



Republic of the Philippines
Department of Education
REGION IV-A CALABARZON
SCHOOLS DIVISION OF IMUS CITY

01 December 2025

DIVISION MEMORANDUM

No. 753, s. 2025

**CORRIGENDUM TO DIVISION MEMORANDUM NO. 724, S. 2025
RE: CONDUCT OF THE DIVISION FESTIVAL OF TALENTS**

TO: OIC - Assistant Schools Division Superintendent
OIC - CID Chief
OIC – SGOD Chief
Education Program Supervisors
School Heads/ TICs/ OICs (Public Schools)
All Others Concerned


1. Relative to the issued Division Memorandum No. 724, s. 2025 entitled “Division Festival of Talents (DFOT),” this Office provides changes and additional information to wit:
 - A. The date of the competition will be moved from November 28, 2025 to January 13, 2026.
 - B. There are new and/or revised guidelines in most of the contest packages which will be implemented to this year’s DFOT.
2. Attached in this Memorandum are the Guidelines for the new and/or revised contest packages.
3. For queries and clarifications, please contact Mr. Ricardo R. David III, Education Program Supervisor in English/FOT Focal Person at (046) 419-8450 local 221 or via email at ricardo.david001@deped.gov.ph. Other concerns may also be addressed directly to the learning area supervisor concerned.



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4. All other provisions in the previous Memoranda remain in effect.
5. Immediate dissemination of this Memorandum is earnestly desired.


HOMER N. MENDOZA
Assistant Schools Division Superintendent
Officer-in-Charge
Office of the Schools Division Superintendent

Encl.: As stated
Reference: As stated

To be indicated in the Perpetual Index
Under the following subjects:
CELEBRATIONS AND FESTIVALS
CONTESTS
LEARNERS

cid/rrd/11-27-2025



2025 NATIONAL FESTIVAL OF TALENTS



TIMPALAK SA NFOT 2025

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

	<ul style="list-style-type: none"> mga lapis 										
B. LUGAR NA PAGGAGANAPAN	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.										
MGA PAMANTAYAN SA PAGTATANGHAL	<table border="1"> <thead> <tr> <th>Mga Pamantayan</th> <th>Bahagdan</th> </tr> </thead> <tbody> <tr> <td> Kaalaman/Pag- unawa sa Kuwento <ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> mahahalagang detalye at pangyayari; elemento ng larawang-kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento </td> <td>50%</td> </tr> <tr> <td> Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) <ul style="list-style-type: none"> Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood Naipamamalas ang wastong diin, intonasyon at pagbigkas </td> <td>30%</td> </tr> <tr> <td> Pagganap sa Entablado <ul style="list-style-type: none"> Naipakikita ang kumpiyansa at angkop na tindig/pagganap, ekspresyon ng mukha at kilos/galaw Nakapagtatanghal sa itinakdang oras </td> <td>20%</td> </tr> <tr> <td style="text-align: right;">Kabuoan</td> <td>100%</td> </tr> </tbody> </table>	Mga Pamantayan	Bahagdan	Kaalaman/Pag- unawa sa Kuwento <ul style="list-style-type: none"> Malikhaing naisasalaysay ang sumusunod: <ol style="list-style-type: none"> mahahalagang detalye at pangyayari; elemento ng larawang-kuwento; at kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan ng kuwento 	50%	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) <ul style="list-style-type: none"> Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood Naipamamalas ang wastong diin, intonasyon at pagbigkas 	30%	Pagganap sa Entablado <ul style="list-style-type: none"> Naipakikita ang kumpiyansa at angkop na tindig/pagganap, ekspresyon ng mukha at kilos/galaw Nakapagtatanghal sa itinakdang oras 	20%	Kabuoan	100%
	Mga Pamantayan	Bahagdan									
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Kabuoan	100%										
I. MGA GABAY NA TUNTUNIN AT MEKANIKS											

- 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.

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Ikalawang Yugto – Ikaanim na Baitang
PAMAGAT NG TIMPALAK	TahiRawan
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	30 minuto para sa paghahanda at pagtatanghal
PAMANTAYAN SA PAGGANAP	Naipamamalas ng mga mag-aaral ang 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.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing & Visual Arts Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang TahiRawan na 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.
TEKNIKAL NA KAILANGANIN	
A. KAGAMITAN AT IBA PANG KASANGKAPAN	<p>Dadalhin ng mga Kalahok:</p> <p>Galing sa Tagapamahala:</p> <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • 2 sets ng limang (5) Komik Istrip (1 gagamitin sa pagganap, 1 gagamitin sa paghahanda) • Orasan at mga <i>flaglet</i> • Mga opisyal na papel para sa palabunutan • <i>Wireless</i> na mikropono na may stand • <i>sound system</i> • mga sertipiko • mga lapis • mga <i>ballpen</i> • mga <i>folder</i>

	<ul style="list-style-type: none"> • <i>bond paper</i> • <i>holding area</i>, silid ng paghahanda at silid-paligsahan • mga karatula/paskil (<i>holding area</i>, silid ng paghahanda at silid-paligsahan) 	
B. LUGAR NA PAGDADAUSAN	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.	
MGA PAMANTAYAN SA PAGTATANGHAL	Mga Pamantayan	Bahagdan
	Kaalaman/Pag-unawa sa Kuwento <ul style="list-style-type: none"> • Malikhaing naisasalaysay ang sumusunod: <ul style="list-style-type: none"> A. lohikal na pagkakasunod-sunod ng mahahalagang detalye at pangyayari; B. elemento ng kuwento; at C. kaangkupan ng pagsasalaysay sa mga biswal/ imahe/larawan. 	50%
	Paggamit ng Tinig (Tamang Tono, Tatas at Ekspresyon sa Pagsasalaysay) <ul style="list-style-type: none"> • Naisasalaysay ang kuwento nang may wastong paggamit ng salita at tamang lakas para sa pandinig ng mga manonood • Naipapamalas ang wastong diin, intonasyon at pagbigkas 	30%
	Pagganap sa Entablado <ul style="list-style-type: none"> • Naipakikita ang kumpiyansa at angkop na tindig/pagganap, 	20%

	ekspresyon ng mukha at kilos/galaw <ul style="list-style-type: none"> Nakapagtatanghal sa itinakdang oras 	
	Kabuoan	100%

I. MGA GABAY NA TUNTUNIN AT MEKANIKS

- A. Isang paligsahan ang **TahiRawan** sa lahat ng mag-aaral sa Ikaanim na Baitang na opisyal na nakapagpatala sa publiko o pribadong paaralan. Dapat magparehistro ang bawat rehiyon ng isang (1) mag-aaral at isang (1) tagapagsanay.
- 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 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.
- 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,

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.

DRAFT

PANUKULANG TIMPALAK SA NFOT 2025

SAKLAW NA KOMPONENT	READ-A-THON FILIPINO
YUGTONG KINABIBILANGAN	Ikatlong Yugto- Ikasampung Baitang
PAMAGAT NG TIMPALAK	BidyoKasiya
BILANG NG KALAHOK	Isang (1) Mag-aaral at Isang (1) Tagapagsanay
LAANG ORAS	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
PAMANTAYAN SA PAGGANAP	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.
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, at Kritikal/Mapanuring Pag-iisip
DOMEYN SA CREATIVE INDUSTRIES	Performing, Audio-Visual and Digital Domain
DESKRIPSIYON	Isang kategorya ng <i>Read-A-Thon</i> ang BidyoKasiya 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.
TEKNIKAL NA KAILANGANIN	

<p>A. KAGAMITAN AT IBA PANG KASANGKAPAN</p>	<p>Dadalhin ng mga kalahok: Mobile Phone, Mobile Phone Tripod, Wireless Lapel, Flash drive , Power bank at cord na akma sa laptop para sa paglipat ng file.</p> <p>Technical Specification ng Mobile Phone</p> <ul style="list-style-type: none"> ✓ 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 <p>Galing sa Tagapamahala:</p> <ul style="list-style-type: none"> • Kaugnay na mga suplay at materyal para sa pagtatanghal • Kaugnay na artikulo, batas, balita, at iba pang teksto • orasan at flaglets • Mga opisyal na papel sa pagtatala ng marka • <i>Wireless</i> na mikropono na may <i>stand</i> • <i>Sound system</i> • mga sertipiko • mga lapis • mga <i>ballpen</i> • mga <i>folder</i> • mga larawan o kagamitang nakatuon sa tema at layunin • <i>bond paper</i> • <i>holding area</i>, silid ng paghahanda at silid-paligsahan 					
<p>B. LUGAR NA PAGDADAUSAN</p>	<ol style="list-style-type: none"> 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. 					
<p>MGA PAMANTAYAN SA PAGTATANGHAL</p>	<table border="1" style="width: 100%;"> <thead> <tr> <th style="text-align: center;">Mga Pamantayan</th> <th style="text-align: center;">Bahagdan</th> </tr> </thead> <tbody> <tr> <td> <p>Nilalaman</p> <ul style="list-style-type: none"> ▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o </td> <td style="text-align: center; vertical-align: middle;">40%</td> </tr> </tbody> </table>	Mga Pamantayan	Bahagdan	<p>Nilalaman</p> <ul style="list-style-type: none"> ▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o 	40%	
Mga Pamantayan	Bahagdan					
<p>Nilalaman</p> <ul style="list-style-type: none"> ▪ Natutukoy ang angkop na adbokasiya tungkol sa mahalagang kaisipan o 	40%					

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

I. MGA GABAY NA TUNTUNIN AT MEKANIKS

A. Isang timpalak ang **BIDYOKASIYA** sa lahat ng mag-aaral mula ikasampung (10) Baitang sa pampubliko o pamprivadong 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.

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 lalagpas 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.

K. Ang mga BIDYOKASIYA na lalampas sa itinakdang isang (1) minuto ay ibabawas sa probisyon sa pamantayan na: *Nakasunod sa Takdang Oras*:

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.

