



Republic of the Philippines  
**Department of Education**  
CORDILLERA ADMINISTRATIVE REGION



18 Feb 2025

**REGIONAL MEMORANDUM**

No. 131.2025

**2025 REGIONAL FESTIVAL OF TALENTS**

To: Assistant Regional Director  
Schools Division Superintendents  
All Schools Division Offices  
All Others Concerned

1. The Department of Education-Cordillera Administrative Region (DepEd-CAR) through the Curriculum and Learning Management Division (CLMD) will conduct the **2025 REGIONAL FESTIVAL OF TALENTS (RFOT)** with the theme "***Skills for All: Inclusive Education for a Globally Competitive Bagong Pilipinas***" on **March 30 - April 2, 2025** in Mountain Province. Specific venues shall be announced through a separate memorandum.
2. **RFOT** is a DepEd annual co-curricular activity that provides meaningful learning opportunities for basic education learners to display their talents and skills anchored on the learning competencies achieved in schools. Likewise, it serves as a culminating activity of gauging learning mastery and skill development in accordance with learning standards.
3. In view of the above, the CLMD issues the details of the events through the enclosures below.
  - a. Enclosure 1: Distribution of Official Delegates
  - b. Enclosure 2: General Guidelines on the Conduct of RFOT 2025
  - c. Enclosure 3: Specific Guidelines for each Contest Event
  - d. Enclosure 4: Parent/Guardian's Consent
4. Teachers/coaches attending the said activity shall be granted service credits while Compensatory Time Off (CTO) for the non-teaching personnel in lieu of March 30 (Saturday) and 31 (Eid'l Fitr), 2025 pursuant to DepEd Order no. 53 s. 2023 (Guidelines on the grant of vacation service credits for teachers) and CSC-DBM Joint Circular no. 2 s. 2004 (Non-Monetary Remuneration for Overtime Services).
5. There shall be **NO REGISTRATION FEE** to be collected for the 2025 RFOT. Traveling expenses of learner-participants and teacher-coaches shall be charged to **their local funds or other eligible fund sources**, subject to the usual government accounting and auditing rules and regulations.



Address: DepEd-CAR Complex, Wangal, La Trinidad, Benguet, 2601

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DepEd Tayo Cordillera



<https://depedcar.ph>





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6. All designated heads of the SDO delegations are advised to coordinate closely with host division regarding the details of their arrival and departure from the venue and ensure proper administrative arrangements with the concerned committees.
7. For inquiries or concerns, please contact CES Jennifer P. Ande at (074) 422-7096 or 09190073814.
8. Immediate dissemination of and strict compliance with this Memorandum is desired.

**ESTELA P. LEON-CARIÑO EdD, CESO III**  
Director IV/Regional Director

CLMD/JPA/aster – RFOT



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(Enclosure No. 1 to Regional Memorandum No. \_\_\_\_\_, s. 2025)

### DISTRIBUTION OF OFFICIAL DELEGATES

The number of delegates per Division and event is broken down as follows:

Event	No. Of Learner-Participant	No. Of Teacher-Coach	No. of EPS per Division	Total	CID Chief	SDS
Technolympics	12	8	1	21	1	1
Sining Tanghalan	30	8	1	39		
HistoPop	3	3	1	7		
Read-A-Thon (English & Filipino)	6	6	2	14		
Lingo Stars	8	8	1	17		
SNED Abilympics	2	2	1	5		
Musabaqah	4	4	1	9		
STEMazing	6	2	2	10		
<b>TOTAL</b>	<b>71</b>	<b>41</b>	<b>10</b>	<b>122</b>	<b>1</b>	<b>1</b>

### Judges and RO TWGs

Event	No. Of Judges	TWG	RO EPS	Total	TWGs/Mgm Team	Total
Technolympics	24	16	1	41	CLMD = 6 Pau = 2 Health = 2 Finance=2 QAD=1 Transpo=2 ORD = 3	
Sining Tanghalan	14	18	1	33		
HistoPop	3	9	1	13		
Read-A-Thon (English & Filipino)	18	6	2	26		
Lingo Stars	2	4	1	7		
SNED Abilympics	4	3	1	8		
Musabaqah	6	12	1	19		
STEMazing	6	6	2	14		
<b>TOTAL</b>	<b>77</b>	<b>74</b>	<b>10</b>	<b>161</b>	<b>18</b>	<b>179</b>



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Enclosure No. 2 to Regional Memorandum No. \_\_\_\_\_, s. 2025

**GENERAL GUIDELINES ON THE CONDUCT OF  
2025 REGIONAL FESTIVAL OF TALENTS (RFOT)**

1. For the guidance of all participants, the general guidelines of the 2025 RFOT are listed as follows:
  - A. All events of the 2025 RFOT shall be conducted under the competition category.
  - B. Participants are expected to showcase their best products, services, and performances in different event categories as authentic pieces of evidence of their learning across academic areas, key stages, inclusion, and special curricular programs. They shall be accompanied by their respective teacher-coaches.
  - C. Learner-participants shall secure their parent/guardian's consent for participation in the 2025 RFOT (See Enclosure 4)
  - D. Learner-participants and teacher coaches shall receive a Certificate of Recognition and Participation. They shall also be given a Certificate of Appearance from the host division.
  - E. Each learner-participant is allowed to participate in only **one (1)** event category during the 2025 RFOT.
  - F. All Division focal persons of the 2025 RFOT are advised to submit the printed list of official participants of the different event categories to the Regional Office through this link: <https://tinyurl.com/rfotlist2025>
  - G. The skills exhibition of the different events shall be conducted at the school level based on standards to ensure the participation of all learners and the quality of participants who will take part in the screening process at the division and regional levels.
2. **Awards**
  - A. To determine the winners per event, all entries shall be credited points based on their rank.

Rank	Corresponding Point
1	5
2	4
3	3
4	2
5	1
6 and below	0



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- B. The top three (3) winners per event shall receive a **Certificate of Recognition** and a cash prize.
  - C. The teacher-coaches of the top 3 winners shall also receive a **Certificate of Recognition** *as coach*.
3. **Mechanics for Judging**
- A. The services, products, and performances of participants to be showcased in all events shall be judged by three (3) members of the panel of experts.
  - B. The tabulation, consolidation, and review of all results shall be done by a committee. The results of the event contest shall be displayed for transparency and up-to-date information.
  - C. In case of a tie, the panel of experts shall decide judiciously.
  - D. The decision of the panel of experts is final and irrevocable.
4. **Appeal System**
- A. Complaints shall be made in formal writing addressed to the Chief of the Curriculum and Learning Management Division before the announcement of winners during the closing program. Otherwise, results shall be deemed final and unappealable.
  - B. All complaints received by the CLMD Chief through the Technical Working Committee shall be given an immediate action. The Chief of the CLMD shall issue the final decision.



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Enclosure No. 3 to Regional Memorandum No. \_\_\_\_\_, s. 2025

**SPECIFIC GUIDELINES ON THE CONDUCT OF THE 2025  
REGIONAL FESTIVAL OF TALENTS (RFOT) EVENTS**

1. The event categories of the 2025 RFOT are as follows:
  - A. Technolympics for Technology and Livelihood Education (TLE), Technical-Vocational Education (TVE), and Technical-Vocational Livelihood (TVL);
  - B. Sining Tanghalan for Music and Arts;
  - C. Histopop for Social Studies (Araling Panlipunan);
  - D. Read-A-Thon for English and Filipino;
  - E. Lingo Stars for Special Program in Foreign Language (SPFL);
  - F. Musabaqah for Madrasah Education Program (MEP);
  - G. SNEd Abilympics for Special Needs Education (SNEd); and
  - H. STEMazing for Science, Technology, Engineering, and Mathematics.
2. Enclosed are the specific guidelines of events for guidance and reference for the selection of participants for the national level.



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Enclosure No. 4 to Regional Memorandum No. \_\_\_\_\_, s. 2025

**PARENT/GUARDIAN'S CONSENT FORM**  
**2025 REGIONAL FESTIVAL OF TALENTS**

Mountain Province | March 30 – April 2, 2025

Name of Learner-Participant: \_\_\_\_\_  
 School: \_\_\_\_\_  
 Division: \_\_\_\_\_  
 Event Category: \_\_\_\_\_

Dear Parent/Guardian:

Your child has been selected to participate in the **2025 Regional Festival of Talents (RFOT)** organized by the Department of Education - Cordillera Administrative Region (DepEd-CAR). This annual event provides learners with opportunities to showcase their talents and skills in various competitions, aligned with the learning competencies in their respective academic disciplines.

As part of the event, your child will travel to Mountain Province from March 30 to April 2, 2025. Please read the information below and provide your consent for their participation.

**CONSENT AND AGREEMENT**

I, \_\_\_\_\_, the parent/guardian of \_\_\_\_\_, hereby:

- Acknowledge and understand that the 2025 RFOT is a co-curricular activity that enhances my child's learning and skills development.
- Give my full consent for my child to participate in the event, including all official activities, competitions, and related engagements.
- Agree that my child shall comply with all guidelines, rules, and safety protocols set by DepEd-CAR and the host division.
- Acknowledge that DepEd-CAR, its officials, and designated personnel will exercise due diligence in ensuring the safety and welfare of all participants.
- Waive any liability against DepEd-CAR and its personnel for any unforeseen incidents beyond their control during the event.
- Confirm that my child is physically fit to participate and does not have any existing medical condition that may hinder their involvement.
- Authorize emergency medical treatment if necessary, and agree to shoulder any medical expenses that may arise during the event.

**PARENT/GUARDIAN INFORMATION**

Name: \_\_\_\_\_  
 Relationship to the Learner: \_\_\_\_\_  
 Contact Number: \_\_\_\_\_  
 Address: \_\_\_\_\_

I hereby certify that I have read and fully understood this consent form and agree to its terms.

Parent/Guardian's Signature: \_\_\_\_\_  
 Date: \_\_\_\_\_



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# 2025 NATIONAL FESTIVAL OF TALENTS

## Implementing Guidelines on Technolympics

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Technolympics per region are the following:

Category	Component	No. of Learner- Participant	No. of Teacher- Coach	Time Allotment
<b>Elementary</b>				
Invitation Card Making using MS Productivity Tools	ICT	1	1	3 hours
Extension Cord with Switch Assembly	IA	1	1	3 hours
Food Preparation and Presentation	FCS	2	1	4 hours
Dish Gardening	AFA	1	1	4 hours
<b>Secondary</b>				
Technical Drafting	ICT	1	1	4 hours
Electrical Installation and Maintenance (EIM)	IA	2	1	4 hours
Bread and Pastry Production	FCS	2	1	4 hours
Food Processing (Meat, Fish & Vegetable)	AFA	2	1	4 hours
<b>Total</b>		<b>12</b>	<b>8</b>	

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# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)	
KEY STAGE	Elementary Grades 4-6]	
EVENT TITLE	Invitation Card Making Using Microsoft Productivity Tools	
NO. OF PARTICIPANT/S	1 learner-participant	
TIME ALLOTMENT	Three (3) Hours, excluding interview	
PERFORMANCE STANDARD	Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang <i>computing devices</i> at <i>productivity tools</i> . [MATATAG, Grade 4]  Nakagagawa ng knowledge products gamit ang productivity tools. [Kto12 Curriculum, Grade 5, Content 7]	
21 <sup>ST</sup> CENTURY SKILL/S	Creativity, Communication, Critical Thinking, ICT for Learning, Self-Regulation, Digital Literacy, Adaptability	
CREATIVE INDUSTRIES DOMAIN	Publishing, Printed Media, ICT, and Digital Communication	
DESCRIPTION	Invitation Card Making Using Microsoft Productivity Tools is an NFOT event category of Technolympics that allows learner-participants to utilize several Microsoft productivity tools to make unique invitation cards based on the given topic or theme.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• None</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Desktop/Laptop with Windows 10 or higher installed with MS Office Standards or higher version</li><li>• Printer with colored cartridges</li><li>• Filed Photos on the computer</li><li>• Extension wire and UPS</li><li>• Laid paper in A4</li><li>• Mouse</li><li>• Scissors/ Handheld Cutter</li><li>• Plastic /Metal Ruler</li><li>• Curling Ribbon, 2 meters per participant</li></ul>
B. VENUE	Airconditioned Computer Laboratory/ Conference Room	
CRITERIA FOR JUDGING	Creativity of Design	30%
	Exceptional	30%
	Proficient	25%
	Adequate	20%
	Basic	15 %

	<b>Technical Use of the Productivity Tools      20%</b>	
	<i>Exceptional 20%</i>	
	<i>Proficient 15%</i>	
	<i>Adequate 10%</i>	
	<i>Basic 5 %</i>	
	<b>Relevance to the Theme      15%</b>	
	<i>Exceptional 15%</i>	
	<i>Proficient 10%</i>	
	<i>Adequate 5%</i>	
	<i>Basic 1 %</i>	
	<b>Layout and Measurement      15%</b>	
	<i>Exceptional 15%</i>	
	<i>Proficient 10%</i>	
	<i>Adequate 5%</i>	
	<i>Basic 1%</i>	
	<b>Wise use of time/speed      5%</b>	
	<i>Exceptional 5%</i>	
	<i>Proficient 4%</i>	
	<i>Adequate 3%</i>	
	<i>Basic 2 %</i>	
	<b>Ability to Present the Process      15%</b>	
	<i>Exceptional 15%</i>	
	<i>Proficient 10%</i>	
	<i>Adequate 5%</i>	
	<i>Basic 1%</i>	
	<b>Total</b>	<b>100%</b>

# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

<b>COMPONENT AREA</b>	<b>Industrial Arts</b>
<b>KEY STAGE</b>	Key Stage Two (2): Grades 4 to 6
<b>EVENT TITLE</b>	Extension Cord with Switch Assembly
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant
<b>TIME ALLOTMENT</b>	3 hours including the interview
<b>PERFORMANCE STANDARD</b>	The learner constructs simple electrical gadgets with ease and dexterity.
<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>Extension cord with switch making</b> is an NFOT event category of Technolympics that allows learner-participant to demonstrates an understanding of and skills in making simple electrical gadgets.
<b>TECHNICAL SPECIFICATION</b>	<p>Materials</p> <ol style="list-style-type: none"> <li>1. 6 meters # 16 stranded wire</li> <li>2. 1 foot # 16 THHN electrical wire</li> <li>3. 1 pc surface type utility box</li> <li>4. 1 pc single pole single throw switch</li> <li>5. 2 pcs convenience outlet</li> <li>6. 1 set 3-gang plate</li> <li>7. 1 pc male plug (15A)</li> </ol> <p>Tools:</p> <ol style="list-style-type: none"> <li>1. Electrical tools (long nose, pliers, phillips and flathead screwdriver)</li> <li>2. Multi Tester</li> </ol> <p>Appropriate PPE</p> <p>Venue</p> <ol style="list-style-type: none"> <li>a. Well-ventilated spacious room</li> <li>b. With electrical outlets/extension wires</li> </ol>

CRITERIA FOR JUDGING	Criteria	Percentage
	Quality of the output/	15%
	Accuracy	15%
	Functionality	30%
	Use of tools	15%
	Safety	10%
	Speed	5%
	Ability to explain	10%
	<b>Total</b>	<b>100%</b>
<b>MECHANICS</b>	<p>a. All officially enrolled Grade 4 to 6 learners including ALS learners with LRN are eligible to join.</p> <p>b. The Event Administrator, members of the Technical Committee and Board of Judges shall be at the venue two (2) hours ahead of the event schedule.</p> <p>c. The Technical Committee shall inspect the resource requirements for the contest.</p> <p>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.</p> <p>e. 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.</p> <p>f. The Event Administrator shall let participants to draw lots to determine their respective places. Setting up of their extension cords and tools which shall be done during this time.</p> <p>g. Borrowing of materials, supplies, tools and equipment is strictly prohibited.</p> <p>h. Briefing of participants shall be done thirty (30) minutes before the scheduled event.</p> <p>i. The Event Administrator shall signal for the event to start. Once the event has started, the teacher-coach and other delegates shall no longer be allowed to talk to the participants to concentrate in the event.</p> <p>j. Only the Event Administrator, Technical Committee members, Judges, Official Photographer, and participants are allowed to be at the venue.</p> <p>k. Participants shall go through a panel interview and deliberation by the Board of Judges within the three (3) hour time allotment.</p>	

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	<ul style="list-style-type: none"><li>l. Participants are advised to bring their own food as they are not allowed to go out of the venue during the break time.</li><li>m. The working area should be cleaned by participants immediately after the event.</li></ul>
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# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	FAMILY AND CONSUMER SCIENCE/HOME ECONOMICS	
KEY STAGE	Key Stage Two (2): Grades 4 to 6	
EVENT TITLE	Food Preparation and Presentation	
NO. OF PARTICIPANT/S	2 learner-participants	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate kitchen tools and equipment and follows the Occupational Health and Standard (OHS) in food preparation and presentation.	
21 <sup>ST</sup> CENTURY SKILL/S	Use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively.	
CREATIVE INDUSTRIES DOMAIN	Creative Services	
DESCRIPTION	Food Preparation and Presentation is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preparation and presentation. It includes food preparation, designing, and presentation of a main course with chicken as the main ingredient.	
TECHNICAL SPECIFICATIONS		
C. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• PPE</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• 1 kg Chicken (leg part)</li><li>• Marketable ingredients</li><li>• Cooking utensils</li><li>• Gas Stove/LPG</li><li>• Dinner Plate for plating presentation</li><li>• Extension Cords</li><li>• Working Table</li><li>• Presentation Table</li><li>• Provision of Oven</li></ul>
D. VENUE	<ul style="list-style-type: none"><li>• Preferably HE Room with tiled floors, well-lighted and fully ventilated cooking area, sufficient water supply, medical kit and fire extinguishers.</li></ul>	
CRITERIA FOR JUDGING	Criteria	Percentage
	Presentation	20%
	Palatability	20%
	Process	20%
	Proper Use of Tools and Equipment	10%
	Sanitary Practices	5%
	Safety	10%
	Speed	5%

	Ability to Present Idea	10%
	<b>Total</b>	<b>100%</b>

#### **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 at the venue shall be made ready by the Event Administrator two (2) hours 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.
- F. Each participant shall wear appropriate personal protective equipment (PPE) according to the standard requirements.
- G. Final briefing of participants shall be done thirty (30) minutes before the scheduled event.
- H. The Event Administrator shall signal to start the contest proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited within the event area.
- A. 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.

