internet and other printed resources in developing their written solution and presentation. However, the teams are not allowed to confer with their coaches while the activity is ongoing. Any form of communication between the participants and other parties (coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification.

C. The proposed solution shall have the following components:

- Title
- Summary (100 – 200 Words)
- 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
- Proposed Solution to the Problem Presented (300 – 500 words)
- Methods/Details of the proposed solution including the Cost - Analysis as applicable.
- Include illustrations, figures, and charts.
- References: May use any format as long as consistency is observed

D. The teams shall encode their proposals in word processing software, double-spaced using Bookman Old style font size twelve set in A4 size paper. Margins shall be 1 inch on all sides of the paper. Within three (3) hours, the teams shall submit their outputs (electronic copy) to the facilitators.

E. The proposals shall be subjected to plagiarism check. Any proposals which exceed 15% similarity index (uncited) shall be deducted 2 points from the total score for every percent in excess. However, cited references shall be excluded from the 15% tolerance.

F. A timer board shall be shown to the public as well as to participants.

G. A buzzer shall signal when the time for presentation is up and participants shall immediately stop presenting. At the end of one minute, the microphone shall be turned off and participants shall be advised to stop.

**RESOURCE REQUIREMENTS**

	<b>Participants</b>	<b>Host School / Venue</b>	<b>Host Division / Region</b>
<b>Attire</b>	- NFOT T-shirt or Plain White Shirt		

	(Finalized on the day before the competition)		
<b>Tools and Equipment</b>	<ul style="list-style-type: none"> <li>- Computer/ Laptop/</li> <li>- Notebook/ books and other printed resources, pocket Wi-Fi</li> </ul>	<ul style="list-style-type: none"> <li>- Timer</li> <li>- 2 multimedia projectors,</li> <li>- Printer</li> <li>- fast internet connection,</li> <li>- Sound System</li> <li>- Adequate electrical outlets, extension cords</li> </ul>	<ul style="list-style-type: none"> <li>- plagiarism checker</li> </ul>
<b>Physical Facilities</b>		<ul style="list-style-type: none"> <li>- Hall with stage, one holding room,</li> </ul>	
<b>Others</b>		<ul style="list-style-type: none"> <li>- 2 reams Bond paper A4</li> </ul>	<ul style="list-style-type: none"> <li>- Utility expenses</li> </ul>