Binuo at pinagtibay ng sumusunod:

JOSELITO D. DAGUISON
EPS, REGION I

ELAINE F. PERFECIO
EPS, REGION VII

ROSEMARIE A. YANGKIN
EPS, REGION CAR

DANDY G. ACUIN
EPS, REGION VIII

EARVIN H. SAKILAYAN
EPS, SDO-CAVITE CITY, REGION IVA

ALMA M. BETON
EPS, REGION IX

KAMILLE KAY Q. TAMOR
EPS, REGION MIMAROPA

NOEMIE M. PAGAYON
EPS, SDO- VALENCIA CITY, REGION X

JENNIFER G. RAMA
EPS, TAPAT

MARIA CONSUELO C. JAMERA
EPS, CARAGA

RENITA A. BOCALID
EPS, SDO- ROXAS CITY, REGION VI

SAADA J. TUBING
EPS, REGION BARMM

ENRICO LEE SUAREZ
SEPS, BLD-TLD

JEFFERSON V. TORRES
SEPS, BLD-TLD

MICHELLE F. TOLENTINO
SEPS, BLD-TLD

LUISA M. CANTILLO
SEPS, BCD-CSD

GAUDENCIO LUIS N. SERRANO
SVEPS, BLD-TLD



2026 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Sining Tanghalan

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

Category	Component	No. of Learner-Participant	No. of Teacher-Coach	Time Allotment
Secondary				
Bayle Sa Kalye at Eksibisyon	MAPEH SPA Dance SHS Creative Industries 1	14	2	480 mins
Pintahusay	MAPEH SPA Visual Arts SHS Creative Industries 2	1	1	480 mins
SineMunti	MAPEH SPA Media Arts, Theater, and Creative Writing SHS Creative Industries 1 and 2	5	1	840 mins
Likhawitan	MAPEH SPA Music and Creative Writing SHS Creative Industries 1	3	1	960 mins
Total		23	5	2,760 mins



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase In Various Art Disciplines)



BAYLE SA KALYE AT EKSIBISYON

COMPONENT AREA	MAPEH and SPA
KEY STAGE	Key Stages Three (3) and Four (4)
NO. OF PARTICIPANT/S	14 learner-participants and 2 Coaches
TIME ALLOTMENT	A. BAYLE SA KALYE = Grand entrance parade BAYLE EKSIBISYON = Five (5) minutes including entrance and exit
PERFORMANCE STANDARD	<p>SPA 7- FOLK DANCE & BALLET STRAND <i>Performance Standards</i></p> <ul style="list-style-type: none"> exhibits skills in different dance forms/genres. performs basic dance movement combinations (<i>locomotor and non-locomotor</i>) about space. creates basic movement combinations using the elements of dance under the movement framework of Rudolph Laban creates movement combinations inspired by the local cultural experiences and/or a regional dance. <p>MAPEH 7- Participates in dance activities that promote community wellness, safe body mechanics, and expressive movement.</p> <p>SPA 8 - FOLK DANCE STRAND</p> <ul style="list-style-type: none"> performs skillfully selected local/regional/national dances from Luzon, Visayas, and Mindanao, based on dance literature. showcases and skillfully perform selected local and national dances. <p>PEH 8 - Engages in dance creation that considers both aesthetic (artistic) and wellness</p> <p>SPA 8 - BALLET STRAND</p> <ul style="list-style-type: none"> Correctly performs some ballet steps and movements using the principles of classical ballet. performs contemporary dance movements using the Cunningham technique. showcases and skillfully perform selected classical/contemporary dances. <p>SPA 9 - DANCE – FOLK DANCE STRAND</p> <ul style="list-style-type: none"> performs at least three (3) dances from different countries. executes the different ballroom/ dancesport movements with precision. interprets at least one (1) Philippine or foreign dance literature. Conduct documentation of selected local dances

	<p>through videos and other multimedia facilities.</p> <p>SPA 9- DANCE – BALLET STRAND</p> <ul style="list-style-type: none"> • performs choreographed ballet movement phrases. • creates dance pieces utilizing the modern dance technique. • creates a collaborative ballet dance composition according to a “thematic concept.” <p>PEH 9 – Demonstrates technical precision and expressive quality in performance.</p> <p>SPA 10- DANCE – FOLK DANCE & BALLET STRAND</p> <ul style="list-style-type: none"> • prepares a design for mounting a dance production. • Create a plan for the ballet and folk dance production. • organizes appropriate production rehearsal for the dance production. • Develop an understanding of quality dance production. <p>PEH 10 - Demonstrates responsible participation and leadership in dance production, valuing both artistic excellence and community well-being.</p> <p>CREATIVE INDUSTRIES I (ACADEMIC TRACK) Gr 11 -Applies elements and principles of art in creative productions. Gr. 12 - Produces and performs advanced, large-scale works with cultural, narrative, or social relevance.</p>	
21ST CENTURY SKILL/S	Creativity, Critical Thinking, Collaboration, Problem Solving, Communication, and Leadership	
CREATIVE INDUSTRIES DOMAIN	Create, Produce, and Manage artistic and cultural outputs professionally	
CAREER PATHWAYS	<i>Performing Arts, Arts and Design/Creative Industries, Education and Training Tourism, and Cultural and Events Management</i>	
DESCRIPTION	<i>Bayle sa Kalye is a performing arts competition that celebrates Filipino culture through dance, develops learners’ creativity, collaboration, and 21st-century skills, and prepares them for future careers in the arts and creative industries.</i>	
TECHNICAL SPECIFICATIONS		
	Participants	Host Division /Division
A. MATERIALS, TOOLS, AND EQUIPMENT	<ul style="list-style-type: none"> • Costume (No Props) • Music 	<ul style="list-style-type: none"> • 6 pcs Two-way radio (optional) for the NTWG/TWG • Sound System for Showcase • Speakers to be installed in strategic areas

		<p>during the dance parade</p> <ul style="list-style-type: none"> • Two (2) Big Screens (Preferably LED wall) during the showcase • Tables and chairs for judges and TWGs • Extension cords for the TWG table • Stopwatch • Signboards 																								
B. VENUE	<p>A thoroughly ventilated holding room/hall suitable for hosting dancers and coaches is preferred (if available). Preferably one (1) ventilated performing area that can accommodate an audience of more or less 2000 pax Dance Parade Bayle exhibition)</p>																									
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria for Street Dancing (Parade) (NFOT/RFOT)</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Choreography & Creativity (Originality, variety of movements, innovative use of formations and transitions, expressive interpretation of Music)</td> <td>35</td> </tr> <tr> <td>Performance (Skills and Technique, Timing and Coordination, Showmanship and Mastery)</td> <td>35</td> </tr> <tr> <td>Theme/ Concept</td> <td>20</td> </tr> <tr> <td>Costume</td> <td>10</td> </tr> <tr> <td style="text-align: center;">TOTAL</td> <td style="text-align: center;">100</td> </tr> <tr> <th>Criteria for Dance Exhibition (NFOT/RFOT)</th> <th>Percentage</th> </tr> <tr> <td>Artistic Interpretation/Expression (Ability to convey the theme, mood or story of the dance; emotional engagement and expressiveness)</td> <td>40</td> </tr> <tr> <td>Choreography & Creativity (Originality of movement, transitions and overall compositions)</td> <td>30</td> </tr> <tr> <td>Technique & Execution (Mastery of the dance movements, posture, balance, control and precision)</td> <td>20</td> </tr> <tr> <td>Costume and Music</td> <td>10</td> </tr> <tr> <td style="text-align: center;">TOTAL</td> <td style="text-align: center;">100</td> </tr> </tbody> </table>		Criteria for Street Dancing (Parade) (NFOT/RFOT)	Percentage	Choreography & Creativity (Originality, variety of movements, innovative use of formations and transitions, expressive interpretation of Music)	35	Performance (Skills and Technique, Timing and Coordination, Showmanship and Mastery)	35	Theme/ Concept	20	Costume	10	TOTAL	100	Criteria for Dance Exhibition (NFOT/RFOT)	Percentage	Artistic Interpretation/Expression (Ability to convey the theme, mood or story of the dance; emotional engagement and expressiveness)	40	Choreography & Creativity (Originality of movement, transitions and overall compositions)	30	Technique & Execution (Mastery of the dance movements, posture, balance, control and precision)	20	Costume and Music	10	TOTAL	100
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RUBRICS	RUBRICS FOR BAYLE SA KALYE – PARADE		
	CHOREOGRAPHY & CREATIVITY – 35%		
	Level	Descriptors	Points
	Excellent	Choreography is original, dynamic, well-structured; highly creative and synchronized; transitions seamless.	4
	Very Satisfactory	Creative choreography with clear structure; mostly synchronized; smooth transitions.	3
	Satisfactory	Some creativity; fair synchronization; transitions need refinement.	2
	Fair	Limited, repetitive, lacks creativity; inconsistent synchronization.	1
	PERFORMANCE – 35%		
	Level	Descriptors	Points
	Excellent	Energetic, confident; strong engagement; excellent stamina and timing.	4
Very Satisfactory	Consistent energy; good projection; minor lapses.	3	
Satisfactory	Stable performance; fair projection; occasional energy loss.	2	
Fair	Lacks consistency; weak projection; noticeable lapses.	1	
II. THEME / CONCEPT – 20%			
Level	Descriptors	Points	
Excellent	Theme is clearly and consistently presented; strong alignment with concept.	4	
Very Satisfactory	Theme is clear; minor inconsistencies.	3	
Satisfactory	Theme is present but inconsistent.	2	
Fair	Theme is vaguely shown.	1	
IV. COSTUME – 10%			
Level	Descriptors	Points	
Excellent	Costume is thematic, functional, visually appealing.	4	

Very Satisfactory	Appropriate design with minor issues.	3
Satisfactory	Acceptable but lacks detail.	2
Fair	Simple or less thematic.	1

RUBRICS FOR BAYLE SA KALYE – DANCE EXHIBITION

I. ARTISTIC INTERPRETATION / EXPRESSION – 40%

Level	Descriptors	Points
Excellent	Powerful emotional expression; movements strongly embody music and theme.	4
Very Satisfactory	Clear interpretation; minor lapses.	3
Satisfactory	Expression present but lacks depth.	2
Fair	Weak or inconsistent interpretation.	1