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# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	AGRI-FISHERY ARTS		
KEY STAGE	Key Stage 2 (Grade 4-6)		
EVENT TITLE	Dish Gardening		
NO. OF PARTICIPANT/S	One (1) learner-participant		
TIME ALLOTMENT	Four hours (4) excluding interview		
PERFORMANCE STANDARD	Application of the most applicable dish gardening technique.		
21 <sup>ST</sup> CENTURY SKILL/S	Creative skills, problem-solving skills, communication skills, promotion of techniques and technological skills, procedural skills, operating tools, occupational safety and health (OSH)		
CREATIVE INDUSTRIES DOMAIN	Design and Creative industries, Landscape Architecture, Agri-tourism Industry, Agri-entrepreneurial Industry.		
DESCRIPTION	A dish garden is a miniature garden which uses a shallow dish or bowl for a container. It is landscaped to depict a scene in nature. Different plants can be used in the dish garden but these have to be compatible with each other ( <a href="https://aggie-horticulture.tamu.edu/syllabi/302/new/topic/dish.htm">https://aggie-horticulture.tamu.edu/syllabi/302/new/topic/dish.htm</a> )		
TECHNICAL SPECIFICATIONS			
E. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• PPE</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Dish Garden Plants (Assorted Minimum of 6 kinds)</li><li>• Decorative object</li><li>• Colored rocks</li><li>• Horticultural charcoal</li><li>• Potting Soil</li><li>• Moss or sand</li><li>• Wide, low sided container (without a drainage hole, any design)</li><li>• Working table</li><li>• Hand Trowel</li><li>• Shovel</li><li>• Sprinkler</li><li>• Pliers</li><li>• Spade</li><li>• Cutter</li><li>• Tie Wire</li><li>• Hand Sprayer</li></ul>	
F. VENUE	<ul style="list-style-type: none"><li>• Covered Court/open area</li></ul>		
CRITERIA FOR JUDGING	Originality of Sketch Plan - 10% Combination and design of plants and materials - 20% Use of tools and equipment - 10 %		

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	Methods and safety work-habit	- 10%
	Visual Impact	- 20%
	Followed the Sketch Plan	- 10%
	Speed	- 5%
	Ability to present ideas	- 15%
	<b>TOTAL</b>	<b>-100%</b>

### **MECHANICS**

- a. All officially enrolled learners including ALS with LRN are eligible to join the contest.
- b. The Event Administrator, technical committee members, and judges should be in the venue sixty (60) minutes ahead of the event schedule.
- c. Event materials, supplies, tools, equipment and other things needed for the venue will made ready by the Event Administrator sixty (60) minutes before the event schedule.
- d. Contestants are advised to bring their own food as they are not allowed to go out the contest venue during break time.
- e. All contestants should be at the designated venue thirty (30) minutes before the event starts.
- f. The Event administrator will let the contestants draw lots to determine their respective places.
- g. Briefing of contestants will be done thirty (30) minutes before the scheduled event.
- h. The Event Administrator will signal for the event to begin. Once the event has started, the coaches, teachers, delegates, are no longer allowed to talk to the contestants to give them full concentration in their work.
- i. Only the Event Administrator, technical committee members, judges are allowed in the contest venue.
- j. Should there be any irregularities found during the event, the Event Administrator, in consultation with the Board of Judges, may suspend the conduct of the specific skill exhibition if justified and refer the matter to the attention of the Technical Evaluation Committee for appropriate action.
- k. Borrowing of materials, tools, supplies during the event is not allowed.
- l. The finished dish garden should be ready for photography, sketching, after all the members of the Board of Judges shall have finished their individual judging.
- m. A blueprint or a sketch or plan must be submitted by the contestant using a long size bond paper.
- n. The dish garden shall remain unaltered and on display until the closing ceremony.
- o. Each contestant will go through a panel of interview and deliberation with the Board of Judges after the four (4) hours time allotment.
- p. Interview should be done one at a time using uniform questions.
- q. The working area should be cleaned by the contestant immediately after the event.

#### **Note:**

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

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# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)	
KEY STAGE	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12	
EVENT PACKAGE	<b>Technical Drafting: Prepare Computer-Aided Design of a House</b> <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> Floor area – 60 sq. m. Land area – 100 sq. m. <b>Note:</b> Use scale 1:100 meters	
NO. OF PARTICIPANT/S	1 learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners create a house plan following architectural standards.	
21 <sup>ST</sup> CENTURY SKILL/S	Core skills supported using ICT, technical, information management, communication, collaboration, creativity, critical thinking, and problem-solving	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	<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.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: * none	To be provided by the event organizers: - Desktop computer (16 gigabyte RAM, i5 processor or higher) - Printer (ratio 1:1) - AutoCAD 2019 Version or higher (uniform version) - Printing cost
B. VENUE	Preferably Computer Laboratory with: * sufficient ventilation * tile floor/finished flooring	

CRITERIA FOR JUDGING																																									
	<table> <tr> <th>Criteria</th><th></th><th>Percentage</th></tr> <tr> <td>Accuracy</td><td></td><td>40%</td></tr> <tr> <td>Floor Plan</td><td>15%</td><td></td></tr> <tr> <td>Elevations</td><td>15%</td><td></td></tr> <tr> <td>Perspective</td><td>10%</td><td></td></tr> <tr> <td>Aesthetic/Architectural/Originality and Creativity of Design</td><td></td><td>40%</td></tr> <tr> <td>Architectural</td><td>15%</td><td></td></tr> <tr> <td>Aesthetic</td><td>5%</td><td></td></tr> <tr> <td>Structural</td><td>10%</td><td></td></tr> <tr> <td>Originality</td><td>5%</td><td></td></tr> <tr> <td>Details</td><td>5%</td><td></td></tr> <tr> <td>Ability to Present the Process</td><td></td><td>10%</td></tr> <tr> <td>Speed</td><td></td><td>10%</td></tr> </table>	Criteria		Percentage	Accuracy		40%	Floor Plan	15%		Elevations	15%		Perspective	10%		Aesthetic/Architectural/Originality and Creativity of Design		40%	Architectural	15%		Aesthetic	5%		Structural	10%		Originality	5%		Details	5%		Ability to Present the Process		10%	Speed		10%	
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#### MECHANICS

- A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education/Technology and Livelihood Education (TVE/TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in technical drafting 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. 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 thirty (30) minutes before the scheduled event.
- I. The Event Administrator will distribute a task requirement and learners will be given 15 minutes to read and analyze it.
- J. 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.
- K. Only the Event Administrator, Technical Committee members, Panel of Experts, Official Photographer, and participants are allowed to be at the venue.
- L. Questions/queries from the participants shall not be entertained during the exhibition proper.
- M. Participants shall go through a panel interview after the four (4) hour time allotment.
- N. The working area should be cleaned by the participants immediately after the event.

*Joe Jay*

# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	INDUSTRIAL ARTS	
KEY STAGE	Key Stage Three (3): Grades 9 and 10; Key Stage Four (4): Grades 11 and 12	
EVENT TITLE	Electrical Installation and Maintenance (EIM)	
NO. OF PARTICIPANT/S	2 learner-participants from either of the key stages or grade levels or from one key stage or grade level alone per region	
TIME ALLOTMENT	4 hours excluding interview	
PERFORMANCE STANDARD	The learners perform electrical installation and maintenance which involve reading and installing schematic wiring diagrams based on the Philippine Electrical Code (PEC) and national Electrical Code (NEC).	
21 <sup>ST</sup> CENTURY SKILL/S	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.	
CREATIVE INDUSTRIES DOMAIN	Design	
DESCRIPTION	Electrical Installation and Maintenance (EIM) 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.	
TECHNICAL SPECIFICATIONS		
G. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• PPE</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Electrical tape</li><li>• No. 14 stranded wire</li><li>• No. 12 stranded wire</li><li>• Lighting fixture</li><li>• SPST switch</li><li>• Junction box</li><li>• And other materials</li><li>• Floor Plan single storey residential house)</li><li>• All tools/equipment needed for the wiring installation</li><li>• Working board 4' X 8'</li><li>• Utility expenses</li></ul>
H. VENUE	<ul style="list-style-type: none"><li>• Electrical Installation &amp; Maintenance Laboratory Workshop</li></ul>	
CRITERIA FOR JUDGING	Criteria	Percentage

*Joe*

	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>Total:</b>	100%

#### **MECHANICS**

- A. All learners with LRN in the Junior High School (JHS) Technical-Vocational Education/Technology & Livelihood Education (TVE and TLE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) who are enrolled in the school offering specialization in EIM 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 the 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. Each participant shall go through a panel interview with the Panel of Experts with a maximum of five minutes per entry.
- M. Interview shall be done one at a time.
- N. All provided event materials shall be used by participants for their outputs.
- O. Alteration of the event materials by the participants is not allowed.
- P. The schematic diagram will be provided on the day of the event.

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



# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	FAMILY AND CONSUMER SCIENCE/HOME ECONOMICS	
KEY STAGE	Key Stage 3 & 4 including ALS	
EVENT TITLE	BREAD AND PASTRY PRODUCTION (BAKING AND DECORATING)	
NO. OF PARTICIPANT/S	Two (2) learner-participants	
TIME ALLOTMENT	Four (4) hours excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate baking tools and equipment and follows the Occupational Health and Standard (OHS) in baking and decorating cake.	
21 <sup>ST</sup> CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Baking and Design	
DESCRIPTION	Applying the principles in <b>Bread and Pastry Production</b> including <b>Decorating</b> . The task involves preparation of chiffon cake and decoration through basic icing. One-layer cake with a mold size: 6 inch.	
TECHNICAL SPECIFICATIONS		
I. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• PPE</li><li>• Packaging materials</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Baking ingredients</li><li>• Marketable ingredients (confectioner sugar)</li><li>• Stove</li><li>• Oven</li><li>• LPG</li><li>• Baking utensils</li><li>• Working table</li><li>• Cooking area</li><li>• Water outlet/supply</li><li>• Utility expenses</li></ul>
J. VENUE	<ul style="list-style-type: none"><li>• preferably HE Room/laboratory</li><li>-with sufficient water supply</li><li>-medical kit and fire extinguisher</li><li>-well lighted and ventilated</li></ul>	
CRITERIA FOR JUDGING	Criteria	Percentage
	Process on the Product Development	20%
	Proper use of tools and equipment	15%
	Palatability	20%
	Product Presentation	15%



	Speed	10%
	Safety/Sanitation and Hygiene	10%
	Ability to Present Idea/Process	10%
	<b>Total</b>	<b>100%</b>

#### **MECHANICS**

- A. All previously and currently enrolled learners in TLE/TVL/ALS (Bread and Pastry Production) with LRN are eligible to join the contest.
- B. The Event Administrators, 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 at the venue shall be made ready by the Event Administrator two (2) hours before the event schedule.
- D. All participants should be at the event venue one hour (1) before the event starts and bring their own food as they are not allowed to go out the contest venue during the break time.
- E. The Event Administrator shall let participants to draw lots to determine their respective places.
- F. Each participant shall wear appropriate personal protective equipment (PPE) according to the standard requirements.
- G. Final briefing of participants shall be done thirty (30) minutes before the scheduled event.
- H. The Event Administrator shall signal to start the contest proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited within the event area.
- B. 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. Copies of the recipe shall be submitted to the Event Administrator.
- K. 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.
- L. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- M. The working area should be cleaned by participants immediately after the event.

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# TECHNOLYMPICS

(A Showcase of Marketable Products and Performances)

COMPONENT AREA	HOME ECONOMICS	
KEY STAGE	Key Stage 3 & 4 including ALS	
EVENT TITLE	BREAD AND PASTRY PRODUCTION (BAKING AND DECORATION)	
NO. OF PARTICIPANT/S	Two (2) learner-participants enrolled in TLE/TVL	
TIME ALLOTMENT	Four (4) hours excluding interview	
PERFORMANCE STANDARD	The learners use and maintain appropriate baking tools and follows the Occupational Health and Standard (OHS) in baking and decorating cake.	
21 <sup>ST</sup> CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Baking and Design	
DESCRIPTION	Applying the principles in <b>Bread and Pastry Production</b> including <b>Decorating</b> . The task involves preparation of chiffon cake and decoration through basic icing. One-layer cake with a mold size: 6 inch.	
TECHNICAL SPECIFICATIONS		
K. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• PPE</li><li>• Packaging materials</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Baking ingredients</li><li>• Marketable ingredients (confectioner sugar)</li><li>• Stove</li><li>• Oven</li><li>• LPG</li><li>• Baking utensils</li><li>• Working table</li><li>• Cooking area</li><li>• Water outlet/supply</li><li>• Utility expenses</li></ul>
L. VENUE	• preferably HE Room	
CRITERIA FOR JUDGING	Criteria	Percentage
	Process on the Product Development	20%
	Proper use of tools	15%
	Palatability	20%
	Product Presentation	15%
	Speed	10%
	Safety/Sanitation and Hygiene	10%
	Ability to Present Idea/Process	10%
	Total	100%

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**MECHANICS**

- N. All officially enrolled learners in TLE/TVL/ALS with LRN are eligible to join the contest.
- O. The Event Administrators, members of the Technical Committee and Panel of Experts should be at the venue two (2) hours ahead of the event schedule.
- P. Event materials, tools, equipment, and other supplies needed at the venue shall be made ready by the Event Administrator two (2) hours before the event schedule.
- Q. All participants should be at the event venue one hour (1) before the event starts and bring their own food as they are not allowed to go out the contest venue during the break time.
- R. 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.
- S. Each participant shall wear appropriate personal protective equipment (PPE) according to the standard requirements.
- T. Final briefing of participants shall be done fifteen (15) minutes before the scheduled event.
- U. The Event Administrator shall signal to start the contest proper. Once the event has started, the teacher-coaches and other delegates are strictly prohibited within the event area.
- C. 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.
- V. Borrowing of materials, supplies, tools, and equipment during the event is not allowed.
- W. Copies of the recipe shall be submitted to the Event Administrator.
- X. 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.
- Y. During the event proper, the panel of experts shall observe the processes but not ask questions to participants to avoid disruption.
- Z. The working area should be cleaned by participants immediately after the event.

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# 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>	2 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 the 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 Technolympics 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, Papaya, Sitaw, Ampalaya, &amp; Carrots</i> )	
<b>TECHNICAL SPECIFICATIONS</b>		
<b>A. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants: * PPE	To be provided by the event organizers: <b>Materials</b> <ul style="list-style-type: none"> <li>- Cooking utensils</li> <li>- 12 oz. Jar, with wide opening (4 bottles)</li> <li>- rubberized cap/lid</li> <li>- Polyethylene</li> <li>- 2 pcs bangus (approx. 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> <b>Tools and Equipment</b> <ul style="list-style-type: none"> <li>- Working Tables</li> <li>- Cooking Area</li> <li>- Stove</li> <li>- Water outlets</li> </ul>

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		<ul style="list-style-type: none"><li>- Knife</li><li>- Chopping Board</li><li>- Pressure Cooker</li><li>- Gas stove</li><li>- LPG</li><li>- Utility expenses</li></ul>																		
B. VENUE	Preferably FCS Laboratory with: a. sufficient water supply b. washing area c. first aid kit d. fire extinguisher e. tile floor																			
CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Palatability</td><td>15%</td></tr><tr><td>Process used in preservation</td><td>25%</td></tr><tr><td>Product Presentation and Packaging</td><td>10%</td></tr><tr><td>Use of tools and equipment</td><td>15%</td></tr><tr><td>Sanitation Procedures, Methods &amp; Safety work habits</td><td>15%</td></tr><tr><td>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></table>		Criteria	Percentage	Palatability	15%	Process used in preservation	25%	Product Presentation and Packaging	10%	Use of tools and equipment	15%	Sanitation Procedures, Methods & Safety work habits	15%	Speed	10%	Ability to Present the Process	10%	<b>Total</b>	<b>100 %</b>
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	Speed	10%																		
	Ability to Present the Process	10%																		
<b>Total</b>	<b>100 %</b>																			

#### **MECHANICS**

- A. All learners in the Junior High School (JHS) specifically grades 9 and 10, Technical-Vocational Education (TVE) and Senior High School (SHS) Technical-Vocational-Livelihood (TVL) including ALS who are previously or currently enrolled in the school offering specialization in food processing 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 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.

*Joe*

- 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.

**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.

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# 2025 NATIONAL FESTIVAL OF TALENTS

## Implementing Guidelines on Sining Tanghalan

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Sining Tanghalan per region are provided as follows:

Category	Component	No. of Learner- Participant	No. of Teacher- Coach	Time Allotment
<b>Elementary</b>				
Katutubong Sayaw	Dance	8	2	5 Hours (Half Day)
Pintahusay	Visual Arts	1	1	8 Hours (Whole Day)
<b>Secondary</b>				
Direk Ko, Ganap Mo	Theater	2	1	8 Hours (Whole Day)
Bayle Sa Kalye at Eksibisyon	Dance	14	2	8 Hours (Whole Day)
Sineliksik	Media Arts	3	1	12 Hours (1.5 Days)
Likhawitan	Music	2	1	8 Hours (Whole Day)
<b>Total</b>		<b>30</b>	<b>8</b>	





# SINING TANGHALAN

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

<b>COMPONENT AREA</b>	<b>DANCE</b>
<b>KEY STAGE</b>	Key Stages Three (3) and Four (4)
<b>EVENT TITLE</b>	<b>BAYLE SA KALYE AT EKSIBISYON</b>
<b>NO. OF PARTICIPANT/S</b>	14 learners + 2 teacher-coaches
<b>TIME ALLOTMENT</b>	A. BAYLE SA KALYE = Grand dance parade B. BAYLE EKSIBISYON = Five (5) minutes performance with 1-minute entrance and 1-minute exit
<b>PERFORMANCE STANDARD</b>	<p><b>SPA 7- FOLK DANCE &amp; BALLET STRAND</b> <i>Performance Standards</i></p> <ul style="list-style-type: none"> <li>• exhibits skills in the different dance forms/genres.</li> <li>• performs basic dance movement combinations (<i>locomotor and non-locomotor</i>) in relation to space.</li> <li>• creates basic movement combinations using the elements of dance in accordance with the movement framework of Rudolph Laban</li> <li>• creates movement combinations inspired by the local cultural experiences and/or a regional dance.</li> </ul> <p><b>SPA 8 - FOLK DANCE STRAND</b></p> <ul style="list-style-type: none"> <li>• performs skillfully selected local/regional/national dances from Luzon, Visayas, and Mindanao, based on dance literature.</li> <li>• showcases and skillfully performs selected local and national dances.</li> </ul> <p><b>SPA 8 - BALLET STRAND</b></p> <ul style="list-style-type: none"> <li>• performs correctly some ballet steps and movements using the principles of classical ballet.</li> <li>• performs contemporary dance movements using the Cunningham technique.</li> <li>• showcases and skillfully performs selected classical/contemporary dances.</li> </ul> <p><b>SPA 9 - DANCE - FOLK DANCE STRAND</b></p> <ul style="list-style-type: none"> <li>• performs at least three (3) dances from different countries.</li> <li>• executes the different ballroom/ dancesport movements with precision.</li> <li>• interprets at least one (1) Philippine or foreign dance literature.</li> <li>• conducts documentation of selected local dances through videos and other multimedia facilities.</li> </ul> <p><b>SPA 9- DANCE - BALLET STRAND</b></p> <ul style="list-style-type: none"> <li>• performs choreographed ballet movement phrases.</li> <li>• creates dance pieces utilizing the modern dance technique.</li> <li>• creates a collaborative ballet dance composition</li> </ul>

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	according to a "thematic concept." <b>SPA 10- DANCE – FOLK DANCE &amp; BALLET STRAND</b> <ul style="list-style-type: none"><li>• prepares a design for mounting a dance production.</li><li>• creates a plan for the ballet and folk dance production.</li><li>• organizes appropriate production rehearsal for the dance production.</li><li>• develops an understanding of quality dance production.</li></ul> <b>PE 4-10 (Quarters 3 &amp; 4)</b> <ul style="list-style-type: none"><li>• Executes the skills involved in the dance.</li></ul> <b>SHS ARTS &amp; DESIGN (DANCE)</b>											
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy											
<b>CREATIVE INDUSTRIES DOMAIN</b>	1. Performing Arts 2. Traditional Cultural Expressions											
<b>DESCRIPTION</b>	<b>Bayle sa Kalye at Eksibisyon</b> is an NFOT event category of Sining Tanghalan that allows learner-participants to present a fusion of dances inspired by the culture of the region.											
<b>TECHNICAL SPECIFICATIONS</b>												
<b>M. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants: <ul style="list-style-type: none"><li>• Costume</li><li>• Props</li><li>• Music for Dance Exhibition</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Music for Grand Dance Parade</li><li>• 6 pcs Two-way radio</li><li>• Sound System for Showcase</li><li>• Audio speakers installed in strategic areas along the dance parade</li><li>• LED Wall during the showcase</li><li>• Tables and chairs for experts and TWG</li><li>• Extension cords for the TWG table</li><li>• Stopwatch</li><li>• Signboards</li></ul>										
<b>N. VENUE</b>	A. One (1) fully air-conditioned/well-ventilated hall that can accommodate dancers and coaches as a holding area. B. One (1) fully air-conditioned/well-ventilated hall that can accommodate audience of 3000 pax (for NFOT Opening Program and Bayle Eksibisyon event) C. Dance Parade Route (maximum of 500 meters distance)											
<b>CRITERIA FOR JUDGING</b>	<table><tr><th>Criteria</th><th>Percentage for Dance Parade</th><th>Percentage for Dance Showcase</th></tr><tr><td><b>Choreography</b> (Creativity/ Composition/ Originality/ Style)</td><td>35%</td><td>20%</td></tr><tr><td><b>Performance</b></td><td>40%</td><td>50%</td></tr></table>			Criteria	Percentage for Dance Parade	Percentage for Dance Showcase	<b>Choreography</b> (Creativity/ Composition/ Originality/ Style)	35%	20%	<b>Performance</b>	40%	50%
Criteria	Percentage for Dance Parade	Percentage for Dance Showcase										
<b>Choreography</b> (Creativity/ Composition/ Originality/ Style)	35%	20%										
<b>Performance</b>	40%	50%										

	(Skills and Technique, Timing and Coordination, Showmanship and Mastery)		
	<b>Production Design</b> (costume/props) <b>and Music</b>	15%	10%
	<b>Theme/Concept</b>	10%	20%
	<b>Total</b>	<b>100%</b>	<b>100%</b>

#### **MECHANICS**

- A. The "Bayle sa Kalye at Eksibisyon" is a dance parade and showcase presenting a fusion of dances inspired by the culture of the region. The concept or theme for performance, costume, and props must be reflective and relevant to their region but not limited to the festivals.
- B. The "Bayle" shall have two (2) separate categories:
  - a. Grand Dance Parade - It is the choreographed parade routine performed by each group as they enter the festival venue. Official NFOT Bayle sa Kalye music for the parade shall be provided by the National Technical Working Group.
  - b. Dance Exhibition - It is the full presentation of the group's choreographed dance performance. Music (mp3) for exhibition shall be prepared by each region. This copy shall be submitted during the Solidarity Meeting.
- C. Only one (1) entry per region is allowed. The region shall combine the results of the dance parade and dance showcase to determine the regional entry to the national level.
- D. Fourteen (14) dancers and 2 teacher-coaches per region shall be allowed.
- E. The group may use any music of their choice during the dance showcase, but the dance routines should be purely transformational in nature which is characterized by the use of dance steps and movements which could be a fusion of two or more dance forms such as classical ballet, contemporary/modern dance, jazz, hip-hop, folk dance, neo-ethnic, and other genres.
- F. The following are **strictly prohibited**:
  - a. tossing of dancers
  - b. lifting of dancers
  - c. use of flammable materials (fireworks/pyrotechnics)
  - d. live animals as part of the performance
  - e. props that do not fit inside a 160L storage box or beyond the following dimensions: L:69cm x W:51.5cm x H:42cm or L:29in x W:22in x H:19.5in.
  - f. provision for pre-set stage
- G. Participants are encouraged to use costumes and props that may represent their culture. (Costume changes/transitions and props that extend/fold/detach/expand but can fit to the prescribed storage dimensions are allowed)
- H. Sound system shall be provided by the host division/region along the parade route and in the exhibition area.
- I. In the event of inclement weather, the grand dance parade shall be performed inside the covered venue.

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# SINING TANGHALAN

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

COMPONENT AREA	THEATER	
KEY STAGE	Key Stage Three (3): Grades 7 to 10 Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Direk Ko, Ganap Mo	
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4); 1 teacher-coach	
TIME ALLOTMENT	1 day	
PERFORMANCE STANDARD	<ol style="list-style-type: none"><li>1. The learner performs creative pieces using body movements and vocal improvisations in the integrated arts process that exhibit understanding of the different elements of artistic expressions and principles of organization.</li><li>2. The learner performs tasks and activities in the pre-production phase based on the criteria set.</li></ol>	
21 <sup>ST</sup> CENTURY SKILL/S	<ol style="list-style-type: none"><li>1. critical thinking;</li><li>2. creativity;</li><li>3. collaboration;</li><li>4. communication;</li><li>5. character education (discipline);</li><li>6. citizenship; and</li><li>7. cultural literacy</li></ol>	
CREATIVE INDUSTRIES DOMAIN	Performing Arts and Creative Services	
DESCRIPTION	The <b>Direk Ko, Ganap Mo</b> is an NFOT event category of Sining Tanghalan relevant to acting showcase that allows learner-participants to follow the direction and instructions given by a theater director in relation to the script and scene provided.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants:  -	To be provided by the event organizers: <ul style="list-style-type: none"><li>- Copy of the script</li><li>- NFOT shirt for learner-participant</li><li>- 1 ream A4 size bond paper</li><li>- 10 pcs long folders</li><li>- Pencils</li><li>- Black Ballpens</li><li>- One (1) HD video camera</li><li>- Memory card for video camera</li><li>- One (1) unit TV Monitor</li></ul>

		<ul style="list-style-type: none"> <li>- Cable connectors for camera to TV monitor for holding area</li> <li>- Portable sound system</li> <li>- 2 wireless microphones</li> </ul>
<b>B. VENUE</b>	1. Two (2) fully air-conditioned/well-ventilated rooms that can accommodate 50 pax (1 for holding area; 1 for event proper)	
<b>CRITERIA FOR JUDGING</b>		
	<b>Criteria</b>	<b>Percentage</b>
	Interpretation of the whole script	25%
	Acting technique	40%
	Delivery (voice, clarity, projection etc.)	35%
	<b>Total</b>	<b>100%</b>
<b>MECHANICS</b>		
<p>A. "Direk Ko, Ganap Mo" is an on-the-spot acting competition.</p> <p>B. Each region shall be represented by two (2) learner-participants and one (1) teacher-coach.</p> <p>C. Participants must not be previously declared winners in any international acting competition.</p> <p>D. Participants must not have prior professional acting experience with established theater companies or talent agencies such as, but not limited to, Philippine Educational Theater Association (PETA), Repertory Philippines, Tanghalang Pilipino, ABS-CBN Talent Center, etc.</p> <p>E. Participants shall use the copy of the 2024 Sulatanghal winning script.</p> <p>F. During the event, theater directors/ event judges shall give instructions to participants as to how they want the script performed.</p> <p>G. Performance shall be done in a closed room with only the event judges and organizers. A video camera shall record all proceedings inside the room and transmit the live feed to a TV monitor for viewing in the holding area.</p> <p>H. Other participants waiting for their turn to perform shall be contained in a holding room together with other coaches.</p> <p>I. Participants must come on time; thus, late participants shall no longer be entertained.</p>		

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# SINING TANGHALAN

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

COMPONENT AREA	MUSIC	
KEY STAGE	Key Stage Three (3): Grades 7 to 10; Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	Likhawitan	
NO. OF PARTICIPANT/S	2 learner-participants either from Key Stage Three (3) or Four (4) per region	
TIME ALLOTMENT	4 hours for songwriting (A.M.) 3 to 5 minutes performance per group (P.M.)	
PERFORMANCE STANDARD	The learner creates a musical work using media and technology, performs music in solo and with accompaniment, and demonstrates musical skills in voice and/or instrument-playing.	
21 <sup>ST</sup> CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services	
DESCRIPTION	Likhawitan is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase their talents in an on-the-spot event on songwriting, singing, and playing musical instruments.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>- Musical instruments</li><li>- copy of lyrics</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>- NFOT shirt for learner-participant</li><li>- 1 ream A4 size bond paper</li><li>- One (1) Printer with scanner</li><li>- One (1) Laptop</li><li>- 10 pcs long folders</li><li>- 20 pcs Pencils</li><li>- 15 pcs Black Ballpens</li><li>- sound system</li><li>- amplifiers for music instruments</li><li>- 2 wireless microphones</li></ul>



		- 2 mic stands
<b>B. VENUE</b>	One (1) fully air-conditioned/well-ventilated rooms that can accommodate 100 pax for event proper;  One (1) well-ventilated room as holding area of performers and coaches	
<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	<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	15%
	Accompaniment	15%
	Showmanship (Stage presence interpretation)	5%
	<b>Total</b>	100%

#### MECHANICS

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



# SINING TANGHALAN

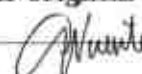
(A Celebration of Talents and Skills Through Performances and Showcases  
in Various Art Disciplines)

<b>COMPONENT AREA</b>	<b>MEDIA ARTS</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>Sineliksik</b>
<b>NO. OF PARTICIPANT/S</b>	3 learner-participants either from Key Stage Three (3) or Four (4) per region; and 1 teacher-coach
<b>TIME ALLOTMENT</b>	<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>
<b>PERFORMANCE STANDARD</b>	<p>The learner:</p> <p><b>MAPEH Grade 7</b> produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian countries using relevant concepts, processes, techniques, and/or practices</p> <p><b>MAPEH Grade 8</b> integrates relevant concepts, techniques, processes, and/or practices of emerging and contemporary Asian popular music and arts in the production of one's creative work.</p> <p><b>MAPEH Grade 9</b> produces creative works about emerging popular music and arts of the world and their cultural influences using available technologybased mediums or indigenized materials in relation to Filipino culture and identity.</p> <p><b>MAPEH Grade 10</b> utilizes digital/available technologies in a collaborative creative work</p> <p><b>SPA MEDIA ARTS</b></p> <p><b>SHS ARTS AND DESIGN TRACK</b></p>
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	<ol style="list-style-type: none"> <li>1. critical thinking;</li> <li>2. creativity;</li> <li>3. collaboration;</li> <li>4. communication;</li> <li>5. character education (discipline);</li> <li>6. citizenship; and</li> <li>7. cultural literacy</li> </ol>
<b>CREATIVE INDUSTRIES DOMAIN</b>	Audiovisual Media Creative Services
<b>DESCRIPTION</b>	<b>Sineliksik</b> is an NFOT event category of Sining Tanghalan that allows learner-participants to produce and showcase a short film.

TECHNICAL SPECIFICATIONS		
<b>A. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants:	To be provided by the event organizers:
	<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 file transfer</li> <li>- camera tripod</li> <li>- extension cord/s</li> <li>- other tools and equipment for video editing</li> </ul>	<ul style="list-style-type: none"> <li>- NFOT shirt for learner-participant</li> <li>- 1 ream A4 size bond paper</li> <li>- One (1) Laptop</li> <li>- 2 USB Flash Drive for saving final videos</li> <li>- 10 pcs long folders</li> <li>- Pencils</li> <li>- Black Ballpens</li> <li>- Stopwatch</li> <li>- Actor's Consent Form</li> <li>- One (1) LED screens for the public viewing of the finished short films;</li> <li>- chairs for judges and audience</li> <li>- Judge's Table</li> </ul>
<b>C. VENUE</b>	<ol style="list-style-type: none"> <li>1. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location.</li> <li>2. Fully air-conditioned computer laboratory that can accommodate 70 participants during the film editing;</li> <li>3. Fully air-conditioned hall with LED wall that can accommodate 1000 pax during the public viewing.</li> </ol>	
<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	<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>

## MECHANICS

- A. **Sineliksik** is a short film competition.
- B. Each region will showcase one (1) entry.
- C. Three learner-participants per region are allowed. They may be accompanied by one (1) teacher-coach provided that they should not assist the participants in the development, conceptualization, production, and/or editing of the video.
- D. Participants are required to bring their own laptop/s or computers with video editing software, digital cameras or video cameras with computer cable for uploading, tripod, extension cords and other paraphernalia related to video shooting and editing. Use of drones is not allowed.
- E. Films must:
- be cut and edited according to the creative direction of the team;
  - use music, live sound, and/or narration; music must be **original or royalty-free**; and
  - only use primary footages taken/captured during the actual conduct of NFOT and music used must be acknowledged accordingly in the end credits.
- F. The films may:
- incorporate color correction and visual effects; and
  - use b-roll or establish footage taken outside the competition period but these must be taken/produced during the NFOT days and from the designated 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 minutes and 30 seconds (390 seconds)
- H. Submitted entries must not include any indication such as name of the school, division, region, or other identifying marks. Only the film's title may be used to identify the project. Teams are allowed to produce a version with complete titles and credits for their personal consumption, but this copy should not be submitted to the showcase.
- I. Entries should be saved in a flash drive encoded in MP4, M4A, WMV, AVI or MOV format submitted on the event date before the specified deadline.
- J. Medium of communication should be in Filipino and/or English. However, subtitles may be used ONLY for films in local languages. Videos should be an original work of the learner-participants and shall not infringe any copyrights or any rights of any third party.
- K. Images shown and presented in the film must be taken during the 2025 NFOT. If the output requires pre-existing stock or news footage, these may be used to a maximum of 20% of the film and must:
- be royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC);
  - be obtained from a recognized news or information agency (e.g. CNN, GMA, News, etc.); and
  - properly cite artists and works in the closing credits (Artist Title, website/ source).
- L. Films are encouraged to use music or sound elements taken or produced during the 2025 NFOT. Films are also allowed to use non-original music and sounds provided that:



- The works are available for use royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC) and these are obtained from recognized royalty-free or Creative Commons sources (e.g. SoundCloud, Jamendo, WikiMedia); and
  - The artists and works are properly cited in the closing credits (Artist, Title, website/ source).
- M. Participants may use to choose any style (e.g. observational, participative, or reflexive) or utilize various tools to deliver content (e.g. narration, on-camera, music, dramatization/s, etc.) but it must be noted that the emphasis of the showcase is on visual storytelling rather than narrative or textual stories.
- N. Participants shall be briefed on the rules and parameters of the showcase. They shall be given access to the same general film location and a space for post-production.
- O. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
- P. The official showcase time shall begin and end at a time allotted by the NTWG. All participants shall start from a location designated by the NTWG. Films must be submitted to the marshals at the assigned date and time.
- Q. An additional three (3) actors with written consent (learners/spectators in the location) may be requested to take part in the film.
- R. Roles of Teacher-Coaches:
- They are responsible for managing the participants, keeping them focused and on-track, maintaining team dynamics, and ensuring completion and adherence to the rules;
  - They may secure and manage production equipment but are not allowed to set up or configure equipment such as cameras, tripods, or editing systems; and
  - They should not interfere, influence, or be involved in the creative and technical development of the film during the shooting and editing.
  - Teacher-coaches are not allowed to edit, do camera or sound work, or similar involvement in the production process.
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# SINING TANGHALAN

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

COMPONENT AREA	DANCE	
KEY STAGE	Key Stage Two (2): Grades 4 to 6	
EVENT TITLE	Katutubong Sayaw	
NO. OF PARTICIPANT/S	8 learner-participants; and 2 teacher-coaches	
TIME ALLOTMENT	Maximum of five (5) minutes <ul style="list-style-type: none"><li>In dances where the literature does not specify the entrance/ exit, the trainer may arrange one, however both must not exceed sixteen measures.</li></ul>	
PERFORMANCE STANDARD	<p><b>PE 4 (Q3 &amp; Q4):</b> The learners participate in rhythmic activities and dances promoting community wellness for active and healthy living.</p> <p><b>PE 5-6 (Q3 &amp; Q4):</b> The learner participates and assesses performance in physical activities.</p> <p><b>Music and Arts 4 (Q4):</b> The learner produces a creative work based on performing and visual arts in their province.</p> <p><b>Music and Arts 6 (Q4):</b> The learner integrate their understanding of their Filipino identity informed by history, culture, and nationhood in a creative work using contemporary concepts, processes, practices, and technology in Music and Arts.</p>	
21 <sup>ST</sup> CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Traditional Cultural Expressions	
DESCRIPTION	<b>Katutubong Sayaw</b> is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase <b>published</b> dances from the rural communities/from the countryside and <b>occupational</b> in nature.	
TECHNICAL SPECIFICATIONS		
B. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>Costumes</li><li>Props (if any)</li><li>Canned music for dance</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>1 ream A4 size bond paper</li><li>One (1) Laptop</li><li>1 USB Flash Drive for saving music</li></ul>

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		<ul style="list-style-type: none"> <li>- 5 pcs long folders</li> <li>- Pencils</li> <li>- Black Ballpens</li> <li>- Stopwatch</li> <li>- Sound System</li> <li>- One (1) LED Screens during exhibition</li> <li>- Tables and chairs for judges and TWG</li> <li>- Stopwatch</li> </ul>
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<b>D. VENUE</b>	<ul style="list-style-type: none"> <li>- One (1) fully air-conditioned hall that can accommodate at least 300 pax</li> <li>- One (1) big room adjacent to the contest hall that can accommodate 120 pax to be used as holding area for the performers.</li> </ul>
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<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	Performance (Showmanship)	40%
	Interpretation of Dance Literature	25%
	Staging (Spacing, Formations, Execution)	25%
	Appropriate Costume and Props	10 %
	<b>Total</b>	<b>100%</b>

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

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# SINING TANGHALAN

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

<b>COMPONENT AREA</b>	<b>VISUAL ARTS</b>												
<b>KEY STAGE</b>	Key Stage Two (2)												
<b>EVENT TITLE</b>	<b>PINTAHUSAY (Elementary)</b>												
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant and 1 coach												
<b>TIME ALLOTMENT</b>	8 hours												
<b>PERFORMANCE STANDARDS</b>	The learner: <ul style="list-style-type: none"> <li>- produces a creative work based on the performing and visual arts in their province.</li> <li>- draws/paints significant or important historical places.</li> </ul>												
<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</b> is an NFOT event category of Sining Tanghalan where learners can display their creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.												
<b>CRITERIA FOR PRESENTATION (DFOT/RFOT)</b>	<table> <tr> <th>Criteria</th><th>Percentage</th></tr> <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> </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>
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>												
<b>EVENT RULES AND MECHANICS</b>													
<p>A. Pintahusay is an on-the-spot painting event.</p> <p>B. One (1) learner-participant per region from Key Stage Two (2) is allowed.</p> <p>C. Learner-participants are given 8 hours to finish their output.</p> <p>D. Participants may be accompanied by one (1) teacher-coach. However, teacher-coaches are only allowed to assist them during the setting up of materials during the event.</p> <p>E. The participants should execute one solid composition or concept (poster concept is not allowed)</p> <p>F. Participants must bring their own paintbrushes, sponges, and paint cleaning materials (newspaper, washcloth, etc.) while acrylic paint in</p>													



primary colors (red, blue, yellow) and neutral colors (black and white), easels and canvas (24x36 inches) will be provided by the RTWG/NTWG.