II. CHOREOGRAPHY & CREATIVITY – 30%

Level	Descriptors	Points
Excellent	Highly original; innovative use of space and formations.	4
Very Satisfactory	Creative and well-structured.	3
Satisfactory	Shows effort but lacks originality.	2
Fair	Simple and repetitive.	1

III. TECHNIQUE & EXECUTION – 20%

Level	Descriptors	Points
Excellent	Precise movements; excellent control and timing.	4
Very Satisfactory	Good technique with minor lapses.	3
Satisfactory	Acceptable but inconsistent.	2
Fair	Frequent errors; weak control.	1

IV. COSTUME & MUSIC – 10%

Level	Descriptors	Points
Excellent	Costume and music strongly support performance.	4
Very Satisfactory	Appropriate with minor issues.	3
Satisfactory	Acceptable but lacks impact.	2

	Fair	Weak thematic relevance.	1
MECHANICS (require to have a pre , during , and after the event)			
<p>Pre-Event:</p> <p>A. Registration</p> <ul style="list-style-type: none"> • Participants must submit the complete official entry through an entry form, on or before the given deadline, and must be signed by the RD/Regional Focal <p>B. Performance Requirements</p> <ul style="list-style-type: none"> • Venue preparation and safety evaluation <p>C. Orientation/Briefing</p> <ul style="list-style-type: none"> • Orientation for the judges before the contest • Orientation for the coaches • Ground rules, parade route and judging criteria explanation <p>D. Rehearsal/Walkthrough</p> <ul style="list-style-type: none"> • Proper scheduling on rehearsals • Performance area familiarization • drawing of lots <p>E. Order of Performance</p> <ul style="list-style-type: none"> • assigned sequence • parade route or dance floor clearly marked • marshals to guide teams • <p>During the Event</p> <ul style="list-style-type: none"> • The team is composed of Fourteen (14) dancers and 2 teacher-coaches per region • The group may use any music of their choice during the dance exhibition, but the dance routines should be purely transformational in nature which is characterized by the use of dance steps and movements which could be a fusion of two or more dance forms such as classical ballet, contemporary/modern dance, jazz, hip-hop, folk dance, neo-ethnic, and other genres. • The following are strictly prohibited: <ul style="list-style-type: none"> ○ tossing of dancers ○ lifting ○ use of flammable materials (fireworks/pyrotechnics) ○ live animals as part of the performance ○ the use of props ○ provision for pre-set stage • For the dance exhibition, changing costumes is strictly prohibited during the actual performance. Variations for aesthetic purposes are allowed only if they are inherent to the original outfit (e.g., flipping of skirts or loosening of garments) and do not constitute a full costume change. • For the dance parade, performers MAY wear different set of costume. 			

N.B. Any violators of the above-mentioned prohibitions shall be disqualified.

- The decision of the judges are final and irrevocable.

B. Performance Conduct

- discipline imposed (teams must stay within designated performance area)
- NO PROPS allowed only ATTACHED COSTUME /ACCESSORIES
- TIME LIMIT strictly enforced; 1 point shall be deducted for every minute exceeding the time limit.

D. Safety and Discipline

- everyone must adhere to the safety protocols
- marshals and organizers monitor crowd and performance area
- there should be a stand by medics

E. Clean-Up

- organizer shall ensure the cleanliness and safety of the venue

After the Event

A. Score Tabulation

B. Results

C. Debrief/Feedback

- judges should provide TA/feedbacks or cliniquing on the performances

E. Monitoring and Evaluation



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase In Various Art Disciplines)



PINTAHUSAY

COMPONENT AREA	MAPEH, SPA VISUAL ARTS	
KEY STAGE	KEY STAGE 3 & 4 (Grades 7-12)	
NO. OF PARTICIPANT/S	1 learner-participant 1 teacher coach	
TIME ALLOTMENT	540 minutes	
PERFORMANCE STANDARD	<p>SPA Grade 9: The learner creates visual compositions based on modern concepts of art-making using cartoons/comics, graphic designs and advertisements. SPA Grade 10: The learner creates diverse master pieces of new styles responding to global changes and social media</p> <p>SHS Arts 1 (Creative Industries): The learners execute techniques and skills, as well as the proper use of materials, tools, equipment, and facilities in mounting creative works, in reference to the mapped creative industries in their specific communities as defined by relevant laws within the local and global contexts.</p>	
21ST CENTURY SKILL/S	<ul style="list-style-type: none"> ● Critical Thinking Skills ● Creativity and Innovation ● Flexibility and Adaptability ● Initiative and Self-Direction 	
CREATIVE INDUSTRIES DOMAIN	Visual Arts, Audio and Visual Media	
CAREER PATHWAYS	Fine Artist, Graphic Designer, Illustrator, Art Teacher, Animator, Art Director	
DESCRIPTION	Pintahusay is an on-the-spot painting contest of Sining Tanghalan where learners can display their creative interpretation of a given theme through visual representation using acrylic paint on canvas as medium.	
TECHNICAL SPECIFICATIONS		
	Participant	Host Division/Region
A. MATERIALS, TOOLS, AND EQUIPMENT	<ul style="list-style-type: none"> ● Paint brushes ● Pencils ● Erasers ● Rulers ● Other relevant painting materials (mixing palette, etc.) 	<ul style="list-style-type: none"> ● Typewriting ● Twenty (20) pcs pencils ● Twenty (20) long-sized folders ● Seventeen (18) pcs canvass (36x48 inches) with primer and frame ● Seventeen (18) pcs painting easels.

		<ul style="list-style-type: none"> • 18 sets of Acrylic Paints (1 set per participant) <ul style="list-style-type: none"> ○ Blue (1 pint) ○ Red (1 pint) ○ Yellow (1 pint) ○ Black (1 pint) ○ White (1 quart) • Tables and chairs for the judges and contestants • Newspapers and rags • Stopwatch 												
B. VENUE	Airconditioned/Well-ventilated Hall													
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>Artistic Merit</td> <td>25</td> </tr> <tr> <td>Interpretation of the Theme</td> <td>25</td> </tr> <tr> <td>Difficulty</td> <td>25</td> </tr> <tr> <td>Overall Impression of the Art</td> <td>25</td> </tr> <tr> <td>TOTAL</td> <td>100</td> </tr> </tbody> </table>		Criteria	Percentage	Artistic Merit	25	Interpretation of the Theme	25	Difficulty	25	Overall Impression of the Art	25	TOTAL	100
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RUBRIC FOR ASSESSMENT OF ENTRIES IN PINTAHUSAY														
Category	5	4	3	2	1									
Artistic Merit	Demonstrates a mastery of skill and a clear understanding and application of specific medium qualities. The output is pleasing and complete	Demonstrates skill and some understanding of specific medium qualities. The output is pleasing and partially complete	Demonstrates partial skill and understanding of specific medium qualities. The output is neat and partially complete	Demonstrates limited skill and understanding of specific medium qualities. The output is fairly neat and partially complete	Demonstrates limited skill and understanding of specific medium qualities. The output is fairly neat and not complete									
Interpretation of the Theme	Design shows unique and creative interpretation of the task and ability to think with extreme attention to details.	Design shows clear understanding of task and ability to think with more effort and with attention to details.	Design shows some creativity and adequate interpretation of task and displays some details.	Design shows creativity with limited evidence of original thought	Design shows limited evidence of original thought and the work appears unfinished.									
Difficulty	Shows and effectively utilizes knowledge of the elements and principles of design and effectively filled the entire space.	Shows knowledge by combining all elements and principles of design and filled the entire space.	Shows knowledge by combining 3 to 4 elements and filled the entire space.	Shows some elements and principles and filled the entire space.	Shows limited evidence of elements and principles and partly filled the space.									

Overall Impression of the Art	Extraordinary organization of art elements, content and execution in the artwork.	The organization of art elements, content and execution are addressed in the artwork.	The organization of art elements, content and execution are partly addressed in the artwork.	The organization of art elements, content and execution with some notable information in the artwork.	The organization of art elements, content and execution has limited information in the artwork
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MECHANICS

Pre-Event

1. Draw lots for the numbering of the canvases.
2. Place newspapers or manila papers under the easel of each participant to avoid spills and staining of the floor.
3. Participants must bring their own paintbrushes, sponges, and paint cleaning materials (newspaper, washcloth, etc.) while acrylic paint in primary colors (red, blue, yellow) and neutral colors (black and white), easels and canvas (24x36 inches) will be provided by the RTWG/NTWG.
4. Participants are not allowed to bring pictures or images as references to their entries.
5. Orientation of participants by the judges.

During the Event

1. One (1) learner-participant per region from Key Stage Three (3) or four (4) is allowed.
2. Learner-participants are given 8 hours to finish their output.
3. Participants may be accompanied by one (1) teacher-coach. However, teacher-coaches are only allowed to assist them during the setting up of materials during the event.
4. The participants should execute one solid composition or concept.
5. The subject of the painting shall be focused on **a selected SHORT STORY or MAIKLING KWENTO** which will be meant to be the future book cover of the story.
6. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

After the Event

1. All paintings will be taken a photo for documentation together with the learner-participant.
2. Top 5 paintings shall be exhibited during the Closing Program.
3. 1st place painting will be submitted as book design for the publishing of the short story.



SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)



(SineMunti)

COMPONENT AREA	MAPEH & SPA MEDIA ARTS, Theater and Creative Writing
KEY STAGE	Key Stage Three (3): Grades 7 to 10 Key Stage Four (4): Grades 11 to 12
NO. OF PARTICIPANT/S	5 learner-participants either from Key Stage Three (3) or key stage Four (4); 1 teacher-coach
TIME ALLOTMENT	3 days Day 1: 8:00 -12:00 Orientation & Script writing (240 minutes) Day 2: 8:00-12:00 Shooting (240 minutes) 1:00-5:00 Editing and Rendering (240 minutes) Day 3: 10:00-12:00 Showing and Judging (120 minutes)
PERFORMANCE STANDARD	<p>SPA Theater 7</p> <ol style="list-style-type: none"> 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. The learner performs tasks and activities in the pre-production phase based on the criteria set. <p>MAPEH Grade 7</p> <ol style="list-style-type: none"> The learner produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian countries using relevant concepts, processes, techniques, and/or practices <p>MAPEH Grade 8</p> <ol style="list-style-type: none"> 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>MAPEH Grade 9</p> <ol style="list-style-type: none"> produces creative works about emerging popular music and arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity. <p>MAPEH Grade 10</p> <ol style="list-style-type: none"> utilizes digital/available technologies in a collaborative creative work

	<p align="center">SPA MEDIA ARTS G10-Q4</p> <p>1. produces a short film that integrates the various techniques and principles of filmmaking</p> <p align="center">SHS CREATIVE INDUSTRIES 1</p> <p>The learners execute techniques and skills, as well as the proper use of materials, tools, equipment, and facilities in mounting creative works. In reference to the mapped creative industries in their specific communities as defined by relevant law as within the local and global contexts.</p> <p align="center">SHS CREATIVE INDUSTRIES 2</p> <p>1. The learner executes techniques, skills and proper use of materials, tools, equipment, and facilities in mounting creative works in reference to the mapped creative industries in their specific communities as defined by relevant laws within local and global contexts</p>	
21ST CENTURY SKILL/S	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy 	
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services and Audiovisual Media	
CAREER PATHWAYS	Director, actors, Editor, Script writer, composer, Cinematographer, etc.	
DESCRIPTION	The (SineMunti) is an NFOT event category of Sining Tanghalan relevant to acting, directing, script writing, and film making that allows learner-participants to produce and showcase a short film of any genre.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> - laptop/s or computers with video editing software - digital cameras or video cameras with computer cable for file transfer - Cellphones - camera tripod - extension cord/s - other tools and equipment for video editing 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> - Copy of the script - NFOT shirt for learner-participant - 1 ream A4 size bond paper - 10 pcs long folders - Pencils - Black Ballpens - One (1) HD video camera - Memory card for video camera - One (1) unit TV Monitor

		<ul style="list-style-type: none"> - Cable connectors for camera to TV monitor for holding area - Portable sound system - wireless microphones 																
B. VENUE	<p>1. Air conditioned/Well-ventilated Computer Laboratory/ Room</p> <p>2. Filming location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded location.</p> <p>3. Fully air-conditioned computer laboratory that can accommodate 70 participants during the film editing; Fully air-conditioned hall with LED wall that can accommodate 300 participants during the public viewing.</p>																	
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	Total	100%																
<p align="center">SineMunti BEST SCREENPLAY RUBRIC</p> <table border="1"> <thead> <tr> <th>Criteria</th> <th>Description</th> <th>1</th> <th>2</th> <th>3</th> </tr> </thead> <tbody> <tr> <td>Originality & Creativity</td> <td>Unique concept, fresh approach, avoids clichés, innovative ideas.</td> <td>Very weak originality</td> <td>Limited originality</td> <td>Some creativity</td> </tr> <tr> <td>Story Structure & Plot</td> <td>Clear beginning–middle–end,</td> <td>Unclear story</td> <td>Weak/ illogical flow</td> <td>Adequate structure</td> </tr> </tbody> </table>		Criteria	Description	1	2	3	Originality & Creativity	Unique concept, fresh approach, avoids clichés, innovative ideas.	Very weak originality	Limited originality	Some creativity	Story Structure & Plot	Clear beginning–middle–end,	Unclear story	Weak/ illogical flow	Adequate structure		
Criteria	Description	1	2	3														
Originality & Creativity	Unique concept, fresh approach, avoids clichés, innovative ideas.	Very weak originality	Limited originality	Some creativity														
Story Structure & Plot	Clear beginning–middle–end,	Unclear story	Weak/ illogical flow	Adequate structure														
<p>RUBRICS (Rubrics are intended for school level assessment only.)</p>																		

	<p>Development</p> <p>Characterization</p> <p>Theme & Relevance</p> <p>Technical Writing Quality</p>	<p>logical flow, strong narrative.</p> <p>Characters with depth, motivation; effective dialogue.</p> <p>Central theme with cultural or educational significance.</p> <p>Grammar, formatting, clarity, screenplay conventions.</p>	<p>Flat characters</p> <p>No clear theme</p> <p>Poor writing</p>	<p>Limited depth</p> <p>Weak theme</p> <p>Many errors</p>	<p>Adequate development</p> <p>Acceptable theme</p> <p>Some errors</p>	<p>Well-developed</p> <p>Strong theme</p> <p>Good quality</p>
SineMunti BEST STORY RUBRIC						
	<p>Criteria</p> <p>Originality & Creativity</p> <p>Plot & Structure</p> <p>Character Development</p> <p>Theme & Relevance</p> <p>Emotional Impact / Engagement</p>	<p>Description</p> <p>Unique, fresh storytelling; avoids clichés.</p> <p>Clear progression, strong narrative flow.</p> <p>Depth, motivation, realistic dialogue.</p> <p>Cultural, social, or educational value.</p> <p>Evokes emotions, memorable storytelling.</p>	<p>1</p> <p>Very weak</p> <p>Confusing</p> <p>Flat</p> <p>None</p> <p>No impact</p>	<p>2</p> <p>Limited creativity</p> <p>Weak structure</p> <p>Weak</p> <p>Minimal</p> <p>Slight</p>	<p>3</p> <p>Some originality</p> <p>Adequate</p> <p>Adequate</p> <p>Moderate</p> <p>Moderate</p>	

SineMunti BEST ACTOR/ ACTRESS RUBRIC (1-5 Scale)				
Criteria	Description	1	2	3
Voice & Diction	Clarity, projection, expressiveness.	Poor	Weak	Adequate
Body Language & Movement	Natural, effective gestures and posture.	Very weak	Unnatural	Inconsistent
Engagement & Presence	Stage/screen presence, focus, energy.	Distracted	Weak	Inconsistent
Teamwork & Responsiveness	Interaction, timing, awareness.	Misses cues	Weak	Fair
SineMunti BEST FILM RUBRIC				
Criteria	Description	1	2	3
Originality & Creativity	Fresh concept, innovative storytelling.	Very low	Limited	Moderate
Story Structure & Plot	Clear, logical, engaging story.	Weak	Unclear	Adequate
Characterization	Lifelike characters, believable dialogue.	Flat	Weak	Moderate
Theme & Relevance	Cultural, social importance.	None	Weak	Adequate
Technical Writing Quality	Screenplay format, clarity, grammar.	Poor	Weak	Adequate

SineMunti CINEMATOGRAPHY RUBRIC					
Criteria	Description	1	2	3	
Visual Composition	Framing, balance, visual appeal.	Poor	Weak	Adequate	
Lighting	Mood, clarity, storytelling enhancement.	Poor	Weak	Adequate	
Camera Movement & Angles	Creative, purposeful, narrative support.	Very weak	Limited	Adequate	
Color & Tone	Appropriate, consistent color grading.	Poor	Weak	Acceptable	
Technical Quality	Sharpness, clarity, polish.	Poor	Weak	Fair	
SineMunti BEST DIRECTOR SCORING RUBRIC (1-5 Scale)					
Criteria	Description	1	2	3	
Vision & Storytelling	Clarity of narrative, tone, originality.	Poor	Weak	Adequate	
Performance Direction	Actor guidance; believability.	Poor	Weak	Adequate	
Visual Composition	Framing, lighting, aesthetic quality.	Poor	Weak	Adequate	
Pacing & Rhythm	Flow, timing, engagement.	Very slow/fast	Uneven	Acceptable	
Integration of Elements	Cohesion of sound, design, effects.	Poor	Weak	Fair	
Emotional Impact	Evokes strong audience response.	None	Weak	Moderate	
MECHANICS					

Pre-Event

1. **SineMunti** is an on-the-spot short film making competition.
2. Each region shall be represented by five (5) learner-participants and one (1) teacher-coach provided that they should not assist the participants in the development, conceptualization, production, and/or editing of the film.
3. Actors (learners') must present a written release and consent form (permission for image/voice/likeness to be used in the film in relation to Child Protection Policy) from the parents to be submitted to the NTWG.
4. NTWG shall prepare a theme for the draw lots to be used in the actual competition during the orientation.
5. The official showcase time shall begin and end at a time allotted by the NTWG. All participants shall start from a location designated by the NTWG. Films must be submitted to the marshals at the assigned date and time.
6. Participants must not be previously declared winners in any international competition.
7. Participants must not have prior professional acting experiences with established theater companies or talent agencies such as, but not limited to, Philippine Educational Theater Association (PETA), Repertory Philippines, Tanghalang Pilipino, ABS-CBN Talent Center, etc.

During the Event

1. Participants are required to bring their own laptop/s or computers with video editing software, digital cameras or video cameras with computer cable for uploading, tripod, extension cords and other paraphernalia related to video shooting and editing. Use of drones is not allowed.
2. Films must:
 - be cut and edited according to the creative direction of the team;
 - use music, live sound, and/or narration; music must be **original or royalty-free**; and
 - only use primary footage taken/captured during the actual conduct of NFOT and music used must be acknowledged accordingly in the end credits.
3. The films may:
 - incorporate color correction and visual effects; and
 - use b-roll or establish footage taken outside the competition period but these must be taken/produced during the NFOT days and from the designated location/s (e.g. traffic shots, time lapses, sunrise/sunset scenes.)
4. The finished output must be:
 - 4-5 minutes in duration not including opening/closing credits
 - a maximum of 30 seconds (0.5 minutes) for opening credits
 - a maximum of 60 seconds (1 minute) for closing credits

- total output duration must not exceed 6 minutes and 30 seconds (390 seconds)
5. Submitted entries must not include any indication such as name of the school, division, region, or other identifying marks. Only the film's title may be used to identify the project. Teams are allowed to produce a version with complete titles and credits for their personal consumption, but this copy should not be submitted to the showcase.
 6. Entries should be saved in a flash drive encoded in MP4, M4A, WMV, AVI or MOV format submitted on the event date before the specified deadline.
 7. Medium of communication should be in Filipino and/or English. However, subtitles may be used ONLY for films in local languages. Videos should be an original work of the learner-participants and shall not infringe any copyrights or any rights of any third party.
 8. Images shown and presented in the film must be taken during the 2026 NFOT. If the output requires pre-existing stock or old footage, these may be used to a maximum of **20%** of the film and must:
 - be royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC);
 - be obtained from a recognized news or information agency (e.g. CNN, GMA, News, etc.); and
 - properly cite artists and works in the closing credits (Artist Title, website/ source).
 9. Films are encouraged to use music or sound elements taken or produced during the 2026 NFOT. Films are also allowed to use non-original music and sounds provided that:
 - The works are available for use royalty-free, in the public domain, or under a Creative Commons license for attribution (BY) and non-commercial use (NC) and these are obtained from recognized royalty-free or Creative Commons sources (e.g. SoundCloud, Jamendo, WikiMedia); and
 - The artists and works are properly cited in the closing credits (Artist, Title, website/ source).
 10. Participants may use to choose any genre but it must be noted that the emphasis of the showcase is on visual storytelling
 11. The use of AI for video editing and musical scoring maybe considered.
 12. Participants shall be briefed on the rules and parameters of the showcase. They shall be given access to the same general film location and a space for post-production.