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

H. The subject of the painting shall be focused on **OUTDOOR SIGNIFICANT OR HISTORICAL PLACES**.

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

#### RESOURCE REQUIREMENTS

	Participants	Host Division / Region
<b>A. Supplies and Materials</b>	<ul style="list-style-type: none"> <li>- Paint brushes</li> <li>- Pencils</li> <li>- Erasers</li> <li>- Rulers</li> <li>- Other relevant painting materials (mixing palette, etc.)</li> </ul>	<ul style="list-style-type: none"> <li>- Typewriting</li> <li>- Twenty (20) pcs pencils</li> <li>- Twenty (20) long-sized folders</li> </ul>
<b>B. Tools and Equipment</b>		<ul style="list-style-type: none"> <li>- Seventeen (17) pcs canvass (24x36 inches) with primer and frame</li> <li>- Seventeen (17) pcs painting easels.</li> <li>- 17 sets of Acrylic Paints (1 set per participant) <ul style="list-style-type: none"> <li>o Blue (1 pint)</li> <li>o Red (1 pint)</li> <li>o Yellow (1 pint)</li> <li>o Black (1 pint)</li> <li>o White (1 quart)</li> </ul> </li> <li>- Tables and chairs for the judges and contestants</li> <li>- Newspapers and rags</li> <li>- Stopwatch</li> </ul>
<b>C. Room/ Hall Specification</b>		<ul style="list-style-type: none"> <li>- Any open space conducive and safe for the orientation before the start of the painting event.</li> <li>- Preferably one (1) air-conditioned room for the art display/exhibit for the entire duration of the festival.</li> </ul>

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### RUBRIC FOR ASSESSMENT OF ENTRIES IN PINTAHUSAY

Category	5	4	3	2	1
<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

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## Implementing Guidelines on HistoPop

The categories, modes of delivery, number of learner-contestants and teacher-coaches, and time allotment per event for HistoPop are the following:

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

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# HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

## Kasaysayan ng Pilipinas Kwiz

COMPONENT AREA	ARALING PANLIPUNAN																				
KEY STAGE	Key Stage 2 (Grade 6)																				
EVENT TITLE	Kasaysayan ng Pilipinas Kwiz																				
NO. OF PARTICIPANT/S	One (1) learner-contestant																				
TIME ALLOTMENT	Three (3) Hours																				
PERFORMANCE STANDARD (Grade 6 Learning Standard)	Naipamamalas ang patuloy na pag-unawa at pagpapahalaga sa kasaysayan ng Pilipinas mula sa ika-20 siglo hanggang sa kasalukuyan, tungo sa pagbuo ng tiyak na pagkakakilanlan bilang Pilipino at mamamayan ng Pilipinas. Naipamamalas ang malalim na pag-unawa sa kasaysayan ng Pilipinas base sa pagsusuri ng sipi ng mga piling primaryang sangguniang nakasulat, pasalita, awdyo-biswal at kumbinasyon ng mga ito, mula sa iba-ibang panahon, tungo sa pagbuo ng makabansang kaisipan na siyang magsisilbing basehan ng mas malawak na pananaw tungkol sa mundo																				
21 <sup>ST</sup> CENTURY SKILL/S	Communication, Creativity, Critical Thinking Skills, Global Citizenship, Technology Literacy																				
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts																				
DESCRIPTION	The quiz shall be based on the concepts of Philippine Geography, History, and Culture from Araling Panlipunan Grade 6.																				
CRITERIA FOR ASSESSMENT	<table><tr><td colspan="2">Round</td><td colspan="2">Presentation (point/s per item)</td></tr><tr><td>Easy</td><td>(8 items)</td><td>1</td><td>(8 points)</td></tr><tr><td>Average</td><td>(7 items)</td><td>2</td><td>(14 points)</td></tr><tr><td>Difficult</td><td>(6 items)</td><td>3</td><td>(18 points)</td></tr><tr><td colspan="2">Total = 21 Items</td><td colspan="2">40 points</td></tr></table>	Round		Presentation (point/s per item)		Easy	(8 items)	1	(8 points)	Average	(7 items)	2	(14 points)	Difficult	(6 items)	3	(18 points)	Total = 21 Items		40 points	
Round		Presentation (point/s per item)																			
Easy	(8 items)	1	(8 points)																		
Average	(7 items)	2	(14 points)																		
Difficult	(6 items)	3	(18 points)																		
Total = 21 Items		40 points																			

### I. Event Rules and Mechanics

- The quiz is open to all learners officially enrolled in grade 6.
- There shall be one learner contestant from Grade 6.
- The test questions shall be based on the Grade 6 Araling Panlipunan competencies which shall be provided by the Bureau of Learning Delivery (BLD). Also, the official list of references will be provided by the Bureau of Curriculum Development (BCD) through the Bureau of Learning Delivery (BLD). Each answer slide deck must include the specific competency and reference.
- Learner-contestants shall be provided with whiteboards, markers, and erasers.
- Filipino shall be used as the official language in the quiz.

- F. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.
- G. Points shall be awarded for each correct answer as follows: one (1) point for an "easy" question, two (2) points for an "average" question, and three (3) points for a "difficult" question. In the event of a tie, a clincher question shall be asked until a winner is determined.
- H. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions.
- I. The quizmaster shall read each question twice. Countdown shall start after the question has been read the second time and the quizmaster says "GO". When the quizmaster says "STOP" or "TIME IS UP", contestants must raise their answers to the audience and the Board of Judges until the proctors have verified or confirmed the answer. Those who are unable to observe the instructions shall not earn a point.
- J. The Chair of the Board of Judges will decide whether or not the instruction is observed.
- K. The learner-contestants are allowed to change their answer within the allotted time.
- L. Regional winners shall be proclaimed based on cumulative scoring.
- M. In case of a protest or inquiry during the actual quiz proceedings, the following procedures shall be observed:
- Only the learner-contestants or the official coaches are allowed to raise a protest or inquiry before the next question is read.
  - The protest or inquiry shall be addressed orally to the chair of the Board of Judges who shall recognize the protest or inquiry after validating the proof/evidence presented.
  - The Chair shall announce the decision upon deliberation with the members of the board of judges.
- N. The decision of the Board of Judges is final.

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

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# HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

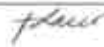
## POP QUIZ

COMPONENT AREA	ARALING PANLIPUNAN	
KEY STAGE	Key Stage Three (3): Grades 7 to 10	
EVENT TITLE	Pop Quiz	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Three 3 (Grades 7-10)	
TIME ALLOTMENT	3 hours	
PERFORMANCE STANDARD	Ang mag-aaral ay may pag-unawa sa mga epekto ng mga isyu at hamon na may kaugnayan sa kasarian at lipunan upang maging aktibong tagapagtaguyod ng pagkakapantay-pantay at paggalang sa kapwa bilang kasapi ng pamayanan. <b>AP10-Q3w1-8</b>	
21 <sup>ST</sup> CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills	
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts	
DESCRIPTION	Quiz based on the following Population Education Core Messages/Key Concepts: <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>	
RESOURCE REQUIREMENTS		
CRITERIA FOR ASSESSMENT	<b>Round</b>	<b>Presentation (point/s per item)</b>
	Easy (8 items)	1 (8 points)
	Average (7 items)	2 (14 points)
	Difficult (6 items)	3 (18 points)
	<b>Total = 21 Items</b>	<b>40 points</b>

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## **I. Event Rules and Mechanics**

- A. The formulation of test questions at the local and national levels shall be based on the following Population Education Core Messages/Key Concepts:
- Family Life and Responsible Parenthood;
  - Gender and Development;
  - Population and Reproductive Health; and
  - Population, Environment, Resources, and Sustainable Development.
- B. The Department of Education (DepEd) and the Commission on Population and Development (CPD) shall prepare and provide the questions and review materials for the Pop Quiz. Each answer slide deck must include the specific competency and reference.
- C. During the quiz, learner-contestants shall be provided with *whiteboards*, markers, and erasers.
- D. Questions shall be constructed using the English language.
- E. Learner-contestants shall be given a total of twenty-one (21) questions, divided into three categories: eight (8) "easy," seven (7) "average," and six (6) "difficult" questions.
- F. Points for every correct answer shall be given as follows:  
One (1) point shall be given to the correct answer for each "easy" question, two (2) points for each "average" question, and three (3) points for each "difficult" question.
- G. Participants shall be given ten (10) seconds to answer each question. For questions that require computation, participants shall be given a maximum of thirty (30) seconds.
- H. The quizmaster shall only read each question twice. Countdown shall start after the question has been read for the second time and the quizmaster says GO. When the quizmaster says "STOP" or "TIME IS UP.", participants must raise their answers to the audience and to the Assessing Committee until such time that the Proctors have verified or confirmed the answer. A general reminder shall be given to all. However, if the participant still violates, his/her answer shall not be considered.
- I. A participant shall be allowed to change his/her answer within the allotted time.
- J. In case of a tie, a clincher question shall be asked.
- K. In case of inquiry during the actual quiz proceedings, the following procedures shall be observed.
- L. Only the participant or the official coach is allowed to raise an inquiry before the next question is read. The inquiry shall be addressed orally to the assessing committee which shall recognize the inquiry.
- M. The chair shall announce the decision upon deliberation with the members of the committee.
- N. The decision of the board of judges is final.





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

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# HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)

## SPEAK UP! (IMPROMPTU SPEECH)

COMPONENT AREA	ARALING PANLIPUNAN	
KEY STAGE	Key Stage Four (4): Grades 11 to 12	
EVENT TITLE	<b>Speak Up! (Impromptu)</b>	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Four (4)	
TIME ALLOTMENT	Three (3) minutes per learner contestant	
PERFORMANCE STANDARD	Develop students' awareness of cultural, social, and political dynamics, and sensitivity to cultural diversity; provide them with an understanding of how culture, human agency, society, and politics work; and engage them in examining the country's current human development goals. Students should acquire ideas about human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.	
21 <sup>ST</sup> CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills	
CREATIVE INDUSTRIES DOMAIN,	Traditional Cultural Expression and Performing Arts	
DESCRIPTION	The <b>Speak Up!</b> is an impromptu speech competition of the National Festival of Talents (NFOT) designed to showcase their communication, creativity, and critical thinking skills in public speaking on topics of human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.	
CRITERIA FOR ASSESSMENT	<b>Exhibit Rubrics</b>	<b>Presentation</b>
	<b>Message and Content</b> -Relevance to the specific content in the mechanics. -Bases of arguments -Unity and Coherence are evident. -Powerful and meaningful message.	50 %
	<b>Delivery and Performance</b> -Facial expression, hand gestures. -Emphasized the different elements of the performance. -Words are pronounced distinctly and correctly. -Projection of authentic emotion.	30 %
	<b>Originality</b> -The piece has a unique central idea and innovative supporting points.	10 %
	<b>Over-all Impact</b>	10 %

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	-Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to convey the message effectively and with great impact.	
	<b>Total</b>	<b>100%</b>

#### EVENT RULES AND MECHANICS

- A. The *Speak Up!* (Impromptu) competition is open to all Senior High School learners, both from private and public schools, who are enrolled for the school year 2024-2025.
- B. There shall be one learner-contestant per region.
- C. The competition shall use English as the primary language however, learner-contestants may incorporate Filipino terms or phrases when citing sources, quotations, or emphasizing key ideas to support their claims and arguments.
- D. Each learner-contestant shall draw a topic from the box prepared by the National Technical Working Group (NTWG). The moderator shall read aloud the topic twice.
- E. Each learner-contestant shall deliver his/her speech in 2-3 minutes.
- F. The decision of the Board of Judges is final.

IV. Resource Requirements			
	Learner-contestants	Host School/Venue	Host Division/ Region
Attire	Culturally inspired dress	-	
Tools and Equipment		Timer	

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# 2025 NATIONAL FESTIVAL OF TALENTS

## Implementing Guidelines on Read-A-Thon (English)

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

Category	Component	No. of Learner- Participant	No. of Teacher- Coach	Time Allotment
<b>Elementary</b>				
Story Retelling	Read-A-Thon	1	1	30 minutes
Story Resolution Challenge	Read-A-Thon	1	1	25 minutes
<b>Secondary</b>				
Five-Minute Pecha Kucha	Read-A-Thon	1	1	96 minutes
Immersive Reading Quiz Bee	Read-A-Thon	1	1	120 minutes
<b>Total</b>		<b>4</b>	<b>4</b>	

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# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)

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

		Holding Area, and Contest Area)
<b>P. VENUE</b>	<ul style="list-style-type: none"> <li>• Holding Area</li> <li>• Preparation Room</li> <li>• Contest Room</li> </ul>	
<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	<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 within the allotted time.</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>• Engage the audience with a strong and suitable presence.</li> </ul>	20%
	<b>Total</b>	<b>100%</b>

#### **MECHANICS**

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

- **Green flag** - start of performance
- **Yellow flag** - 30 seconds remaining
- **Red flag** - end of performance

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

- cellphone or any gadget
- reference materials/handouts
- copy of any story
- costumes and props
- musical instrument/accompaniment

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

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# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)

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

		<ul style="list-style-type: none"> <li>• Signages (e.g., Preparation Area, Holding Area, and Contest Area)</li> </ul>
<b>R. VENUE</b>	<ul style="list-style-type: none"> <li>• Holding Area</li> <li>• Preparation Room</li> <li>• Contest Room</li> </ul>	
<b>CRITERIA FOR PRESENTATION</b>	<b>Criteria</b>	<b>Percentage</b>
	<b>Oral Interpretation</b> <ul style="list-style-type: none"> <li>• Read aloud creatively and accurately the message/theme, emotions, mood, character, and all other elements of the story.</li> <li>• Establish creative and dramatic impact throughout the presentation to connect and engage with the audience.</li> </ul>	35%
	<b>Story Extension</b> <ul style="list-style-type: none"> <li>• Demonstrate originality and innovative ideas in the resolution.</li> <li>• Provide logical and consistent story ending that connects with the original narrative.</li> <li>• Align character actions with their established traits in the story.</li> <li>• Use correct language conventions in conveying message.</li> </ul>	35%
	<b>Voice Projection</b> <ul style="list-style-type: none"> <li>• Speak clearly, distinctly, and with appropriate and varied pauses, pitch, and tone modulation.</li> <li>• Recite loudly enough for the audience to hear.</li> </ul>	15%
	<b>Stage Presence</b> <ul style="list-style-type: none"> <li>• Show confidence, authenticity, appropriate posture/projection, facial expressions, and gestures.</li> </ul>	15%
	<b>Total</b>	<b>100%</b>

#### EVENT RULES AND MECHANICS

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

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participants one at a time by the National Technical Working Group (NTWG) during the event.

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

#### RESOURCE REQUIREMENTS

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



# READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)

COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage Three (3): Grade Ten (10)	
EVENT TITLE	Five-Minute Pecha Kucha	
NO. OF PARTICIPANT/S	1 Grade Ten (10) learner-participant per region	
TIME ALLOTMENT	96 minutes including preparation	
PERFORMANCE STANDARD	The learner skillfully delivers a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.	
21 <sup>ST</sup> CENTURY SKILL/S	Communication Skills Information, Media and Technology Skills, Learning and Innovation Skills Life and Career Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Five-Minute Pecha Kucha is an NFOT event category of Read-A-Thon that determines how well learners deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies, and Information and Communications Technology resources.	
TECHNICAL SPECIFICATIONS		
S. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>Laptop installed with MS PowerPoint 2010 or latest version</li><li>Lapel</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>Projector/ LED Screen/ TV 55" or better</li><li>Extension cords</li><li>HDMI/VGA Cables</li><li>Flash Drives</li></ul>
T. VENUE	Holding Room Preparation Room Contest Room	
CRITERIA FOR JUDGING	Criteria	Percentage
	<b>Composition</b> <ul style="list-style-type: none"><li>Compose a short, logical, and coherent speech relevant to given topic or theme.</li><li>Use words that represent own thoughts, feelings, and expressions.</li><li>Cite sources properly.</li></ul>	40%
	<b>Delivery and Voice Projection</b> <ul style="list-style-type: none"><li>Speak clearly, distinctly, and with appropriate and varied poses, pitch, and tone modulation.</li></ul>	30%

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	<ul style="list-style-type: none"> <li>• Project loudly enough for the audience to hear.</li> <li>• Deliver the speech in a formal, dignified, engaging, and persuasive manner.</li> <li>• Perform within the allotted time.</li> </ul>	
	<b>Media Presentation</b> <ul style="list-style-type: none"> <li>• Use appropriate and effective presentation standards (color, effects/animation, number of lines per slide, images)</li> </ul>	20%
	<b>Stage Presence</b> <ul style="list-style-type: none"> <li>• Show confidence and appropriate posture or projection, facial expressions, and gestures</li> </ul>	10%
	<b>Total</b>	100%

#### MECHANICS

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

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

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

Phase 1 – Text Immersion (30 Minutes)

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

Phase 2 - Topic Outlining (20 Minutes)

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

Phase 3 – Presentation Preparation (40 Minutes)

1. Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
2. Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.
3. Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
4. Learner-participant shall save the file using the filename format: Entry Number\_Event Contest Code (ex: 01\_PK).

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
5. NTWG shall collect and save the file in his/her laptop and ensure that the file is working and ready for presentation. Once saved, learner-participant shall not be allowed to open his/her laptop.

Phase 4 – Presentation Proper (6 Minutes)

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

**RESOURCE REQUIREMENTS**

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



# READ-A-THON

(A Showcase of English Language Skills Contest)

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




**CRITERIA FOR JUDGING**

Points:

- 1 Point for Easy Questions
- 3 Points for Average Questions
- 5 Points for Difficult Questions
- 7 Points for Clincher Questions (in case of a tie)

**MECHANICS**

- A. **Immersive Reading Quiz Bee** event is open to all Grade Twelve (12) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) learner-participant and one (1) teacher-coach.
- B. A copy of a theme-based English texts using varied media, a pen, and paper shall be provided to the learner-participants by the National Technical Working Group (NTWG) during the immersive reading.
- C. Learner-participants shall be immersed with theme-based texts which may be written texts, images, graphs, and video clips for 60 minutes. They can jot down notes during the immersive reading.
- D. Learner-participants shall surrender all notes to the National Technical Working Group (NTWG) and enter the Contest Room.
- E. The Quiz Bee Master shall provide the mechanics of the quiz bee.
- F. The quiz bee rounds are the following:
- Round 1: Easy Round (10 items)
  - Round 2: Average Round (10 items)
  - Round 3: Difficult Round (5 items)
  - Round 4: Tie-Breaker (5 items).
- G. Learner-participants shall be given ten (10) seconds to answer Round 1, 15 seconds for Round 2, and 20 seconds for Rounds 3 and 4.
- H. Seven (7) learner-participants shall be eliminated after Round 1, four (4) shall be eliminated after Round 2, and rank shall be determined at the end of Round 3. Round 4 shall be held as tie-breaker round only if there are learner-participants who have the same score at the end of Round 3.
- I. Using and bringing of any of the following are prohibited in the entire event:
- cellphone or any gadget
  - reference materials/handouts
  - copy of any story
  - costumes and props
  - musical instrument/accompaniment.
- J. Whiteboard and whiteboard markers shall be used during the quiz bee proper.
- K. Learner-participants are required to wear plain white t-shirt (*no school/division/region identification*) and jeans (*maong*) during the event.



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# 2025 REGIONAL FESTIVAL OF TALENTS

## TIMPALAK SA NFOT 2025

<b>SAKLAW NA KOMPONENT</b>	<b>READ-A-THON FILIPINO</b>
<b>YUGTONG KINABIBILANGAN</b>	Unang Yugto – Ikatlong Baitang
<b>PAMAGAT NG TIMPALAK</b>	<b>LikhaWento</b>
<b>BILANG NG KALAHOK</b>	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
<b>LAANG ORAS</b>	30 minuto para sa paghahanda at pagtatanghal
<b>PAMANTAYAN SA PAGGANAP</b>	Naipamamalas ng mag-aaral ang sariling mga ideya at nagagamit ang mga kasanayan at estratehiya sa pagbasa at pagsasalita nang naaangkop upang maipahayag ang sariling pag-unawa sa mga simbolo at larawang-kuwento sa pamamagitan ng malikhaing pagkukuwento.
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
<b>DOMEYN SA CREATIVE INDUSTRIES</b>	Performing & Visual Arts Domain
<b>DESKRIPSIYON</b>	Isang kategorya ng <i>Read-A-Thon</i> ang <b>LikhaWento</b> na tinataya ang pag-unawa ng kalahok sa larawang-kuwento o <i>wordless story</i> sa pamamagitan ng malikhaing pagkukuwento o pagsasalaysay ng mahahalagang pangyayaring nakapaloob dito.
<b>TEKNIKAL NA KAILANGANIN</b>	
<b>A. KAGAMITAN AT IBA PANG KASANGKAPAN</b>	<p><b>Dadalhin ng mga kalahok</b></p> <p><b>Galing sa Tagapamahala:</b></p> <ul style="list-style-type: none"> <li>• Kaugnay na mga suplay at materyal para sa pagtatanghal</li> <li>• Kopya ng kuwento (<i>wordless story</i>)</li> <li>• Book stand (opsyonal)</li> <li>• Orasan at flaglets</li> <li>• Mga opisyal na papel para sa palabunutan</li> <li>• <i>Wireless</i> na mikropono na may <i>stand</i></li> <li>• <i>Sound system</i></li> <li>• mga sertipiko</li> </ul>

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	<ul style="list-style-type: none"> <li>mga lapis</li> </ul>	
<b>B. LUGAR NA PAGGAGANAPAN</b>	Maaaring gamitin ang kahit na anong silid-aralan/ entablado basta't panatilihin ang katahimikan ng lugar. Mahalagang magkaroon ng sumusunod na mga silid: paghihintay, paghahanda, pagsasanay at paligsahan tugon sa proseso ng timpalak.	
<b>MGA PAMANTAYAN SA PAGTATANGHAL</b>	<b>Mga Pamantayan</b>	<b>Bahagdan</b>
	<b>Kaalaman/Pag- unawa sa Kuwento</b> <ul style="list-style-type: none"> <li>Malikhaing naisasalaysay ang sumusunod:               <ol style="list-style-type: none"> <li>mahahalagang detalye at pangyayari;</li> <li>elemento ng larawang-kuwento; at</li> <li>kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento</li> </ol> </li> </ul>	50%
	<b>Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay)</b> <ul style="list-style-type: none"> <li>Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood</li> <li>Naipamamalas ang wastong diin, intonasyon at pagbigkas</li> </ul>	30%
	<b>Pagganap sa Entablado</b> <ul style="list-style-type: none"> <li>Naipakikita ang kumpiyansa at angkop na tindig/pagganap, ekspresyon ng mukha at kilos/galaw</li> <li>Nakapagtatanghal sa itinakdang oras</li> </ul>	20%
	<b>Kabuoan</b>	<b>100%</b>
<b>I. MGA GABAY NA TUNTUNIN AT MEKANIKS</b>		

- A. Isang timpalak ang **LikhaWento** sa lahat ng mag-aaral sa Ikatlong Baitang na opisyal na nakapagpatala sa publiko o pribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa unang silid (*holding area*) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating habang nagsisimula na ang pagganap.
- C. Ang unang kalahok ay mamamalagi sa kasunod na silid ng paghahanda (*preparation area*) sa loob ng labinlimang (15) minuto upang pag-aralan ang larawang-kuwento o *wordless story* na ipagkakaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel upang maiayos ang mga naiisip na interpretasyon ng kalahok batay sa kuwento.
- D. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid- sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibibigay ng kalahok ang panulat at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
- E. Sa silid-paligsahan (*contest area*), muling isasalaysay ang nabasang kuwento gamit ang sariling mga salita mula sa nabuong interpretasyon na hindi lalagpas ng limang (5) minuto.
- G. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlumpung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
- H. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
- I. Ang paggamit ng *cellphone* o anomang gadyet at/o pagdadala ng sanggunian/babasahin, sipi ng kuwento, kasuotan, props, kagamitang pangmusika/*accompaniment* ay hindi pinahihintulutan sa loob ng silid-paligsahan.
- J. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

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<b>SAKLAW NA KOMPONENT</b>	<b>READ-A-THON FILIPINO</b>
<b>YUGTONG KINABIBILANGAN</b>	Ikalawang Yugto – Ikaanim na Baitang
<b>PAMAGAT NG TIMPALAK</b>	<b>TahiRawan</b>
<b>BILANG NG KALAHOK</b>	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
<b>LAANG ORAS</b>	30 minuto para sa paghahanda at pagtatanghal
<b>PAMANTAYAN SA PAGGANAP</b>	Naipamamalas ng mga mag-aaral ang katatasan sa pagbasa at paglalahad ng mensahe na may tamang lakas, damdamin at ekspresyon sa pamamagitan ng kasanayan sa pagbalangkas ng isang kuwento gamit ang palarawang teksto
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
<b>DOMEYN SA CREATIVE INDUSTRIES</b>	Performing & Visual Arts Domain
<b>DESKRIPSIYON</b>	Isang kategorya ng <i>Read-A-Thon</i> ang <b>TahiRawan</b> na nagbibigay ng pagkakataon sa mga mag-aaral na maipamalas ang kanilang kasanayan at kakayahan sa pag-unawa at pag-uugnay ng mga larawan upang makabuo ng sariling kuwento nang malikhain.
<b>TEKNIKAL NA KAILANGANIN</b>	
<b>A. KAGAMITAN AT IBA PANG KASANGKAPAN</b>	<p><b>Dadalhin ng mga Kalahok:</b>  <b>Galing sa Tagapamahala:</b></p> <ul style="list-style-type: none"> <li>• Kaugnay na mga suplay at materyal para sa pagtatanghal</li> <li>• 2 sets ng limang (5) Komik Istrip (1 gagamitin sa pagganap, 1 gagamitin sa paghahanda)</li> <li>• Orasan at mga <i>flaglet</i></li> <li>• Mga opisyal na papel para sa palabunutan</li> <li>• <i>Wireless</i> na mikropono na may stand</li> <li>• <i>sound system</i></li> <li>• mga sertipiko</li> <li>• mga lapis</li> <li>• mga <i>ballpen</i></li> <li>• mga <i>folder</i></li> </ul>

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	<ul style="list-style-type: none"> <li>• <i>bond paper</i></li> <li>• <i>holding area</i>, silid ng paghahanda at silid-paligsahan</li> <li>• mga karatula/paskil (<i>holding area</i>, silid ng paghahanda at silid-paligsahan)</li> </ul>	
<b>B. LUGAR NA PAGDADAUSAN</b>	Maaaring gamitin ang kahit na anong silid-aralan/ entablado basta't panatilihin ang katahimikan ng lugar. Mahalagang magkaroon ng sumusunod na mga silid: paghihintay, paghahanda, pagsasanay at paligsahan tugon sa proseso ng timpalak.	
<b>MGA PAMANTAYAN SA PAGTATANGHAL</b>	<b>Mga Pamantayan</b>	<b>Bahagdan</b>
	<b>Kaalaman/Pag-unawa sa Kuwento</b> <ul style="list-style-type: none"> <li>• Malikhaing naisasalaysay ang sumusunod:               <ol style="list-style-type: none"> <li>lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari;</li> <li>elemento ng kuwento; at</li> <li>kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan.</li> </ol> </li> </ul>	50%
	<b>Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay)</b> <ul style="list-style-type: none"> <li>• Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood</li> <li>• Naipapamalas ang wastong diin, intonasyon at pagbigkas</li> </ul>	30%
	<b>Pagganap sa Entablado</b> <ul style="list-style-type: none"> <li>• Naipakikita ang kumpiyansa at angkop na tindig/pagganap,</li> </ul>	20%

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	ekspresyon ng mukha at kilos/galaw	
	• Nakapagtatanghal sa itinakdang oras	
	<b>Kabuoan</b>	<b>100%</b>

#### I. MGA GABAY NA TUNTUNIN AT MEKANIKS

- A. Isang paligsahan ang **TahiRawan** sa lahat ng mag-aaral sa lkaanim na Baitang na opisyal na nakapagpatala sa publiko o pribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag- aaral at isang (1) tagapagsanay.
- B. Ang pagbunot ng mga kalahok para sa kanilang bilang ng pagkakakilanlan ay gagawin sa unang silid (holding area) bago magsimula ang pagganap. Awtomatikong diskuwalipikado sa timpalak ang kalahok na mahuhuli o darating habang nagsisimula na ang pagganap.
- C. Ang unang kalahok ay mamamalagi sa kasunod na silid ng paghahanda (*preparation area*) sa loob ng labinlimang (15) minuto upang pumili ng limang (5) larawan mula sa sampung larawan na ipagkakaloob ng National Technical Working Group (NTWG). Maaaring gumamit ng panulat at papel upang makabuo ng kuwento mula sa napiling larawan.
- D. Pagkatapos ng labinlimang (15) minuto, papasok ang kalahok sa silid-sanayan (*practice area*) upang magsanay sa loob ng sampung (10) minuto. Ibibigay ng kalahok ang panulat at papel sa National Technical Working Group (NTWG) na ginamit sa pagsasanay bago pumasok sa silid-paligsahan.
- E. Sa silid-paligsahan (*contest area*), isasalaysay ang nabuong kuwento na hindi lalagpas ng limang (5) minuto.
- F. Magtataas ang NTWG ng *flaglet* na kulay berde bilang hudyat ng simula ng itinakdang oras ng pagganap; dilaw na *flaglet* para sa natitirang tatlung (30) segundo; at pulang *flaglet* kung tapos na ang inilaang oras ng pagtatanghal. Ang bawat isang (1) segundong lalabis sa pagganap ay katumbas ng isang (1) puntos na kabawasan sa kabuoang marka.
- G. Hindi na kailangang gumamit ng mikropono ang mga kalahok habang idinadaos ang timpalak upang mabigyang diin ang kanilang tono at bigkas.
- H. Ang paggamit ng *cellphone* o anomang gadyet at/o pagdadala ng sanggunian/babasahin, sipi ng kuwento, kasuotan, props,

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kagamitang pangmusika/*accompaniment* ay hindi pinahihintulutan sa loob ng silid-paligsahan.

- I. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

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## PANUKULANG TIMPALAK SA RFOT 2025

<b>SAKLAW NA KOMPONENT</b>	<b>READ-A-THON FILIPINO</b>
<b>YUGTONG KINABIBILANGAN</b>	Ikatlong Yugto- Ikasampung Baitang
<b>PAMAGAT NG TIMPALAK</b>	<b>BidyoKasiya</b>
<b>BILANG NG KALAHOK</b>	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
<b>LAANG ORAS</b>	4 na oras: isang (1) oras sa pagsusuri ng saliksik at pagbuo ng iskrip at tatlong (3) oras sa pagbuo ng video at iba pang teknikal na kailanganin
<b>PAMANTAYAN SA PAGGANAP</b>	Nakabubuo ng sariling photo/video documentary na nagmumungkahi ng solusyon sa kasalukuyang suliraning panlipunan. Sa pamamagitan nito naipamamalas ng mag-aaral ang kakayahang komunikatibo, mapanuring pag-iisip, pag-unawa at pagpapahalagang pampanitikan gamit ang teknolohiya at iba't ibang uri ng teksto tungo sa pagkakaroon ng kamalayang global.
<b>IKA-21 SIGLONG KASANAYAN</b>	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
<b>DOMEYN SA CREATIVE INDUSTRIES</b>	Performing, Audio-Visual and Digital Domain
<b>DESKRIPSIYON</b>	Isang kategorya ng <i>Read-A-Thon</i> ang <b>BidyoKasiya</b> na tinataya ang kritikal na pag-unawa ng mga mag-aaral sa mga isyung panlipunan mula sa binasang tekstong impormatibo. Mula sa binasa, bubuo ng isang adbokasiya ang mga kalahok tungkol sa mahalagang kaisipan o mensahe na nakapaloob dito. Ang adbokasiya ay isasagawa sa pamamagitan ng <i>short video</i> gaya ng <i>reels</i> na nakikita sa iba't ibang platform ng <i>social media</i> . Layunin ng timpalak na ito na ipamalas ang gamit ng wikang Filipino sa mundo ng Social Media na behikulo sa pagpapalaganap ng pagpapahalagang panlipunan.
<b>TEKNIKAL NA KAILANGANIN</b>	

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<b>A. KAGAMITAN AT IBA PANG KASANGKAPAN</b>	<b>Dadalhin ng mga kalahok:</b> Mobile Phone, Mobile Phone Tripod, Wireless Lapel, Flash drive , Power bank at cord na akma sa laptop para sa paglipat ng file.  Technical Specification ng Mobile Phone ✓ 8 gb ram ✓ 128 storage ✓ 8-12 core processor ✓ 1080p-4k camera resolution ✓ capable to install video editing applications like Capcut (free) and Adobe Premier Rush ✓ Adobe license from DepEd  <b>Galing sa Tagapamahala:</b> <ul style="list-style-type: none"><li>• Kaugnay na mga suplay at materyal para sa pagtatanghal</li><li>• Kaugnay na artikulo, batas, balita, at iba pang teksto</li><li>• orasan at flaglets</li><li>• Mga opisyal na papel sa pagtatala ng marka</li><li>• <i>Wireless</i> na mikropono na may <i>stand</i></li><li>• <i>Sound system</i></li><li>• mga sertipiko</li><li>• mga lapis</li><li>• mga <i>ballpen</i></li><li>• mga <i>folder</i></li><li>• mga larawan o kagamitang nakatuon sa tema at layunin</li><li>• <i>bond paper</i></li><li>• <i>holding area</i>, silid ng paghahanda at silid-paligsahan</li></ul>					
<b>B. LUGAR NA PAGDADAUSAN</b>	1. Silid kung saan bubuoin ang storyboard at/ o konsepto ng BIDYOKASIYA. Mahalagang komportable ang mga mag-aaral na makapag-isip at hindi siksikan ang silid.  2. Gymnasium o isang maluwang na lugar kung saan nila gagawin ang BIDYOKASIYA.					
<b>MGA PAMANTAYAN SA PAGTATANGHAL</b>	<table><tr><th>Mga Pamantayan</th><th>Bahagdan</th></tr><tr><td><b>Nilalaman</b><ul style="list-style-type: none"><li>▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o</li></ul></td><td>40%</td></tr></table>	Mga Pamantayan	Bahagdan	<b>Nilalaman</b> <ul style="list-style-type: none"><li>▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o</li></ul>	40%	
Mga Pamantayan	Bahagdan					
<b>Nilalaman</b> <ul style="list-style-type: none"><li>▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o</li></ul>	40%					

	mensaheng nakapaloob sa binasa <ul style="list-style-type: none"> <li>▪ Holistiko ang pagkakabuo ng bidyo</li> <li>▪ Malinaw ang ugnayan ng mga konsepto at kaisipan</li> <li>▪ Kaangkupan ng mga salitang ginamit</li> </ul>	
	<b>Kalidad/ Presentasyon</b> <ul style="list-style-type: none"> <li>• Malikhain ang pagkakabuo</li> <li>• Natatangi ang teknik na ginamit</li> <li>• Naipakita ang lalim ng kahulugan sa paraang magaan</li> </ul>	30%
	<b>Hikayat/ Dating sa madla</b> <ul style="list-style-type: none"> <li>▪ Nakapanghihikayat ang bidyo sa madla</li> <li>• Kapana-panabik</li> </ul>	20%
	<b>Nakasunod sa Takdang Oras</b> <ul style="list-style-type: none"> <li>▪ Naipasa ang bidyo sa naitakdang oras</li> <li>▪ Nakasunod sa isang (1) minutong bidyo</li> </ul>	10%
	<b>Kabuoan</b>	<b>100%</b>

#### I. MGA GABAY NA TUNTUNIN AT MEKANIKS

- A. Isang timpalak ang **BIDYOKASIYA** sa lahat ng mag-aaral mula ikasampung (10) Baitang sa pampubliko o pampribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- B. Isang araw bago ang timpalak iinspeksiyunin ng National Technical Working Group (NTWG) ang mga mobile phone kung ang mga ito ay sumunod sa teknikal na kailanganin ng timpalak. Tiyaking *fully charge* ang mga *mobile phone* bago ibigay ang mga ito sa NTWG. Pagkatapos ng inspeksyon, patayin ang mga *mobile phone* para maka-save ng *battery*. Lalagyan ng bilang ng kalahok bilang tanda ang mga *mobile phone* at ibibigay lamang sa oras ng timpalak.
- C. Bubuoin ng kalahok ang BIDYOKASIYA sa loob ng apat (4) na oras.
- D. Ilalaan ang unang isang (1) oras sa itinakdang silid upang basahin at suriin ang tekstong impormatibo at tukuyin ang adbokasiyang maaaring makuha mula sa kaisipan o mensaheng nakapaloob dito. Ang NTWG ang titiyak sa kaangkupan ng teksto sa antas ng mga kalahok. Pagkatapos matukoy ang adbokasiya, susulat ang kalahok ng balangkas ng konsepto, iskrip o story board sa bubuoing bidyo.

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Gagamitin ang panulat at papel na ibibigay ng National Technical Working Group (NTWG).

- E. Ang natitirang tatlong (3) oras ay ilalaan sa pag-*shoot* at *editing* na gaganapin sa isang maluwang na silid-paligsahan/ espasyo o gymnasium. Tiyakin na malayang makagagalaw ang mga kalahok upang mag-*shoot* ng kanilang bubuoing *BIDYOKASIYA* at sila ay babantayan ng NTWG. Mahigpit na ipinagbabawal na pumunta o makipag-usap ang mga kalahok sa kani-kanilang mga tagapagsanay. Lahat din ng tagapagsanay ay hindi na pinahihintulutan na makalapit sa kanilang mga mag-aaral.
- F. Itataas ng NTWG ang berdeng *flaglet* tanda ng pagsisimula ng kanilang pagsho-*shoot*. Malayang magagamit ng mga kalahok ang tatlong (3) oras sa pagkuha ng larawan at video, pag-*shoot* at pag-*edit*. Itataas ang kahel na *flaglet* biglang hudyat sa nalalabing tatlumpung (30) minuto. Ang video na gagawin ay hindi lalapas ng isang (1) minuto. Sa huling sampung minuto, itataas ng NTWG ang pulang *flaglet* hudyat ng pagsasapinal at pag-*save* ng bidyo. Mahigpit na ipinapaalala na ang pagsi-*save* ng *file* ay bahagi ng kabuoang oras. Ibabawas sa probisyon sa pamantayan na: *Nakasunod sa Takdang Oras* sa mga minutong huli sa pagpasa.