After the Event

1. After shooting on day 1, participants must surrender their cameras used for shooting to the NTWG and will be retrieved during day 2 for editing.
2. Special awards/citations shall be given such as;

Best Script
Best Screenplay
Best Cinematography
Best Actor/ Actress
Best Director

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

Special Awards/Citations Rubrics

4. Extension time on Rendering will be given consideration if technical problem arises.

Roles of Teacher-Coaches:

- They are responsible for managing the participants, keeping them focused and on-track, maintaining team dynamics, and ensuring completion and adherence to the rules;
- They may secure and manage production equipment but are not allowed to set up or configure equipment such as cameras, tripods, or editing systems; and
- They should not interfere, influence, or be involved in the creative and technical development of the film during the shooting and editing.
- Teacher-coaches are not allowed to edit, do camera or sound work, or similar involvement in the production process.

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

Special Awards/Citations Rubrics

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SINING TANGHALAN

(A Celebration of Talents and Skills Through Performances and Showcase
In Various Art Disciplines)

LIKHAWITAN

COMPONENT AREA	MAPEH and SPA
KEY STAGE	Key Stage Three (3): Grades 7-10 and Key Stage Four (4): Grades 11-1
NO. OF PARTICIPANT/S	3 learner-artists 1 coach
TIME ALLOTMENT	Day 1 480 minutes for songwriting and digital notation encoding Day 2 (Morning) 240 minutes for group rehearsals Day 2 (Afternoon) 7 minutes performance per group, including entrance and exit
PERFORMANCE STANDARD	<p>MAPEH</p> <p>Grade 7- Quarter 1</p> <ul style="list-style-type: none"> The learners create works based on relevant concepts, processes, techniques, and/or practices used in selected representative contemporary and emerging works of the Philippines and selected Southeast Asian countries in the production of their creative works. <p>Grade 8 – Quarter 1</p> <ul style="list-style-type: none"> The learners produce integrated creative works by using relevant emerging and contemporary concepts, techniques, processes, and/or practices in selected Asian representations of popular cultures. <p>Grade 9 – Quarter 1</p> <ul style="list-style-type: none"> The learners produce creative works about emerging popular Music and Arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity. <p>Grade 10- Quarter 1</p> <ul style="list-style-type: none"> The learners produce creative works based on relevant literature, emerging concepts, techniques, processes, and practices in Philippine creative industries in their locality in relation to ones intended career.

	<p>SPA</p> <p>Grade 7 - Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works that contain rhythmic and melodic concepts that reflect their cultural background <p>Quarter 3</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works showcasing basic skills that reflect values of local/regional celebrations and festivals, incorporating music technologies <p>Grade 8 - Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce musical works reflecting musical concepts and skills from a community heritage, integrating music technologies <p>Grade 9 - Quarter 3</p> <ul style="list-style-type: none"> ○ The learners present musical works reflecting Western-inspired music with music technology in a planned, staged performance <p>Grade 10</p> <p>Quarter 1</p> <ul style="list-style-type: none"> ○ The learners produce creative musical works approaching music industry standards that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies <p>Quarter 3</p> <ul style="list-style-type: none"> ○ The learners produce collaborative, creative musical works approaching music industry standards relevant to the trends, challenges, and current issues in the creative music industry <p>Quarter 4</p> <ul style="list-style-type: none"> ○ The learners review music skills approaching music industry standards in collaborative creative musical works that show core Filipino values, socio-cultural, and practical relevance through effective use of available music technologies in staging a music performance
<p>21ST CENTURY SKILL/S</p>	<ol style="list-style-type: none"> 1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy
<p>CREATIVE INDUSTRIES DOMAIN</p>	<p>Audiovisual Media Performing Arts Creative Services</p>

CAREER PATHWAYS	Music Industry: <i>Composer/Song Writer, Performer, Musical Director/Conductor, Sound Engineer, Music Producer, Music Journalist, Music Therapist, DJ, Instrumentalist</i>	
DESCRIPTION	Likhawitan is an NFOT event category of Sining Tanghalan that allows learner-participants to showcase their talents in an on-the-spot event featuring songwriting and <i>a cappella</i> singing.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Any musical instruments (aide for songwriting composition) • Musical score with lyrics 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • NFOT shirt for learner-participant • 1 ream A4 size bond paper • One (1) Printer with scanner • One (1) computer unit per group, preferably in a computer laboratory • MuseScore or other digital notation software • 10 pcs long folders • 20 pcs Pencils • 15 pcs Black Ballpens • sound system • amplifiers for music instruments • 3 wireless microphones (preferably condenser mic) • 3 mic stands
B. VENUE	<p>One (1) fully air-conditioned/well-ventilated room that can accommodate 100 pax for the event proper;</p> <p>One (1) well-ventilated room as a holding area for performers and coaches</p> <p>One (1) computer laboratory</p>	

CRITERIA FOR JUDGING	Criteria		Percentage	
	Songwriting			
	Lyrics (Relevance to the theme)		20%	
	Music (Arrangement and melody)		20%	
	Music Production (Digital notation)		20%	
	Originality (Authenticity of the piece)		10%	
	Performance			
	Vocal quality (Harmony)		25%	
	Showmanship (Stage presence interpretation)		5%	
	Total		100%	

Rubrics	5 – Outstanding	4 – Exceeds Expectations	3 – Meets Expectations	2 – Below Expectations	1 – Needs Significant Improvement
Lyrics (relevance to the theme)	Exceptionally powerful and flawless	Deeply insightful and creative	Clearly related	Vague or tangential	Off-topic or confusing
Music (arrangement and melody)	Sophisticated, unique; captivating melody	Creative, dynamic; strong, memorable melody	Competent; clear melody	Basic; weak melody	Chaotic; lacks melody
Originality (authenticity of the piece)	Truly groundbreaking and authentic	Fresh, innovative ideas; highly unique style	Distinct voice; reasonable authentic creativity	Highly derivative	Direct copy or heavily relies on existing material
Vocal Quality (harmony)	Virtuosic; perfectly executed, resonant harmonies	Technically excellent; rich, flawless harmonies	Accurate pitch; correct, blended harmonies	Inconsistent pitch; tentative harmonies	Out of tune; harmonies are not clear
Showmanship (stage presence and interpretation)	Commands the stage; masterful, impactful interpretation	Uses stage effectively; compelling interpretation	Suitable presence; clear attempt at interpretation	Minimal presence; passive interpretation	Static, disengaged

MECHANICS

Before the Event:

1. Accomplish the online pre-registration form using the link stipulated in the DepEd Memorandum of the 2026 NFOT.
2. Attend the solidarity meeting for the final orientation of the contest implementing guidelines and the flow of the whole duration of the 2026 NFOT.
3. Coordinate with the NTWG as to the readiness of the contest venue and the holding area.

4. Ensure that the host region has installed the offline version of the digital notation software.
5. Take note that there shall be one (1) entry per region composed of three (3) learner-artists from either Key Stage Three (3) and/or Four (4) and accompanied by 1 coach.

During the Event:

1. Song composition shall be interpreted in three (3) voices.
2. Music compositions shall be submitted to the NTWG after the composition period/day.
3. Musical instruments are only allowed during composition day.
4. The song performance shall not exceed seven (7) minutes, including entrance and exit. A one (1) point deduction from the general average score shall be made for every 30-second extension.
5. No props or musical instruments shall be allowed during the performance. A violation of this provision must incur a five (5) point deduction from the general average score.
6. Participants shall showcase their musical skills, including composition writing, singing, and using digital notation software.
7. Participants should not have previously joined any professional group or performed/won in any international songwriting competition.
8. Participants should not have previously published works in any professional recording company.
9. Songs can be in English, Filipino, or local language. Should the song be written in a local language, an English or Filipino translation of the lyrics shall be provided to the judges. AI-generated lyrics and music are NOT allowed.
10. The lyrics shall be relevant to the given theme.
11. Only the melody will be notated using the digital notation software. Participants may choose any type of music genre (ballad, rock, etc.) for the composition.
12. Each group shall be given 8 hours to compose the song based on the theme and encode it using digital notation software, which shall be provided during the event orientation.
13. The printed composition with the melodic lines and lyrics shall be submitted to the event administrator prior to the performance for reproduction and judging purposes.
14. Performers shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.
15. **The decision of the board of judges is final and irrevocable.**

After the Event:

1. Coaches shall retrieve the submitted composition from the judges.
2. Any damages to equipment or property of the venue must be documented and reported to the NTWG.
3. All coaches and participants shall accomplish the post-evaluation form from the NTWG relative to the conduct of the 2026 NFOT.