Labis na Oras sa Pagpasa	Kabawasan
1-10 segundo	1 puntos
11-20 segundo	2 puntos
21-30 segundo	3 puntos
31-40 segundo	4 puntos
41-pataas	5 puntos

- G. Sa hudyat ng NTWG, sabay-sabay na ipapasa ang lahat ng *mobile phone*. Ililipat ng NTWG sa itinakdang laptop ang lahat ng nabuong bidyo.
- H. Sa itinakdang oras, ipalalabas ang lahat ng nabuong bidyo sa isang silid-paligsahan ayon sa pagkakasunod-sunod. Bibigyan ito ng kapasiyahan ayon sa pamantayan.
- I. Dapat tandaan na lahat ng gagamiting kagamitan ay pasok sa *technical specification* na itinakda ng Kagawaran. Ang paggamit ng mga *applications* na may *ready-made templates* ay mahigpit na pinagbabawal at maaaring maging dahilan ng diskwalipikasyon ng kalahok.
- J. Puting *t-shirt* (walang pagkakakilanlan ng paaralan/sangay/rehiyon) at maong na pantalon ang suot ng mga kalahok.

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Labis na Oras	Kabawasan
1-3 segundo	1 puntos
4-20 segundo	2 puntos
21-40 segundo	3 puntos
41-60 segundo	4 puntos
61-pataas	5 puntos

J. Ang desisyon ng hurado ay pinal at hindi mapasusubalian.

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# 2025 REGIONAL FESTIVAL OF TALENTS

## Implementing Guidelines on Lingo Stars

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

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
<b>Foreign Language Composition (FLC)</b> (1) Spanish (2) Mandarin (3) Nihongo (4) Korean	in-person	4	4	1 hour
<b>Foreign Language Exposition (FLE)</b> (1) Spanish (2) Mandarin (3) Nihongo (4) Korean	in-person	4	4	8 minutes
<b>Total</b>		<b>8</b>	<b>8</b>	

# LINGO STARS

(A Showcase of Foreign Language Skills)

COMPONENT AREA	SPECIAL PROGRAM IN FOREIGN LANGUAGE (SPFL)	
KEY STAGE	Key Stage 3 (Grades 7 to 10)	
EVENT TITLE	Foreign Language Composition	
NO. OF PARTICIPANT/S	1 learner-participant per foreign language per region	
TIME ALLOTMENT	1 hour	
PERFORMANCE STANDARD	The learner communicates correctly and creatively, in written form, various words, phrases, and expressions from visual and textual materials	
21 <sup>ST</sup> CENTURY SKILL/S	Communication, Creativity, and Critical Thinking	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	The <b>Foreign Language Composition</b> is an NFOT event category of Lingo Stars where learner-participants develop/compose a descriptive essay on the presented visual material using the following foreign language writing systems:  Spanish - Castilian Mandarin - Chinese Pinyin Nihongo - Katakana/Kanji/Hiragana Korean - Hangul	
TECHNICAL SPECIFICATIONS		
W. MATERIALS , TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>•</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Supplies and materials</li><li>• Number identifier</li><li>• Certificates</li><li>• Pencils</li><li>• Ballpens</li><li>• Folders</li><li>• Bond paper</li><li>• Holding Area</li><li>• Signages (Preparation Area, Holding Area, Viewing Area, Coaches and Parents' Area)</li></ul>
X. VENUE	<ul style="list-style-type: none"><li>• 4 Contest Rooms with tables and chairs, well-ventilated and well-lighted</li></ul>	

<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	<b>Content and Structure</b> <ul style="list-style-type: none"> <li>• Construct simple sentences or short passages in a coherent and cohesive manner</li> <li>• Present a clear description of the picture/object using the foreign language writing system</li> <li>• Observe accurate use of the foreign language</li> <li>• Balance presentation of ideas on the presented picture/object</li> <li>• Exhibit cultural sensitivity</li> </ul>	70%
	<b>Form and Style</b> <ul style="list-style-type: none"> <li>• Observe rules of grammar, mechanics, and punctuation</li> <li>• Use appropriate vocabulary</li> </ul>	30%
	<b>Total</b>	<b>100%</b>

#### **MECHANICS**

- A. The **Foreign Language Composition** event is open to all Key Stage 3 (Grades 7 to 10) learner-participants who are officially enrolled in basic education offering Special Program in Foreign Language (SPFL) duly recognized by DepEd. This shall be done under **contest category**. Each region shall register one (1) participant (learner) and one (1) teacher-coach per foreign language.
- B. Foreign languages included in the **Foreign Language Composition** are **(1) Spanish, (2) Mandarin, (3) Nihongo, and (4) Korean**. This shall be participated by the implementing regions.
- C. The NTWG shall provide participants with materials (pen, paper, and contest picture/object/task). These shall be retrieved from them after the allotted time.
- D. Participants are not allowed to bring a copy of any reference materials, cellphones, or any gadgets.
- E. Plain white t-shirt shall be worn by participants during the event.

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# LINGO STARS

(A Showcase of Marketable Products and Performances)

<b>COMPONENT AREA</b>	<b>SPECIAL PROGRAM IN FOREIGN LANGUAGE (SPFL)</b>	
<b>KEY STAGE</b>	Key Stage 3 (Grades 7 to 10)	
<b>EVENT TITLE</b>	<b>Foreign Language Exposition (FLE)</b>	
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant per foreign language per region	
<b>TIME ALLOTMENT</b>	8 minutes <ul style="list-style-type: none"><li>• Picture and Speech Preparation (3 minutes)</li><li>• Character Introduction (1 minute)</li><li>• Picture Analysis (2 minutes)</li><li>• Conversational Engagement with Panel of Experts (2 minutes)</li></ul>	
<b>PERFORMANCE STANDARD</b>	The learner communicates correctly and creatively, in oral and written form, various words, phrases, and expressions from visual and textual materials	
<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>	The <b>Foreign Language Exposition (FLE)</b> is an NFOT event category of Lingo Stars where learner-participants engage in a conversation and deliver a speech accurately and creatively using a foreign language (Spanish, Mandarin, Nihongo, and Korean) based on the presented visual materials while wearing a costume and portraying a famous character from Spain, China, Japan, or Korea.	
<b>TECHNICAL SPECIFICATIONS</b>		
<b>Y. MATERIALS, TOOLS AND EQUIPMENT</b>	To be provided by the participants: <ul style="list-style-type: none"><li>• Costume, accessories, and handy props</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Supplies and materials</li><li>• Microphone clip</li><li>• Timer and flaglets</li><li>• Strips of paper for drawing of lots</li><li>• Number identifier</li><li>• Wireless microphone with stand</li><li>• Sound system</li><li>• Certificates</li><li>• Pencils</li><li>• Ballpens</li></ul>

		<ul style="list-style-type: none"> <li>• Folders</li> <li>• Calculators</li> <li>• Bond paper</li> <li>• Headphone</li> <li>• AI language translator</li> <li>• Signages (Preparation Area, Holding Area, Viewing Area, Coaches and Parents' Area)</li> </ul>
<b>Z. VENUE</b>	<ul style="list-style-type: none"> <li>• Hall (performance area)               <ul style="list-style-type: none"> <li>-airconditioned</li> <li>-enclosed</li> <li>-with stage</li> <li>-can accommodate at least 100 pax</li> </ul> </li> <li>• 2 Holding Areas (for waiting and preparation)               <ul style="list-style-type: none"> <li>-airconditioned</li> </ul> </li> <li>• Tables</li> <li>• Chairs</li> <li>• 2 LCD projectors (for picture and AI language translator)</li> <li>• 2 LCD wide screens</li> <li>• Sound system</li> </ul>	
<b>CRITERIA FOR JUDGING</b>	<b>Criteria</b>	<b>Percentage</b>
	<b>Costume</b> <ul style="list-style-type: none"> <li>• Relatedness to the character being portrayed</li> <li>• Appropriateness and decency</li> </ul>	10%
	<b>Oral Presentation</b> <ul style="list-style-type: none"> <li>• Describe the picture presented creatively and accurately</li> <li>• Present the character clearly and fluently</li> </ul>	30%
	<b>Language Proficiency</b> <ul style="list-style-type: none"> <li>• Use foreign language with accuracy and proficiency in conversation</li> </ul>	40%
	<b>Stage Presence</b> <ul style="list-style-type: none"> <li>• Show confidence and good and appropriate posture/projection, facial expressions, gestures</li> <li>• Perform within the allotted time</li> </ul>	20%
	<b>Total</b>	<b>100%</b>

## MECHANICS

### GENERAL MECHANICS

- A. The Foreign Language Exposition (FLE) event is open to all Key Stage 3 (Grades 7 to 10) learner-participants who are officially enrolled in basic education schools offering Special Program in Foreign Language (SPFL) and duly recognized by DepEd. This shall be done under contest category. Each region shall register one (1) participant (learner) and one (1) teacher-coach per foreign language.
- B. Foreign languages included in the FLE are (1) Spanish, (2) Mandarin, (3) Nihongo, and (4) Korean. This shall be participated by the implementing regions.
- C. Participants shall wear the costume of the famous character of their choice relevant to their foreign language (Spanish, Mandarin, Nihongo, or Korean's film, politics, history, literature, culture, and religion). Only accessories as part of the costume and handy props (accessories and props that can only be carried by the contestant himself/herself and that no assistance shall be required from others starting from the holding area) are allowed.
- D. Teacher-coaches may assist their participants and provide their snacks (30 minutes prior to the start of the event.
- E. The provided time allotment per phase of the contest shall be used up before proceeding to the next phase of performance.
- F. Colored flags shall be raised by the NTWG to cue the participants during the contest 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 speech delivery.
- G. Using cellphone or any gadget and/or bringing reference materials/handouts, props, musical instrument/accompaniment are not allowed inside the holding area and contest venue.

## **SPECIFIC CONTEST MECHANICS**

### **A. PREPARATION**

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

### **B. PARADE**

2. Before the start of the event, participants shall parade before the audience following their sequence of presentation.
3. After the parade, participants shall proceed to Holding Area 1.

### **C. PICTURE AND SPEECH PREPARATION**

4. Each participant shall be assisted one after the other by the NTWG to the Holding Area 2 for the picture and speech preparation.

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5. Each participant shall be given three (3) minutes to study a picture (e.g. about oneself and others, family and home, friends, school, and community) one after the other. The NTWG shall provide participants with materials (pen, paper, and contest picture). After three (3) minutes, the aforesaid materials shall be collected from participants.
6. The NTWG shall then guide the participants to the stage/performance area.

#### **D. CHARACTER PORTRAYAL and INTRODUCTION**

7. The participant shall deliver a one-minute portrayal and introduction of the chosen character that includes gestures, facial expressions, and other non-verbal cues.

#### **E. PICTURE ANALYSIS**

8. The participant shall describe the given picture using the foreign language in a maximum of two (2) minutes.

#### **F. CONVERSATIONAL ENGAGEMENT WITH PANEL OF EXPERTS**

9. The participant shall engage in a two-minute conversation with the panel of experts through Q and A using the foreign language.
10. There shall be a maximum of three questions to be asked by the panel of experts using the foreign language.

Region	Spanish	Chinese Mandarin	Japanese	Korean	Total No. of Learners	Total No. of Coaches	RO SPFL EPS	Total
Region 1	/	/			4	4	1	9
Region 2	/	/		/	6	6	1	13
Region 3	/	/	/	/	8	8	1	17
Region 4A	/	/	/	/	8	8	1	17
Region 4B	/	/		/	6	6	1	13
Region 5	/	/			4	4	1	9
Region 6	/	/	/	/	8	8	1	17
Region 7	/	/	/	/	8	8	1	17
Region 8	/	/	/	/	8	8	1	17
Region 9	/	/			4	4	1	9

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Region 10	/	/	/	/	8	8	1	17
Region 11	/	/	/	/	8	8	1	17
Region 12	/	/			4	4	1	9
NCR	/	/	/	/	8	8	1	17
CAR		/	/	/	6	6	1	13
CARAGA	/	/		/	6	6	1	13
<b>TOTAL</b>					<b>104</b>	<b>104</b>	<b>16</b>	<b>224</b>

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Region 10

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Education Program Supervisor  
Region 3

**DENN MARC P. ALAYON**

Supervising Education Program Specialist  
BLD-SID  
Lingo Stars Focal Person

	<ul style="list-style-type: none"> <li>• flaglets (red, yellow, green)</li> <li>• 3 rooms</li> <li>• Live Streaming Equipment</li> </ul>												
<b>B. VENUE</b>	<ol style="list-style-type: none"> <li>1. Contest area which can hold 50 pax (at least)</li> <li>2. Holding Area which can hold 20 pax</li> </ol>												
<b>CRITERIA FOR JUDGING</b>	<table border="1"> <thead> <tr> <th>Criteria</th><th></th></tr> </thead> <tbody> <tr> <td>1. Space Referents-</td><td>(20%)</td></tr> <tr> <td>2. Grammar - Use of NMS-</td><td>(30%)</td></tr> <tr> <td>3. Sign Production &amp; Formation-</td><td>(30%)</td></tr> <tr> <td>4. Fluency/Accuracy</td><td>(10%)</td></tr> <tr> <td>5. <b>Contextual Understanding</b></td><td><b>(10%)</b></td></tr> </tbody> </table> <p><b>See also the attached Criteria for Story Interpretation in Filipino Sign Language</b></p>	Criteria		1. Space Referents-	(20%)	2. Grammar - Use of NMS-	(30%)	3. Sign Production & Formation-	(30%)	4. Fluency/Accuracy	(10%)	5. <b>Contextual Understanding</b>	<b>(10%)</b>
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1. Space Referents-	(20%)												
2. Grammar - Use of NMS-	(30%)												
3. Sign Production & Formation-	(30%)												
4. Fluency/Accuracy	(10%)												
5. <b>Contextual Understanding</b>	<b>(10%)</b>												

#### **MECHANICS:**

- A.** The contest is open for Grades 4 to 6 Deaf learners who are officially enrolled in the public school.
- B.** Each region shall have 1 participant (Deaf – Key Stage 2) for Filipino Sign Language. *(The participant with the highest score during the RFOT shall automatically represent the region in the NFOT.)*
- C.** The NTWG shall provide the Published Story to be interpreted. The story should be aligned with the 2025 NFOT theme and must not have more than 400 words. This shall be given to the contestant during the actual event.
- D.** Order of performance shall be identified through drawing of lots. An orientation of the guidelines, process flow and house rules shall be conducted before the contest proper.

#### **Story Interpretation proper**

- E.** Each contestant is given 10 minutes to read and understand the story. This includes the following: scanning, skimming and familiarizing the content of the story piece
- F.** The contestant shall not introduce herself/himself.
- G.** The contestant shall interpret the story through FSL. The storybook shall be placed on the bookstand and shall be flipped by the contestant as s/he progresses. The story shall also be projected in a wide screen (at the side of the contestant) for the judges and audience.
- H.** The story interpretation should end with a lesson derived from the story read.
- I.** The judges shall be provided with the printed copy of the story during the contest proper.
- J.** Only participants shall be allowed in the designated holding area and practice one hour before the event.

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

<b>Story Interpretation in Filipino Sign Language (FSL)</b>	
<b>Categories</b>	<b>Range of Scores</b>
1. Exceptional	76-100%
2. Proficient	51-75%
3. Developing	26-50%
4. Certificate of Participation	1-25%
<p>A. The top three (3) contestants with the highest scores shall receive the following medals:  Top 1 – Gold Medal  Top 2 – Silver Medal  Top 3 – Bronze Medal</p> <p>B. All contestants who have reached the three different categories (Developing – Exceptional) shall receive the Certificate of Recognition.</p>	

- L.** In case of tie, the Judges shall decide on this matter.
- M.** Coaches shall receive Certificates of Recognition and Participation.
- N.** Participants shall observe health and safety protocol.
- O.** Participants and coaches are expected to practice utmost honesty and camaraderie. Any form of dishonesty shall be ground for disqualification.
- P.** Final scores of the contestants shall be projected after the awards are given.

<b>Contestants</b>	Space Referents		Grammar - Use of NMS		Sign Production & Formation		Fluency/ Accuracy		Contextual Understanding		<b>Total</b>
	Score	20%	Score	30%	Score	30%	Score	10%	Score	10%	
Juan dela Cruz	75	15 (75x0.2)	25	7.5 (25x0.3)	50	15 (50x0.3)	75	7.5 (75x0.1)	100	10 (100x0.1)	55

<b>NFOT 2025 Criteria for Story Interpretation in Filipino Sign Language (FSL)</b>				
<b>Requirements/ Task Completion</b>	<b>Limited</b>	<b>Developing</b>	<b>Proficient</b>	<b>Exceptional</b>
	<b>25</b>	<b>50</b>	<b>75</b>	<b>100</b>
<b>Space Referents (20%)</b>  	Does not attempt to use space in collaboration with messages.	Difficulty with setting up points in space to refer to objects and people; Difficulty with maintaining eye contact; Lacks expressive behaviors when signing	Limited use of setting up points in space to refer to objects and people; sometimes makes errors; Limited eye contact; Limited use of expressive behaviors	Frequently sets up points in space to refer to objects and people; make no errors; Maintains some eye contact; Some use of expressive behaviors
<b>Grammar - Use of NMS (30%)</b> Location Negation Contrastive Structure (listing and ordering, time, etc.)	Lacks facial expressions when signing; Difficulty using non-manual signals; Difficulty using listing and ordering	Some appropriate use of facial expressions; Limited use of non-manual signals; Limited use of listing and ordering	Appropriate use of facial expressions when signing; Inconsistent use of non-manual signals; Inconsistent use of listing and ordering	Uses good facial expressions correctly and consistently; Appropriate use of non-manual signals; Appropriate use of listing

				and ordering
<b>Sign Producti on &amp; Formatio n (30%)</b> Handshape Palm Orientatio n Movemen t Location	Frequent incorrect formatio ns of signs; Very difficult to understa nd signs	Some errors, but is understa ndable; Errors are usually not corrected	Self- corrects: few mistakes made; Easily understo od	Consistent use of correct signs; Clear, easily understo od
<b>Fluency/Ac curacy (10%)</b> Smoothness and Fluency of Signs Conceptu ally Accurate Ideas/Me ssages	Irregular hand moveme nts and choppy use of signs; Unable to sign conceptu ally accurate ideas/me ssages	Hesitates and self- corrects when signing; Signs conceptu ally accurate ideas/me ssages on a limited basis	Smooth flow of signs with confiden ce most of the time; Signs conceptu ally accurate ideas/me ssages the majority of the time	Communic ates with fluency and confiden ce; Signs conceptu ally accurate ideas/me ssages consiste ntly
<b>Contextual Understa nding (10%)</b>	Limited understa nding of text in context.	Struggles with context, some understa nding.	Understand s text context fairly well.	Demonstrat es a deep understa nding of the text in context.
<b>Total (100%)</b>				

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# SPECIAL NEEDS EDUCATION

## SNED Abilympics

(Uncovering the Unique Talents of LWDs!)

<b>COMPONENT AREA</b>	<b>SPECIAL NEEDS EDUCATION</b>
<b>KEY STAGE</b>	<b>Key Stage 3 (Grades 7 to 10)</b>
<b>EVENT TITLE</b>	<b>Story Interpretation in Braille Reading using Unified English Braille</b>
<b>NO. OF PARTICIPANT/S</b>	1 learner-participant (Blind) per region
<b>TIME ALLOTMENT</b>	Following the standard number of hours in LWDs maximum of ten (10) minutes
<b>PERFORMANCE STANDARD</b>	3. Use the appropriate reading style (scanning, skimming, speed reading, intensive reading, etc.) one's purpose (EN7RC-IV-b-10) 4. Analyze literature as a means of understanding unchanging values in the VUCA world (G9_Q2_MELC)
<b>21<sup>ST</sup> CENTURY SKILL/S</b>	Creativity, Collaboration, Communication, Critical Thinking (4Cs)
<b>CREATIVE INDUSTRIES DOMAIN</b>	Creative services (creative research, development, and real-time artistic performances)
<b>DESCRIPTION</b>	<b>Story Interpretation in Braille Reading using Unified English Braille</b> is an NFOT event category of Special Needs Education (SNED) Expo that allows learners with visual impairment (LVI) to interpret story in Braille Reading.
<b>A. MATERIALS, TOOLS AND EQUIPMENT</b>	<b>To be provided by the participants:</b> <b>N/A</b>
	<b>To be provided by the organizers:</b> <ul style="list-style-type: none"> <li>• Copy of the Story for the contestant and judges</li> <li>• Braille Copy of the Story (Hard Copy to be provided the NTWG) produced by the BLR</li> <li>• The number of materials should be equivalent to the number of contestants (1:1)</li> <li>• 3 lapels (to be provided by the host region)</li> <li>• 1 laptop</li> <li>• 5 extension wire</li> <li>• 1 long table for judges and NTWG with chairs</li> <li>• 1 table and chair for the contestant</li> <li>• sound system</li> <li>• stage</li> <li>• 1 buzzer/timer/bell</li> <li>• Live Streaming Equipment</li> </ul>
<b>B. VENUE</b>	1. Contest area which can hold at least 50 pax

<b>CRITERIA FOR JUDGING</b>	<b>2. Holding area which can hold at least 20 pax</b>	
	<b>Criteria</b>	<b>Percentage</b>
	1. Accurate Reading of Words or Contractions	<b>15%</b>
	2. Reading Speed	<b>25%</b>
	3. Fluency	<b>5%</b>
	4. Consistency	<b>5%</b>
	5. Contextual Understanding	<b>5%</b>
	6. Quality of Voice (Pronunciation, Enunciation of words/Intonation)	<b>30%</b>
	7. Voice Expressions	<b>15%</b>
	<b>TOTAL SCORE</b>	<b>100%</b>
<b>See also the attached Criteria for Story Interpretation in Braille Reading using Unified English Braille</b>		

<b>MECHANICS</b>
<p>B. The contest is open for Grades 7 to 10 Blind learners who are officially enrolled in the public school.</p> <p>C. Each region shall have 1 participant (Blind– Key Stage 3) for Story Interpretation in Braille Reading using Unified English Braille  <i>(The participant with the highest score shall automatically represent the region in the NFOT.)</i></p> <p>C. The NTWG shall provide the Published Story to be interpreted. The story should be aligned with the 2025 NFOT theme and must not have more than 450-500 words. This shall be given to the contestant during the actual event.</p> <p>D. Order of performance shall be identified through draw lots. An orientation of the guidelines, process flow and house rules shall be conducted before the contest proper.</p> <p><b>Story Interpretation proper</b></p> <p>E. Each contestant is given 10 minutes to read and understand the story. This includes the following: scanning, skimming, familiarizing and delivery of the contest piece.</p> <p>F. The contestant shall not introduce herself/himself.</p> <p>G. The contestant shall interpret the story through Braille Reading using Unified English Braille. The embossed copy of the story shall be placed on the table and shall be flipped by the contestant as s/he progresses.</p> <p>H. The story interpretation should end with a lesson derived from the story read.</p> <p>I. The judges shall also be provided with the printed story piece during the contest proper.</p> <p>J. Only participants shall be allowed in the designated holding area one hour before the event.</p> <p>K. Judging of winners shall be based on DO 36, 2016 (Awards and Recognition). The following awards shall be given:</p>



### Story Interpretation in Braille Reading using Unified English Braille

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

C. The top three (3) contestants with the highest scores shall receive the following medals:

Top 1 – Gold Medal

Top 2 – Silver Medal

Top 3 – Bronze Medal

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

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

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

N. Participants shall observe health and safety protocol.

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

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

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

<b>NFOT 2025 Rubric for Story Interpretation in Braille Reading using Unified English Braille</b>				
<b>Requirements / Task Completion</b>	<b>Limited</b>	<b>Developing</b>	<b>Proficient</b>	<b>Exceptional</b>
	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>Accurate Reading of Words or Contractions</b> <b>(15%)</b>	More than 15 errors in reading words	11 – 15 errors in reading words	6-10 errors in reading words	5 below errors in reading words
<b>Reading Speed</b> <b>(25%)</b>	Reads very slowly with extended pauses	Reads slowly with frequent pauses	Reads at a moderate pace with minimal hesitations	Reads braille fluently at a fast pace
<b>Fluency</b> <b>(5%)</b>	Difficulty tracking, substantial skipping	Struggles with tracking, frequent skipping	Follows lines adequately, occasional skipping	Follows lines smoothly, rarely skips or jumps
<b>Consistency</b> <b>(5%)</b>	Highly inconsistent with frequent errors	Inconsistent with noticeable errors	Generally consistent but with some errors	Reads braille consistently, rarely making errors
<b>Contextual Understanding</b> <b>(5%)</b>	Limited understanding of text in context	Struggles with context, some understanding	Understands text context fairly well	Demonstrates a deep understanding of the text in context

<b>Quality of Voice</b> <b>(Pronunciation, Enunciation of words/Intonation)</b>  <b>(30%)</b>	The quality of voice is monotonous. Mispronounced words can be heard	Demonstrate considerable variations of voice. There are few mispronounced words that can be heard.	Demonstrate good and appropriate variations of voice. Most words are properly pronounced.	Demonstrate very clear and appropriate variations of voice. All words are correctly pronounced.
<b>Voice Expressions</b>  <b>(15%)</b>	The emotions in the voice expression are still lacking and demonstrates little internalization of the piece.	Some emotions in the voice expressions are present and demonstrates considerable internalization of the piece.	Most emotions in the voice expressions are present and demonstrates powerful internalization of the piece.	The emotions are flowing freely and can be felt by the audience and demonstrates powerful internalization of the piece.
<b>TOTAL SCORE</b> <b>(100%)</b>				

# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

## Implementing Guidelines on MUSABAQAH

The categories, components, number of learner-participants and teacher-coaches, and time allotment for Musabaqah per region are provided as follows:

Category	Event	No. of Learner- Participant	No. of Teacher- Coach	Time Allotment
<b>Elementary</b>	Oration (Naseehah)	1	1	7 minutes
	Harf Touch	1	1	1 minute
	Qur'an Reading	1	1	5 minutes
	Arabic Language Spelling ( <i>Imlah</i> )	1	1	10 minutes
<b>Total</b>		4	4	



# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

## General Guidelines:

1. The Musabaqah is open to all learners in the public schools who are enrolled and tagged in LIS as ALIVE learners in the current school year.
2. Participants should have registered and complied with the following requirements prior to the activity:
  - a. Certification as Winner/Regional Memorandum;
  - b. Parents' Consent;
  - c. Accomplished Entry Form;
  - d. School Form 10 (for Verification);
  - e. Medical Certificate, and;
  - f. School ID
3. Any participant who fails to comply with the requirements and the qualifications specific to each category shall be disqualified.
4. Filled out entry form should be submitted at least two weeks before the conduct of the activity. (possible goggle form)
5. The participants shall be given a control number to conceal the region they represent.
6. Winners in each category shall receive medals for 1st to 3rd places, while participants in 4th and 5th places shall receive a certificate of recognition.
7. Winning coaches shall receive certificate of recognition while non-winning coaches will be given a certificate of participation.
8. The top 5 regions shall be awarded with a plaque of recognition.
9. Only official coaches can file an appeal to the Grievance Committee, should there be contest.
10. The whole proceedings shall be recorded by the RTWG.
11. The decision of the judges is final and irrevocable.



# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

COMPONENT AREA	Arabic Language and Islamic Values Education	
KEY STAGE	2	
EVENT TITLE	Oration (Naseehah)	
NO. OF PARTICIPANT	One (1) per region	
TIME ALLOTMENT	5-7 minutes (including preparations)	
PERFORMANCE STANDARD	The learner exhibits multi-lingual skills in Arabic and Filipino in expressing his/her thoughts relevant to the Muslim culture, traditions, and practices.	
21 <sup>st</sup> Century Skills	Critical Thinking, Communication, Literacy	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	An oration is an act of performing a speech to a live audience such as “Naseehah” (Speech) to inform, persuade, and entertain.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• Three (3) printed copies of the oratorical piece (in A4-sized bond paper)</li><li>• Muslim attire (Jubah/Thawb for male, Abaya for female); with head hijab and tutob</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Microphone with stand</li><li>• Stop Watch</li><li>• Bell/Buzzer</li><li>• Video recorder</li><li>• Score sheets</li><li>• Rubrics</li></ul>
B. VENUE	Gymnasium with bleachers, 1 holding room	
C. CRITERIA FOR JUDGING	The criteria for judging the contest will be based on the substance or content of the piece, delivery, and stage presence. Contestants must strictly observe the time limit of five to seven (5-7) minutes to avoid penalty deductions from their overall scores.  <b>1. Substance - 50%</b>	

	<ul style="list-style-type: none"> <li>• Relevance of the Topic or Focus on the Theme (15)</li> <li>• Originality/Creativity (15)</li> <li>• Rhetorical Organization (10)</li> <li>• Grammar (10)</li> </ul> <p><b>2. Delivery - 40%</b></p> <ul style="list-style-type: none"> <li>• Quality of Voice (10)</li> <li>• Diction (10)</li> <li>• Fluency/Mastery of the Speech (10)</li> <li>• Pronunciation (10)</li> </ul> <p><b>3. Stage Presence - 10%</b></p> <ul style="list-style-type: none"> <li>• Stage Poise (3)</li> <li>• Gestures (3)</li> <li>• Proper Attire (2)</li> <li>• Appropriate Use of the Stage (2)</li> </ul>
<p><b>Mechanics</b></p> <ol style="list-style-type: none"> <li>1.1. There shall be one (1) participant, Grade 5, male or female.</li> <li>1.2. The participant shall be given five to seven (5-7) minutes including preparations.</li> <li>1.3. At the first bell, the participant shall get ready. At the second bell, the participant shall start the "Muqaddimah" (Introduction). At the third bell, the participant may stop as he/she already consumed the minimum number of minutes or continue until the fourth bell for the maximum number of minutes. The participant whose speech is shorter than the minimum requirement of five (5) minutes as well as those who exceeded the maximum of seven (7) minutes will get a deduction of one (1) point from his/her total score for every minute or a fraction thereof in excess/deficit of the allotted time.</li> <li>1.4. The participant shall use Filipino as a medium of delivery.</li> <li>1.5. "Adillah" (evidences) from the Qur'an and Hadith should be recited in the Arabic Language.</li> <li>1.6. The printed copy of the entry shall be submitted to the NTWG Secretariat during the Solidarity Meeting, a day before the competition.</li> <li>1.7. The oration (naseehah) shall not, in whole or in part, expressly or impliedly, subvert the principles of democracy, offend any religion, sect, or creed, or violate either the standards of decency or the laws on libel and oral defamation.</li> </ol>	



### Rubrics for Oration (Naseehah)

Criteria	1	2	3	4
<b>Substance (50%)</b>				
• Relevance of the topic or focused on the theme(15%)	No surah/verses /ahadith recited are relevant to the theme	1 surah/verses /ahadith recited are relevant to the theme	2 surah/verses /ahadith are relevant to the theme	3 surah/verses /ahadith recited are relevant to the theme
• Originality/ Creativity (15%)	The oration piece lacks originality and creativity in its interpretation of the Surah or Ayah, presenting a predictable and conventional perspective. Audience engagement is minimal.	The oration piece displays some originality and creativity in expounding the Surah or Ayah, although it may be somewhat limited, with a more conventional approach. Audience engagement is moderate.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.	The oration piece is notably original and creative in its interpretation of the Surah or Ayah, providing a fresh perspective and incorporating creative elements that engage the audience effectively.
• Rhetorical Organization (10%)	The sequence of ideas from general (Ayah) to specific (Hadith) is not evident.	The sequence from general (Ayah) to specific (Hadith) is evident but not consistently maintained.	The sequence of ideas generally follows a progression from general (Ayah) to specific (Hadith).	The sequence of ideas is presented seamlessly, starting from general concepts (Ayah) and progressing to specific examples (Hadith).
• Grammar (10%)	5 and more grammatical errors in Arabic and Filipino	3-4 grammatical errors in Arabic and Filipino	1-2 grammatical errors in Arabic and Filipino	no grammatical errors in Arabic and Filipino
<b>Delivery (40%)</b>				
• Quality of Voice (10%)	Voice lacks clarity and is	Voice is somewhat	Voice is generally	Voice is consistently

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

	ns. Clarity is significantly compromised due to consistent pronunciation issues.	errors and mispronunciations. Mispronunciations may affect clarity but not overwhelmingly so.	only 1-2 minor errors. Rare instances of mispronunciations, which do not significantly affect clarity.	Every word is articulated clearly and accurately.
Stage Presence (10%)				
• Stage Poise (3%)	The participant's stage poise is poor, and there are frequent disruptions in composure.	The participant's stage poise is somewhat inconsistent and may need occasional adjustments.	The participant demonstrates good stage poise with occasional minor adjustments.	The participant maintains excellent stage poise throughout the performance, exhibiting confidence and control.
• Gestures (3%)	Gestures are inappropriate or overly distracting, negatively impacting the speech.	Gestures are somewhat distracting or less purposeful at times.	Gestures are generally appropriate and contribute positively to the speech.	Gestures are natural, purposeful, and enhanced the speech, effectively engaging the audience.
• Proper Attire (2%)	The attire is unsuitable or highly distracting, significantly affecting the overall stage presence.	The attire may have some noticeable issues, but it does not significantly detract from the presentation.	The attire is generally appropriate, with only minor deviations.	The participant's attire is perfectly suitable for the occasion and adds to the overall stage presence.
• Appropriate Use of the Stage (2%)	The participant's use of the stage is poor, and it negatively impacts the overall presentation.	The use of the stage is somewhat awkward or inconsistent, but it does not seriously weaken the speech.	The participant uses the stage appropriately, with minor adjustments needed.	The participant makes excellent use of the stage, moving purposefully and effectively, enhancing the speech.

# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

COMPONENT AREA	Arabic Language	
KEY STAGE	1	
EVENT TITLE	Harf Touch	
NO. OF PARTICIPANT	One (1) per region	
TIME ALLOTMENT	One (1) minute	
PERFORMANCE STANDARD	The learner demonstrates oral fluency on Arabic phonemes, phonetics, and alphabets by pronouncing the letters correctly with speed and accuracy through cognition and psychomotor.	
21 <sup>st</sup> Century Skills	<ul style="list-style-type: none"><li>• Literacy Skills</li><li>• Thinking Skills</li><li>• Global Awareness</li></ul>	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	<p><b>Harf Touch</b> is an NFOT event category of Musabaqah that allows blind-folded learner-participants to touch the surface of the illustration board with engraved Arabic letters. Learner-participants are expected to identify, recognize, and pronounce Arabic letters correctly with speed and accuracy within the allotted time.</p> <p>This activity enhances familiarization of the Arabic letter through cognition and psychomotor.</p>	
CRITERIA FOR JUDGING	There shall be one (1) point given for every Arabic letter that is correctly identified and pronounced by learner-participants.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants:	To be provided by the event organizers:  A. Engraved Arabic Alphabet in A-4 size, landscape illustration board (white colored on top and mounted in black colored

		<p>illustration board) Font type: Traditional Arabic</p> <p>B. Font size: 720 except for letters kha (700) and ghayn (600). Note: prepare the letters in power point prior to printing to produce the precise measurement</p> <p>C. Goggles covered with black cloth</p> <p>D. Table and chair where Arabic letters will be placed</p> <p>E. Microphone</p> <p>F. Stopwatch</p> <p>G. Bell/Buzzer</p> <p>H. Tally board and marker</p> <p>I. Tally sheets/pen/pencil</p> <p>J. Video recorder</p>
<b>B. VENUE</b>	Gymnasium with bleachers; 1 holding room	
<b>Mechanics</b>		
<p>A. There shall be one (1) participant per region, Grade 2, male or female.</p> <p>B. During the contest proper, the participants shall be seated at the designated holding area. They should not see the process undergone by the contestant on stage.</p> <p>C. The participants take turns on stage to identify the letters engraved/cut on illustration board within one (1) minute. The facilitator mixes the 28 letters as they take their turns.</p> <p>D. There shall be one (1) timekeeper/buzzer, one (1) recorder, one (1) tabulator and a panel of judges.</p> <p>E. Timekeeper shall signal the start and the end of time allotted for each participant.</p> <p>F. Missed letters shall not be counted.</p> <p>G. Panel of judges shall confirm the number of the correctly identified Arabic letters.</p> <p>H. The recorder tallies the scores.</p> <p>I. The corresponding time of each participant shall be flashed on the screen.</p> <p>J. The three participants with the highest number of correctly identified Arabic letters in a shortest recorded time shall be declared as the winner. There shall be first, second and third winners. In case of tie, another round will be administered.</p> <p>K. The whole proceedings shall be recorded by the RTWG.</p>		

# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

COMPONENT AREA	Arabic Language and Islamic Values		
KEY STAGE	2		
EVENT TITLE	Qur'an Reading		
NO. OF PARTICIPANT	One (1) per region		
TIME ALLOTMENT	five (5) minutes		
PERFORMANCE STANDARD	The learner demonstrates the proper way to pause, continue and full stop in reading and reciting the verse (Ayah)/chapter (surah) with proper Tajweed, clear voice in <i>Tawasot</i> and stage presence.		
21 <sup>st</sup> Century Skills	<ul style="list-style-type: none"><li>• Communication</li><li>• Literacy</li><li>• Global Awareness</li></ul>		
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions		
DESCRIPTION	<b>Qur'an Reading</b> is an NFOT event category of Musabaqah that allows learner-participants to showcase their reading skills while developing their good speech habits. The Qur'an is the material to be used as it is an authentic source of stories and literature for Muslims.		
TECHNICAL SPECIFICATIONS			
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>- black abayah and white kombong/hijab for female and kimon with totob/kopya for male</li></ul>	To be provided by the event organizers: <ul style="list-style-type: none"><li>• Holy Qur'an</li><li>• Book stand</li><li>• Microphone</li><li>• Stopwatch</li><li>• Video recorder</li></ul>	
B. VENUE	Gymnasium with bleachers, 1 holding room		
CRITERIA FOR JUDGING	Criteria	Percentage	
	Tajweed/Pronunciation	40%	
	Tawasot/Chant	30%	
	Sawt/Voice Clarity	20%	



	<i>Hay'ah/Stage Presence</i>	10%
	<b>Total</b>	<b>100%</b>

### **Mechanics**

- A. There shall be one (1) participant per region, Grade 6, male or female.
- B. During the contest proper, the participants shall be seated at the designated holding area. They should not see the process undergone by the contestant on stage.
- C. The panel of judges shall choose the surah to be read by the learner-participants.
- D. The participants shall read the selected surah in Tawasot.
- E. Participants should wear proper attire (black abayah and white kombong/hijab for female and kimon with totob/kopya for male).
- F. The participant shall be seated on the floor with the book stand and use the microphone in the actual reading of the selected *surah*.
- G. The participant shall read the *surah* or *ayah* in *tawasot* within five (5) minutes.