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

Revised and reviewed:

RODOLFO B. LIGAWAD, JR.
EPS-CLMD, Region I

MARIA AYRIN B. NOVORRA
EPS-CLMD, Region V

DENIS M. AGBAYANI
EPS-CLMD, Region II

ATHEA V. LANDAR
EPS-CLMD, Region VI

EDGAR D. VICENTE
EPS-CLMD, CAR

NOVA P. JORGE
EPS-CLMD, Region VIII

JACINTO S. BOSE
EPS-SDO ABRA, CAR

BIENVENIDO U. TAGOLIMOT, JR
EPS-CLMD, Region X

LIZA MARIE S. NERY
EPS Designate-CLMD, Region III

LIEZL S. JOSOL
EPS-SDO Davao del Norte
Region XI

LOWIESITO O. ERNI
EPS-CLMD
Region 4-A CALABARZON

MARIA ISABEL R. CUNANAN
EPS-CLMD, Region XII

ANNABELLE M. MARMOL
EPS-CLMD
Region 4-B MIMAROPA

ERIC S. BACOLADO
EPS Designate-CLMD, NIR

CHRISTINE N. GRAZA-MAGBOO
SEPS, BCD LS

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**WORKSHOP ON THE REFINEMENT OF
POLICY GUIDELINES FOR THE 2026
NATIONAL FESTIVAL OF TALENTS(NFOT)
Summary of Output**

2026 NATIONAL 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
Elementary	Harf Touch	1	1	1 minute
	Qur'an Reading	1	1	5 minutes
	Arabic Language Spelling (<i>Imlah</i>)	1	1	10 minutes
	ALIVE Quiz Bee	3	1	10 minutes
Total		6	4	

2026 NATIONAL 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 (within the last six months), and;
 - f. School ID
3. Any participant who fails to comply with the requirements and the qualifications specific to each category shall be disqualified.
4. Filled out entry form should be submitted at least two weeks before the conduct of the activity. (possible google form)
5. The participant shall be given a control number to conceal the region they represent.
6. Winners in each category shall receive medals and certificate of recognition for 1st to 3rd places, while participants in 4th and 5th places shall receive a certificate of recognition only.
7. Winning coaches shall receive certificate of recognition while non-winning coaches will be given a certificate of participation.
8. The top 5 regions shall be awarded with a certificate of recognition.
9. Only official coaches can file an appeal to the Grievance Committee, should there be contest.
10. The whole proceedings shall be recorded by the NTWG.
11. The decision of the judges is final and irrevocable.

2026 NATIONAL MUSABAQAH SKILLS EXHIBITION

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

HARF TOUCH

COMPONENT AREA	Arabic Language	
KEY STAGE	1	
NO. OF PARTICIPANT	One (1) per region	
TIME ALLOTMENT	One (1) minute	
PERFORMANCE STANDARD	The learner demonstrates oral fluency on Arabic phonemes, phonetics, and alphabets by pronouncing the letters correctly with speed and accuracy through cognition and psychomotor.	
21st Century Skills	<ul style="list-style-type: none"> • Literacy Skills • Thinking Skills • Global Awareness 	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
DESCRIPTION	<p>Harf Touch is an NFOT event category of Musabaqah that allows blind-folded learner-participants to touch the surface of the illustration board with engraved Arabic letters. Learner-participants are expected to identify, recognize, and pronounce Arabic letters correctly with speed and accuracy within the allotted time.</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: None	To be provided by the event organizers: A. Engraved Arabic Alphabet in A-4 size, landscape illustration board (white colored on top

		<p>and mounted in black colored illustration board) Font type: Traditional Arabic Font size: 720 except for letters kha (700) and ghayn (600). Note: prepare the letters in power point prior to printing to produce the precise measurement</p> <ul style="list-style-type: none"> B. Goggles covered with black cloth C. Table and chair where Arabic letters will be placed D. Clipped Microphone E. Stopwatch F. Bell/Buzzer G. Tally board and marker H. Tally sheets/pen/pencil I. Score sheets J. Video recorder
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B. VENUE	Gymnasium with bleachers; 1 holding room
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Mechanics

<p>Pre: Briefing</p> <p>During the Event:</p> <p>After the Event: feedback</p> <ul style="list-style-type: none"> A. There shall be one (1) participant per region, Grade 2, 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 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. D. There shall be one (1) timekeeper/buzzer, one (1) recorder, one (1) tabulator and a panel of judges. E. Timekeeper shall signal the start and the end of time allotted for each participant. F. Missed or unintentionally casted letters shall not be counted. G. Panel of judges shall confirm the number of the correctly identified Arabic letters. H. The recorder tallies the scores.

- I. The corresponding time of each participant shall be flashed on the screen.
- J. The three participants **with the highest number of correctly identified Arabic letters in a shortest recorded time shall be declared as the winners.**
- K. There shall be first, second and third place winners.
- L. In case of tie in the number of correctly identified Arabic letters and speed, another round will be administered.
- M. The whole proceedings shall be recorded by the NTWG.

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2026 NATIONAL MUSABAQAH

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

QUR'AN READING

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

CRITERIA FOR JUDGING	Criteria	Percentage
	<i>Tajweed/Pronunciation</i>	40%
	<i>Tawasot/Chant</i>	30%
	<i>Sawt/Voice Clarity</i>	20%
	<i>Hay'ah/Stage Presence</i>	10%
	Total	100%
Mechanics		
<p>A. There shall be one (1) participant per region, Grade 6, 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 panel of judges shall choose the <i>surah</i> to be read by the learner-participants.</p> <p>D. Participants are given 30 seconds preparation before the participant will start reading.</p> <p>E. The panel of judges shall give the go signal by ringing the bell once.</p> <p>F. The participants shall read the selected <i>surah</i> in <i>tawasot</i>.</p> <p>G. Participants should wear proper attire (black abayah and white kombong/hijab for female and white kimon with totob/kopya for male).</p> <p>H. The participant shall be seated on the floor with the book stand and use the microphone in the actual reading of the selected <i>surah</i>.</p> <p>I. The participant shall read the <i>surah</i> in <i>tawasot</i> within five (5) minutes.</p>		

Rubric for Qur'an Reading

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

2026 NATIONAL MUSABAQAH

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

ARABIC LANGUAGE SPELLING (*IMLAH*)

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

<p>A. MATERIALS, TOOLS AND EQUIPMENT</p>	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> - black abayah and white kombong/hijab for female and white kimon with totob/kopya for male 	<p>To be provided by CO:</p> <ul style="list-style-type: none"> - 3 Judges (to be identified by the CO) - 1 Quizmaster <p>To be provided by Host Region:</p> <p>Office Supplies:</p> <ul style="list-style-type: none"> • Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartlina) - 860 pieces total: <ul style="list-style-type: none"> ○ Easy Round (yellow) - 270 pieces ○ Average Round (light blue) - 270 pieces ○ Difficult Round (light pink) - 270 pieces ○ Clincher Round (light green) - 50 pieces • Permanent markers (broad tip) - 18 pieces • Envelopes - 20 pieces • Bell/buzzer - 1 piece • Tally sheets - 10 pieces <p>Furniture and Equipment:</p> <ul style="list-style-type: none"> • 18 tables with chairs for the contestants • 3 tables with chairs for the judges • Sound system with microphone • Video recorder - 1 unit <p>Personnel:</p> <ul style="list-style-type: none"> • Proctor • Timekeeper • Video Recorder • Tabulator • Event Facilitator
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B. VENUE	Gymnasium with bleachers, 1 holding room
I. Event Rules and Mechanics	
<p>A. There shall be one participant per region, Grade 4, male or female.</p> <p>B. During the contest proper, the participants shall be seated at the designated table with their meta-cards and permanent markers.</p> <p>C. The competition consists of three rounds:</p> <ul style="list-style-type: none"> - Easy Round: 10 words (3-syllable nouns) - Average Round: 10 words (4-syllable nouns) - Difficult Round: 10 words (5-syllable nouns) <p>D. The board of judges shall:</p> <ul style="list-style-type: none"> - Determine and prepare the word list for each round prior to the competition. - Ensure words are appropriate for the grade level and align with the Arabic Language and Islamic Values Education (ALIVE) curriculum competencies for Grade 4 - Keep the selected words confidential until the actual competition. - Provide three (3) copies of the master list to the NTWG secretariat before the competition proper. <p>E. The medium shall be Arabic language.</p> <p>F. For each word:</p> <ul style="list-style-type: none"> - The word shall be read twice. - Participants shall start writing after hearing the word "<i>uktubu</i>". - Participants write in both nuskhah and cursive forms with complete vowel marks - Time limits: <ul style="list-style-type: none"> o Easy Round: 10 seconds per word o Average Round: 15 seconds per word o Difficult Round: 30 seconds per word - Participants shall immediately raise their meta-cards after the buzzer. <p>G. The scores shall be summed up after each round and posted in the tally board/score board.</p> <p>H. In case of appeal, the contestant or 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"> a. A clincher round shall be conducted between the tied participants only. b. Clincher round procedure: <ul style="list-style-type: none"> • The board of judges shall prepare a separate set of two-word phrases specifically for potential clincher rounds. • Phrases will be given one at a time from this clincher phrase list. • Each phrase follows the same format: read twice, 30 seconds to write both nuskhah and cursive forms. • Each correctly spelled phrase with proper vowel marks earns 1 point. 	

- The first participant to score 3 points shall be declared the winner for that ranking.
 - If no participant reaches 3 points after 5 phrases, the participant with the highest points in the clincher round wins.
- a. If still tied after 5 phrases, do or die round begins where the first participant to correctly spell a phrase wins.
 - 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 NTWG.