### **Rubric for Qur'an Reading**

CRITERIA	1	2	3	4
<b>Pronunciation 40%</b>	Read the assigned Surah with 11 or more mispronounced letters	Read the assigned Surah with 6-10 mispronounced letters	Read the assigned Surah with 2-5 mispronounced letters	Read the assigned Surah with perfect and accurate pronunciation
<b>Tawasot/Chant Mastery 30%</b>	Read the assigned Surah with 11 and above missed words	Read the assigned Surah with 6-10 missed words	Read the assigned Surah with 2-5 missed words	Read the assigned Surah with perfect and accurate words
<b>Voice Clarity/ Enunciation 20%</b>	Read the assigned Surah with 11 and above unclear words	Read the assigned Surah with 6-10 unclear words	Read the assigned Surah with 2-5 unclear words	Read the assigned Surah with clear and loud voice words
<b>Stage Presence 10%</b>	Read the assigned Surah with noticeable least confidence and incomplete attire	Read the assigned Surah with noticeable less confidence and incomplete attire	Read the assigned Surah with confidence but less proper attire	Read the assigned Surah with the following: <ul style="list-style-type: none"> <li>• Proper attire jubbah/thawb and tutob</li> <li>• Proper placement of the hands</li> <li>• Apparent and strong Confidence</li> </ul>

*for*



# MUSABAQAH

(A Showcase of Talents and Skills in Arabic Language and Islamic Values)

<b>COMPONENT AREA</b>	<b>Arabic Language</b>
<b>KEY STAGE</b>	2
<b>EVENT TITLE</b>	<b>Arabic Language Spelling (<i>Imlah</i>)</b>
<b>NO. OF PARTICIPANT</b>	One (1) per region
<b>TIME ALLOTMENT</b>	Easy Round: 10 seconds per word Average Round: 15 seconds per word Difficult Round: 30 seconds per word
<b>PERFORMANCE STANDARD</b>	The learner demonstrates proficiency in Arabic language through accurate spelling, proper handwriting in both nuskah and cursive forms, and correct placement of vowel marks.
<b>21<sup>ST</sup> CENTURY SKILLS</b>	<ul style="list-style-type: none"> <li>• Communication</li> <li>• Literacy</li> <li>• Global Awareness</li> </ul>
<b>CREATIVE INDUSTRIES DOMAIN</b>	Traditional Cultural Expressions
<b>DESCRIPTION</b>	<b>Arabic Spelling (<i>Imlah</i>)</b> is an NFOT event category of Musabaqah that showcases learners' listening and writing skills in Arabic Language. Participants demonstrate their ability to accurately spell Arabic words and write them in both nuskah and cursive forms with proper vowel marks.
<b>CRITERIA FOR JUDGING</b>	<p><b>Scoring System:</b></p> <ul style="list-style-type: none"> <li>- Easy Round (3-syllable nouns): 1 point per word</li> <li>- Average Round (4-syllable nouns): 2 points per word</li> <li>- Difficult Round (5-syllable nouns): 3 points per word</li> </ul> <p><b>Deductions:</b></p> <ul style="list-style-type: none"> <li>- Incorrect spelling: 0 points</li> <li>- Missing/incorrect vowel marks: -0.25 points</li> <li>- Improper handwriting form: -0.25 points</li> </ul>

<b>TECHNICAL SPECIFICATIONS</b>		
<b>A. MATERIALS, TOOLS AND EQUIPMENT</b>	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> <li>- black abayah and white kombong/hijab for female and kimon with totob/kopya for male</li> </ul>	<p><b>To be provided by RO:</b></p> <ul style="list-style-type: none"> <li>- 3 Judges (to be identified by the RO)</li> <li>- 1 Quizmaster</li> </ul> <p><b>To be provided by Host Division:</b></p> <p>Office Supplies:</p> <ul style="list-style-type: none"> <li>• Meta-strips (4.25 by 13 - half lengthwise legal-sized neon paper) - 375 pieces total:             <ul style="list-style-type: none"> <li>◦ Easy Round (yellow) - 120 pieces</li> <li>◦ Average Round (light blue) - 120 pieces</li> <li>◦ Difficult Round (light pink) - 120 pieces</li> <li>◦ Clincher Round (light green) - 15 pieces</li> </ul> </li> <li>• Permanent markers (broad tip) - 8 pieces</li> <li>• Envelopes - 8 pieces</li> <li>• Bell/buzzer - 1 piece</li> <li>• Tally sheets - 4 pieces</li> </ul> <p><b>Furniture and Equipment:</b></p> <ul style="list-style-type: none"> <li>• 8 tables with chairs for the contestants</li> <li>• 1 table with chairs for the judges</li> <li>• Video recorder - 1 unit</li> </ul> <p><b>Personnel:</b></p> <ul style="list-style-type: none"> <li>• Proctor</li> <li>• Timekeeper</li> <li>• Video Recorder</li> <li>• Tabulator</li> <li>• Event Facilitator</li> </ul>

<b>B. VENUE</b>	Auditorium, 1 holding room
<b>I. Event Rules and Mechanics</b>	
<p>A. There shall be one (1) participant per region, Grade 4, male or female.</p> <p>B. During the contest proper, the participants shall be seated at the designated area with their whiteboards and markers.</p> <p>C. The competition consists of three rounds:</p> <ul style="list-style-type: none"> <li>- Easy Round: 10 words (3-syllable nouns)</li> <li>- Average Round: 10 words (4-syllable nouns)</li> <li>- Difficult Round: 10 words (5-syllable nouns)</li> </ul> <p>D. The board of judges shall:</p> <ul style="list-style-type: none"> <li>- Determine and prepare the word list for each round prior to the competition.</li> <li>- Ensure words are appropriate for the grade level and align with the Arabic Language and Islamic Values Education (ALIVE) curriculum competencies for Grade 4</li> <li>- Keep the selected words confidential until the actual competition.</li> <li>- Provide three (3) copies of the master list to the NTWG secretariat before the competition proper.</li> </ul> <p>E. The medium of instruction shall be Arabic language.</p> <p>F. For each word:</p> <ul style="list-style-type: none"> <li>- The word will be read twice.</li> <li>- Participants shall start writing after hearing the word "uktubu".</li> <li>- Participants write in both nuskhah and cursive forms with complete vowel marks</li> <li>- Time limits: <ul style="list-style-type: none"> <li>o Easy Round: 10 seconds per word</li> <li>o Average Round: 15 seconds per word</li> <li>o Difficult Round: 30 seconds per word</li> </ul> </li> <li>- Participants must immediately raise their meta-strips after the buzzer.</li> </ul> <p>G. The scores shall be summed up after each round and posted in the tally board/scoreboard.</p> <p>H. In case of appeal, the contestant/official coach may raise the question/clarification immediately after the item before the next word is read. Queries/clarifications done after the entire contest shall not be entertained.</p> <p>I. The three participants with the highest total points shall be declared winners. In case of tie:</p> <ol style="list-style-type: none"> <li>a. A clincher round shall be conducted between the tied participants only.</li> <li>b. Clincher round procedure: <ul style="list-style-type: none"> <li>• The board of judges shall prepare a separate set of two-word phrases specifically for potential clincher rounds.</li> <li>• Phrases will be given one at a time from this clincher phrase list.</li> <li>• Each phrase follows the same format: read twice, 30 seconds to write both nuskhah and cursive forms.</li> <li>• Each correctly spelled phrase with proper vowel marks earns 1 point.</li> <li>• The first participant to score 3 points shall be declared the winner for that ranking.</li> <li>• If no participant reaches 3 points after 5 phrases, the participant with the highest points in the clincher round wins.</li> </ul> </li> <li>a. If still tied after 5 phrases, do or die round begins where the first participant to correctly spell a phrase wins.</li> </ol>	

- b. Separate clincher rounds shall be conducted for each tied ranking (i.e. if there is a tie for both first and second place).
- J. The whole proceedings shall be recorded by the RTWG.

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# 2025 NATIONAL FESTIVAL OF TALENTS

## Implementing Guidelines on STEMazing

The categories, components, number of learner-participants and teacher-coaches, and time allotment for STEMazing per region are provided as follows:

Category	Mode of Delivery	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
<b>NumbeRace</b>	in-person	3	1	1.75 hrs
<b>AGHAMazing</b>	in-person	2-3 members	1	3 hours writing, 1 minute presentation and 5 minutes Q and A
<b>Total</b>		<b>8</b>	<b>2</b>	




# STEMazing

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

## NumbeRace!

COMPONENT AREA	MATHEMATICS AND PROBLEM SOLVING	
KEY STAGE	Key Stage Two (2) Grades 4 to 6	
EVENT TITLE	NumberTrek: Navigate, Investigate, Calculate!	
NO. OF PARTICIPANT/S	3 students per team (one from each grade level 4-6)	
TIME ALLOTMENT	1.75 hours total Elimination round: 45 minutes Final round: 60 minutes	
PERFORMANCE STANDARD	The learners: <ul style="list-style-type: none"><li>• demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges;</li><li>• exhibit analytical and strategic thinking skills in approaching complex mathematical problems;</li><li>• manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and</li><li>• show mastery in integrating concepts across various mathematical domains (Number &amp; Number Sense, Measurement and Geometry, Data and Probability) in practical applications</li></ul>	
21 <sup>ST</sup> CENTURY SKILL/S	Critical Thinking and Problem Solving Collaboration and Communication Digital Literacy	
CREATIVE INDUSTRIES DOMAIN	<ul style="list-style-type: none"><li>• Digital Interactive Media Domain (through educational gaming and interactive mathematical applications)</li><li>• Creative Services Domain (through creative research and development, cultural and recreational services)</li><li>• Design Domain (through the creation of solutions that address mathematical and spatial problems)</li></ul> Audiovisual Media Domain (through educational content development)	
DESCRIPTION	<b>NumbeRace</b> is a two-phase mathematical adventure competition designed for Grades 4-6 students that combines physical exploration, mathematical investigation, and problem-solving in real-world contexts.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• Basic calculator</li></ul>	To be provided by the event organizers:

	<ul style="list-style-type: none"> <li>• Measuring tools (ruler, tape measure)</li> <li>• Writing materials</li> <li>• Digital device for QR codes (if allowed by organizers)</li> <li>• Safety equipment (as specified in orientation)</li> </ul>	<ul style="list-style-type: none"> <li>• Team identification badges</li> <li>• Station markers and QR code printouts</li> <li>• Scoring sheets and evaluation forms</li> <li>• Investigation tools and materials</li> <li>• Data collection forms</li> <li>• Emergency and first aid equipment</li> <li>• Digital tracking system</li> <li>• Maps and route guides</li> </ul>
<b>B. VENUE</b>	School grounds or designated competition area with: <ul style="list-style-type: none"> <li>• Multiple checkpoint stations</li> <li>• Investigation areas</li> <li>• Presentation space</li> <li>• Rest areas and first aid stations</li> <li>• Emergency assembly points</li> </ul>	
<b>CRITERIA FOR JUDGING</b>	Accuracy (60%) and speed (40%)	

#### **EVENT RULES AND MECHANICS**

##### **A. Pre-Competition Requirements**

1. Teams must complete registration two (2) weeks before the event  
Registration Process (2 Weeks Before)

- Submission of Regional Team Registration Forms including the following:
  - Region number and name
  - Division/Schools Division Office
  - Name of Regional Mathematics Supervisor
  - Name of Division Mathematics Supervisor
- Team Composition Details:
  - Official team name representing the region
  - Grade levels of members (one each from Grades 4-6)
  - Certified true copy of school records proving grade levels
  - Regional team coach/adviser information with designation
- Regional Endorsement Requirements:
  - Endorsement letter from Regional Director
  - Certification from Schools Division Superintendent
  - Regional screening competition results
  - Proof of winning at division and regional levels

2. Mandatory orientation session 1 week before the competition proper

- 2-hour mandatory session covering:
  - Competition mechanics



- Safety protocols
  - Equipment usage
  - Scoring system
  - Emergency procedures
  - ☐ Hands-on practice activities
  - ☐ Q&A portion
  - ☐ Equipment familiarization
3. Practice Session (3 Days Before the competition proper)
- Mini challenges
  - Equipment testing
  - Route familiarization
  - Team strategy development
4. Equipment and Documentation Verification
- Pre-Event Documentation Checklist:
    - Team Registration Form
    - Individual Participant Forms
    - Medical Certificates
    - Consent Forms
    - Equipment Checklist
  - Equipment Inspection:
    - Basic calculator
    - Measuring tools
    - Writing materials
    - Digital devices (if allowed)
    - Safety equipment

#### **B. Competition Structure**

- Elimination Round
  - Individuals and teams navigate through multiple stations
  - Solve challenges at each station:
    - Station 1: Grade 4 representative
    - Station 2: Grade 5 representative
    - Station 3: Grade 6 representative
    - Stations 4 and 5: Team
  - Challenges from stations 1 to 3 should be grade-level specific.
  - Grade-level representatives may ask to be replaced when they cannot answer the challenge assigned to the team.
  - Additional 30 seconds for the first replacement and 60 seconds for the second replacement.
  - They cannot proceed to the next station unless correct answers are given and confirmed by their team manager.
  - Half of the number of teams with the lowest scores will be eliminated

- Final Round
  - o Teams will go through challenges from Stations 6 to 10.
  - o Apply mathematical concepts and analyze real-world data
  - o Develop mathematical solutions and solve problems
  - o Present solutions and findings
- The highest score for each station is 50 points, with a standard deduction of 3 points for the next player/team who will finish successfully.

### **C. Safety and Compliance**

- ☐ **General Safety Protocols**
  - Teams must stay within designated safe zones
  - Mandatory use of specified safety equipment
  - Access to water stations and rest areas
  - Compliance with station-specific safety guidelines
- ☐ **Supervision and Support**
  - Station Masters present at each checkpoint
  - Medical team on standby throughout the competition
  - Safety Officer overseeing all activities
  - Technical support team for digital components
- ☐ **Emergency Response Procedures**
  - Medical emergency response protocol
  - Weather emergency contingency plans
  - Technical failure backup systems
  - Lost team search and recovery procedure
- ☐ **Incident Management**
  - Immediate reporting to Safety Officer
  - Documentation through incident report forms
  - Implementation of appropriate response measures
  - Post-incident analysis and documentation

### **D. Scoring and Awards**

- ☐ **Scoring System Implementation**
  - Digital real-time scoring through station verification
  - Individual judge scoring followed by panel consensus
  - Final verification by Head Judge and Technical Committee
- ☐ **Award Categories**
  - Main Awards:



- Overall Champion (Trophy + Certificates)
- First Runner-up (Medals + Certificates)
- Second Runner-up (Medals + Certificates)
- Special Awards:
  - Best Navigation Team
  - Outstanding Investigation
  - Excellence in Calculation
  - Innovation Award
  - Team Spirit Award
- Recognition:
  - Certificates of participation for all competing students
  - Certificates of appreciation for all coaches

**E. Documentation Requirements**

1. Team registration forms
2. Medical and consent forms
3. Competition worksheets
4. Final presentation materials



# STEMazing

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

## AGHAMazing

COMPONENT AREA	SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS	
KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)	
EVENT TITLE	AGHAMazing	
NO. OF PARTICIPANT/S	A team shall be composed of two or three learner-participants per region	
TIME ALLOTMENT	3 Hours (Creation of Outputs), 1 Minute Presentation and 5 Minutes of Question and Answer	
PERFORMANCE STANDARD	Obtain scientific and technological information from varied sources about global issues that have impact on the country. Acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. Process information to get relevant data for a problem at hand	
21 <sup>ST</sup> CENTURY SKILL/S	Critical thinking, Communication skills, Creativity, Problem solving, Collaboration. Information and digital literacy and Technology and Engineering skills.	
CREATIVE INDUSTRIES DOMAIN	Technology and Engineering	
DESCRIPTION	<p><b>AGHAMazing</b> is an NFOT event category of STEMazing which involves on-the-spot development of research proposal that allows learner-participants to apply science and mathematics thinking skills to solve problems that have local, national, and global impact. It allows them to become problem solvers by addressing social, scientific, cultural, and environmental issues through the application of STEM and 21st century skills.</p> <p>In this activity, participants will be presenting oral and written proposed solution to a given scenario.</p>	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"><li>• Computer/ Laptop/</li><li>• Notebook/ books and other printed resources, pocket Wi-Fi</li></ul>	To be provided by the event organizers: <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></ul>

		<ul style="list-style-type: none"> <li>• Adequate electrical outlets, extension cords</li> <li>• 2 reams bond paper A4</li> </ul>
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**B. VENUE**

Hall with stage, three holding rooms

**CRITERIA FOR JUDGING**

Criteria	Percentage
<b>Written Proposal</b>	<b>50%</b>
Content/Organization/Thematic Relevance	
Content	25%
Organization	10%
Feasibility of the proposed solution (Based on scientific, technological, and other valid assumptions, Feasibility of the proposed solution)	15%
Relevance of data used	15%
<b>Oral Presentation</b>	
Discussion/Arguments/Delivery (Based on scientific, technological, and other valid assumptions, feasibility of the proposed solution)	20%
Ability to answer the questions	15%
<b>Total</b>	<b>100%</b>

**EVENT RULES AND MECHANICS**

General Guidelines

- A. The competition shall consist of on-the-spot proposal writing and One-Minute Presentation. Each team which is composed of 2-3 student members in which the 3 members could all be coming from senior high school, or could all come from junior high school, or combination shall develop and present their proposal to the panel of judges of their solution about a real-world problem/scenario of local or global importance. The situation concerning the problem should be given on-site during the competition.
- B. The participants are given 3 hours to conceptualize and prepare the written description of their proposed solution.
- C. All entries submitted shall not bear any markings that identify their regions.
- D. The participants may use the internet and other printed resources in developing their written solution, however, the teams are not allowed to confer with their coaches while the activity is on – going. Any form of communication between the participants and other parties (coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification.
- E. 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.

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

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