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MUSABAQAH

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

ALIVE QUIZ BEE

COMPONENT AREA	Islamic Values Education
KEY STAGE	2
NO. OF PARTICIPANT/S	Three (one for each grade level: Grade 4, Grade 5 and Grade 6)
TIME ALLOTMENT	Easy Round: 10 seconds per question Average Round: 15 seconds per question Difficult Round: 30 seconds per question
PERFORMANCE STANDARD	The learners demonstrate comprehensive knowledge and understanding of Islamic values, Arabic language, Qur'anic verses, Ahādīth, Islamic history, and jurisprudence aligned with the ALIVE curriculum while exhibiting critical thinking, quick recall skills, and teamwork.
21ST CENTURY SKILL/S	<ul style="list-style-type: none">• Critical Thinking• Communication• Collaboration• Literacy• Information Literacy• Global Awareness• Cultural Competence
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions
DESCRIPTION	ALIVE Quiz Bee is an NFOT event category of Musabaqah that tests learners' comprehensive knowledge of Islamic education through team collaboration. The competition consists of multiple rounds covering various topics from Grades 1 to 6 ALIVE curriculum including Qur'anic verses and their meanings, Ahādīth, Islamic history (Sirah), the Five Pillars of Islam, the Six Articles of Faith, basic Fiqh, Arabic vocabulary, and Islamic values. Teams of three work together, combining their knowledge and critical thinking to answer questions.
TECHNICAL SPECIFICATIONS	

<p>A. MATERIALS, TOOLS, AND EQUIPMENT</p>	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Black abayah and white kombong/hijab for female participants • White Kimon with totob/kopya for male participants • Writing materials (pen/pencil) 	<p>To be provided by CO:</p> <ul style="list-style-type: none"> - 3 Judges (to be identified by the CO) - 1 Quizmaster <p>To be provided by Host Region:</p> <p>Office Supplies:</p> <ul style="list-style-type: none"> • Meta-cards (4.25 by 13 - half lengthwise legal-sized neon cartlina) - 860 pieces total: <ul style="list-style-type: none"> ○ Easy Round (yellow) - 270 pieces ○ Average Round (light blue) - 270 pieces ○ Difficult Round (light pink) - 270 pieces ○ Clincher Round (light green) - 50 pieces • Permanent markers (broad tip) - 18 pieces • Envelopes - 20 pieces • Bell/buzzer - 1 piece • Tally sheets - 10 pieces <p>Furniture and Equipment:</p> <ul style="list-style-type: none"> • 18 tables with chairs for the contestants • 3 tables with chairs for the judges • Sound system with microphone • Video recorder - 1 unit <p>Personnel:</p> <ul style="list-style-type: none"> • Proctor • Timekeeper
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- B. There must be one representative from each grade level in the key stage, male or female.
- C. During the contest proper, the team shall be seated at the designated table with their meta-cards and permanent markers.
- D. The competition consists of three rounds:
- Easy Round: 10 standard multiple-choice questions
 - Average Round: 10 standard multiple-choice questions
 - Difficult Round: 5 constructed response questions
- E. The regions shall:
- Submit three questions with answer key for each round
 - Questions shall be accompanied by a table of specifications (TOS)
- F. For each question:
- The question shall be read twice.
 - The teams shall start writing after hearing the word "*uktubu*".
 - Time limits:
 - o Easy Round: 10 seconds per question
 - o Average Round: 15 seconds per question
 - o Difficult Round: 30 seconds per question
- G. The teams shall immediately raise their meta-cards after the buzzer.
- H. The scores shall be summed up after each round and posted in the tally board/score board.
- I. In case of appeal, any of the team members or the official coach may raise the question/clarification immediately after the item before the next question is read. Queries/clarifications done after the entire contest shall not be entertained.
- J. The three teams with the highest total points shall be declared winners.
- K. In case of tie:
- a. A clincher round shall be conducted between the tied participants only.
 - b. Clincher round procedure:
 - The NTWG shall prepare a separate set of questions specifically for potential clincher rounds.
 - Questions will be given one at a time from this clincher questions.
 - Each question follows the same format: read twice, 30 seconds to write the correct answers.
 - Each correct answer earns 1 point.

- The first team to score 3 points shall be declared the winner for that ranking.
 - If no team reaches 3 points after 5 questions, the team with the highest points in the clincher round wins.
- c. If still tied after 5 questions, do or die round begins where the first team to answer correctly wins.
- d. Separate clincher rounds shall be conducted for each tied ranking (i.e., if there is a tie for both first and second place).
- L. The whole proceedings shall be recorded by the NTWG.

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HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	Kasaysayan ng Pilipinas Kwiz	
KEY STAGE	Key Stage 2 (Grade 6)	
NO. OF PARTICIPANT/S	One (1) learner-contestant	
TIME ALLOTMENT	180 mins.	
PERFORMANCE STANDARD	Naipamamalas ang patuloy na pag-unawa at pagpapahalaga sa kasaysayan ng Pilipinas mula sa ika-20 siglo hanggang sa kasalukuyan, tungo sa pagbuo ng tiyak na pagkakakilanlan bilang Pilipino at mamamayan ng Pilipinas. Naipamamalas ang malalim na pag-unawa sa kasaysayan ng Pilipinas base sa pagsusuri ng sipi ng mga piling primaryang sangguniang nakasulat, pasalita, awdyo-biswal at kumbinasyon ng mga ito, mula sa iba-ibang panahon, tungo sa pagbuo ng makabansang kaisipan na siyang magsisilbing basehan ng mas malawak na pananaw tungkol sa mundo.	
21ST CENTURY SKILL/S	Communication, Creativity, Critical Thinking Skills, Global Citizenship, Technology Literacy	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expression and Performing Arts	
DESCRIPTION	The quiz shall be based on the concepts of Philippine Geography, History, and Culture from Araling Panlipunan Grade 6.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: -school ID -certification as official contestant of the region	To be provided by the host region: -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets • -internet connection
B. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room	

CRITERIA FOR JUDGING	Round		Points		
	Easy	(8 items)	1	(8 points)	
	Average	(7 items)	2	(14 points)	
	Difficult	(6 items)	3	(18 points)	
	Total		21 Items		40 points
RUBRICS					
MECHANICS					
Pre-Event					
<p>A. The quiz is open to all learners officially enrolled in Grade 6, S.Y. 2025-2026.</p> <p>B. There shall be one learner contestant from Grade 6.</p> <p>C. The test questions shall be based on the Grade 6 Araling Panlipunan competencies.</p> <p>D. Filipino shall be used as the official language in the quiz</p>					
During the Event					
<p>A. 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.</p> <p>B. 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.</p> <p>C. Learner-contestants shall have ten (10) seconds to answer "easy" questions, twelve (12) seconds for "average" questions, and fifteen (15) seconds for "difficult" questions.</p> <p>D. 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.</p>					

- E. The Chair of the Board of Judges will decide whether or not the instruction is observed.
- F. The learner-contestants are allowed to change their answer within the allotted time.
- G. 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.
 - The decision of the board of judges is final and irrevocable.
- H. National winners shall be proclaimed based on cumulative scoring.

After the Event

The board of judges shall provide general feedback on the conduct of Kasaysayan ng Pilipinas Kwiz.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	Pop Quiz	
KEY STAGE	Key Stage Three (3): Grade 10	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Three 3 (Grade10)	
TIME ALLOTMENT	180 mins.	
PERFORMANCE STANDARD	Ang mag-aaral ay may pag-unawa sa mga epekto ng mga isyu at hamon na may kaugnayan sa kasarian at lipunan upang maging aktibong tagapagtaguyod ng pagkakapantay-pantay at paggalang sa kapwa bilang kasapi ng pamayanan.	
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills, Problem Solving, Information and Media	
CREATIVE INDUSTRIES DOMAIN	Digital Media, Creative Research and Development	
DESCRIPTION	<p>The quiz focuses on assessing understanding of population dynamics, development issues, trends, development and their social, economic, and environmental impacts. Specifically, it covers the following Population Education Core Messages/Key Concepts:</p> <ul style="list-style-type: none"> • Family Life and Responsible Parenthood • Gender and Development • Population and Reproductive Health, Population, Environment, Resources, and Sustainable Development 	
TECHNICAL SPECIFICATIONS		
C. MATERIALS, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> -school ID -certification as official contestant of the region 	<p>To be provided by the host region:</p> <ul style="list-style-type: none"> -markers -white board -timer -LCD projector -sound system -tables and chairs -tally sheets -tabulation sheets -internet connection
D. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room	

CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th colspan="2">Round</th> <th colspan="2">Points</th> </tr> </thead> <tbody> <tr> <td>Easy</td> <td>(8 items)</td> <td>1</td> <td>(8 points)</td> </tr> <tr> <td>Average</td> <td>(7 items)</td> <td>2</td> <td>(14 points)</td> </tr> <tr> <td>Difficult</td> <td>(6 items)</td> <td>3</td> <td>(18 points)</td> </tr> <tr> <td>Total</td> <td>21 Items</td> <td colspan="2">40 points</td> </tr> </tbody> </table>		Round		Points		Easy	(8 items)	1	(8 points)	Average	(7 items)	2	(14 points)	Difficult	(6 items)	3	(18 points)	Total	21 Items	40 points	
	Round		Points																			
	Easy	(8 items)	1	(8 points)																		
	Average	(7 items)	2	(14 points)																		
	Difficult	(6 items)	3	(18 points)																		
	Total	21 Items	40 points																			
RUBRICS																						
MECHANICS																						
Pre-Event																						
<p>A. The formulation of test questions at the local and national levels shall be based on the following Population Education Core Messages/Key Concepts:</p> <ul style="list-style-type: none"> • Family Life and Responsible Parenthood; • Gender and Development; • Population and Reproductive Health; and • Population, Environment, Resources, and Sustainable Development. <p>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 specific competency and reference.</p>																						
During the Event																						
<p>A. During the quiz, learner-contestants shall be provided with <i>whiteboards</i>, markers, and erasers.</p> <p>B. Questions shall be constructed using the English language.</p> <p>C. 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.</p> <p>D. 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.</p> <p>E. 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.</p>																						

- F. 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.
- G. A participant shall be allowed to change his/her answer within the allotted time.
- H. In case of a tie, a clincher question shall be asked.
- I. In case of inquiry during the actual quiz proceedings, the following procedures shall be observed:
- Only the participant or the official coach is allowed to raise an inquiry before the next question is read. The inquiry shall be addressed orally to the assessing committee which shall recognize the inquiry.

The chair shall announce the decision upon deliberation with the members of the committee.

After the Event

The board of judges shall provide general feedback on the conduct of Pop Quiz.



HISTOPOP

(A Showcase of Talents and Skills in Araling Panlipunan)



COMPONENT AREA	Speak Up! (Impromptu)	
KEY STAGE	Key Stage Four (4): Grades 11 to 12	
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage Four (4)	
TIME ALLOTMENT	180 mins.	
PERFORMANCE STANDARD	Develop students' awareness of cultural, social, and political dynamics, and sensitivity to cultural diversity; provide them with an understanding of how culture, human agency, society, and politics work; and engage them in examining the country's current human development goals. Students should acquire ideas about human cultures, human agency, society, and politics; recognize cultural relativism and social inclusiveness to overcome prejudices; and develop social and cultural competence to guide their interactions with groups, communities, networks, and institutions.	
21ST CENTURY SKILL/S	Communication, Creativity and Critical Thinking Skills	
CREATIVE INDUSTRIES DOMAIN	Research and Development	
DESCRIPTION	The <i>Speak Up</i> 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.	
TECHNICAL SPECIFICATIONS		
E. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants, coach, Supervisors: ATTIRE: Culturally Inspired Attire	To be provided by the host region: -timer - 2 LCD projectors facing the contestant and audience -judging sheets
F. VENUE	Airconditioned/Well-ventilated Hall	

CRITERIA FOR JUDGING	Exhibit Rubrics				Percentage			
	Message and Content -Relevance to the specific content in the mechanics. -Bases of arguments -Unity and Coherence are evident. -Powerful and meaningful message.				50 %			
	Delivery and Performance -Facial expression, hand gestures. -Emphasized the different elements of the performance. -Words are pronounced distinctly and correctly. -Projection of authentic emotion.				30 %			
	Originality -The piece has a unique central idea and innovative supporting points.				10 %			
	Over-all Impact -Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to convey the message effectively and with great impact.				10 %			
Total				100%				
RUBRICS	MESSAGE AND CONTENT 50%	5	4	3	2	1	Score	
	-Relevance to the specific content in the mechanics -Bases of arguments -Unity and Coherence are evident -Powerful and meaningful message	The message is highly relevant; arguments are well-grounded and strongly supported; unity and coherence are consistently maintained; the message is powerful, meaningful, and deeply engaging.	The message is generally relevant; arguments are adequately supported; unity and coherence are evident with minor lapses; the message is clear and meaningful.	The message is somewhat relevant; arguments are partially supported; unity and coherence are occasionally inconsistent; the message is clear but lacks depth.	The message shows limited relevance; arguments are weak or unsupported; coherence is minimal; the message lacks meaningful insight.	The message lacks relevance; arguments have no basis; unity and coherence are absent; the message is weak or unclear.		
	DELIVERY AND PERFORMANCE 30%	5	4	3	2	1	Score	
	-Facial expression, hand gestures -Emphasized the different elements of the performance	Facial expressions and gestures are highly effective; performance elements are	Facial expressions and gestures are appropriate; performance elements	Expressions and gestures are limited; performance elements are unclear; pronunci	Minimal or inappropriate expressions and gestures; performance elements	Delivery lacks clarity and expression; no performance		

	-Words are pronounced distinctly and correctly -Projection of authentic emotion	strongly emphasized; pronunciation is clear and accurate; emotions are authentic and compelling.	s are evident; pronunciation is generally correct; emotions are believable.	ation has lapses; emotional projection is inconsistent.	are absent; pronunciation is unclear; emotions seem forced.	ce elements; emotion is absent; major pronunciation issues.	
	ORIGINALITY 10%	5	4	3	2	1	Score
	-The piece has a unique central idea and innovative supporting points	The piece has a unique central idea supported by innovative and creative details.	The piece presents a clear central idea with some original and creative elements.	The idea shows limited originality; supporting points show minimal creativity.	The piece lacks originality; ideas and supporting details are predictable.	No originality; ideas are repetitive or copied.	
	OVERALL IMPACT 10%	5	4	3	2	1	Score
	-Voice and articulation, dramatic appropriateness, and evidence of understanding are in unison to convey the message effectively and with great impact	Voice, articulation, dramatic appropriateness, and understanding blend seamlessly, resulting in high impact.	Most elements work well together, showing good impact and clear understanding.	Some elements do not blend well; impact and understanding are limited.	Elements do not integrate; performance has minimal impact and weak understanding.	No impact; shows no understanding of the message.	
TOTAL							

MECHANICS

Pre-Event

- A. Discussion of contest mechanics.
- B. Draw lots to determine the sequence of delivery.
- C. Holding area will be provided for contestants prior to his/her delivery.

During the Event

- 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 2025-2026.
- 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. The contestant shall pick the topic from the box and hand it to the contest moderator to be read aloud twice.
- E. The delivery shall commence after the second reading of the topic.
- F. Each learner-contestant shall deliver his/her speech in 2-3 minutes.
- G. A timer shall be projected on the stage to show the time limit. A sound will be heard signaling that the time of delivery is over.
- H. The delivery will be cut automatically upon the completion of 3 minutes.
- I. The decision of the panel of experts is final and irrevocable.

After the Event

The board of judges shall provide general feedback on the conduct of Speak Up!

Prepared and submitted by:

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Reviewed by:

Signature over Printed Name
NFOT Event Focal Person
Bureau of Learning Delivery

Date Submitted: November 21, 2025

DRAFT UNOFFICIAL

READ-A-THON

(A Showcase of English Language Skills Contest)

ADVOCACY PITCH

COMPONENT AREA	READ-A-THON
KEY STAGE	Key Stage 3: Grades 7-10
NO. OF PARTICIPANT/S	Two (2) learner-participants One (1) teacher-coach
TIME ALLOTMENT	<i>126 minutes</i>
PERFORMANCE STANDARD	The learners skillfully deliver a speech for a special occasion through utilizing effective verbal and non-verbal strategies and ICT resources.
21ST CENTURY SKILL/S	Communication Skills Information, Media and Technology Skills Learning and Innovation Skills Life and career skills
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain
CAREER PATHWAYS	<p>The Advocacy Pitch event builds essential communication and presentation skills that are highly valued across industries. By training learners to craft persuasive messages, present confidently, and use ICT tools effectively, the event cultivates competencies that employers consistently seek. Skills such as public speaking, digital literacy, critical thinking, and audience engagement directly translate to real-world applications in fields like marketing, public relations, education, business development, community outreach, policy advocacy, and leadership roles.</p> <p>Moreover, the ability to articulate ideas with clarity and influence is crucial in today's workplaces, where professionals must often advocate for projects, propose solutions, promote initiatives, or communicate organizational goals. The Advocacy Pitch event develops these foundational abilities early, preparing learners to excel in modern, communication-driven industries.</p>
DESCRIPTION	Advocacy Pitch is an NFOT Read-A-Thon event category that evaluates how effectively learners craft and deliver a compelling pitch for a specific purpose or occasion. Participants demonstrate their ability to use strong verbal and non-verbal communication strategies, supported by appropriate information and communications technology (ICT) resources, to convey a meaningful and influential message.

	<p>Advocacy Pitch is an NFOT Read-A-Thon event category that evaluates how effectively learners craft and deliver a compelling pitch for a specific purpose or occasion. Participants demonstrate their ability to use strong verbal and non-verbal communication strategies, supported by appropriate information and communications technology (ICT) resources, to convey a meaningful and influential message. The event also highlights the strategic use of visual aids—such as PowerPoint presentations to reinforce key points and brochures to provide clear, well-designed take-home information—to enhance clarity, engagement, and overall persuasive impact.</p>																																		
TECHNICAL SPECIFICATIONS																																			
A. MATERIAL, TOOLS, AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • Laptop with MS PowerPoint 2010 or latest version and Adobe In-design • Lapels (<i>Wireless Body Pack, maximum of 40W</i>) & batteries • Flash Drive (32 gb) 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • Projector/LED Screen/TV 55” or better (for the contest room and for the viewers outside of the contest room) • Extension Cords • HDMI/VGA Cables • Flash Drives • A4 Bond Paper Substance 100 gsm • Flaglets (yellow, green and red) • Stopwatch / timer • Printer 																																	
B. VENUE	Airconditioned/Well-ventilated: Preparation room, holding room, and contest room																																		
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Product/ Performance</th> <th>Criteria</th> <th>Points</th> <th>Weight %</th> </tr> </thead> <tbody> <tr> <td rowspan="4">Pitching</td> <td>Analysis and Content</td> <td>45</td> <td rowspan="4">70%</td> </tr> <tr> <td>Organization</td> <td>30</td> </tr> <tr> <td>Delivery</td> <td>25</td> </tr> <tr> <td>Total</td> <td>100</td> </tr> <tr> <td rowspan="6">15-slide Powerpoint Presentation</td> <td>Focus and Clarity</td> <td>25</td> <td rowspan="6">10%</td> </tr> <tr> <td>Visual Effectiveness</td> <td>25</td> </tr> <tr> <td>Credibility and Attribution</td> <td>10</td> </tr> <tr> <td>Technical Aspects and Readability</td> <td>15</td> </tr> <tr> <td>Overall Craftmanship</td> <td>25</td> </tr> <tr> <td>Total</td> <td>100</td> </tr> <tr> <td>Tri-Fold Brochure</td> <td>Panel Layout and Structural Accuracy</td> <td>10</td> <td>20%</td> </tr> </tbody> </table>			Product/ Performance	Criteria	Points	Weight %	Pitching	Analysis and Content	45	70%	Organization	30	Delivery	25	Total	100	15-slide Powerpoint Presentation	Focus and Clarity	25	10%	Visual Effectiveness	25	Credibility and Attribution	10	Technical Aspects and Readability	15	Overall Craftmanship	25	Total	100	Tri-Fold Brochure	Panel Layout and Structural Accuracy	10	20%
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		Content Organization and Flow	40	
		Visual Consistency and Branding	25	
		Typography and Readability	10	
		Layout, Balance and Margins	15	
		Total	100	
	TOTAL			100%

RUBRICS

See attached 4-point scale Analytic Scoring Rubrics

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

Pre-Event

- A. Advocacy Pitch is open to all Key Stage 3 learners (Grades 7 – 10) who are officially enrolled in public or private schools. This shall be done under the contest category. Each region shall register one (1) team composed of two (2) learner-participants *(may come from different grade levels)* who are winners in the Regional Festival of Talents (RFOT) and one (1) teacher-coach.
- B. Each team must bring two (2) laptops with their respective chargers and one (1) flash drive.
- C. A mandatory technical inspection of all laptops will be conducted a day before the contest. The laptops must be free from any document.
- D. Drawing of lots must be done thirty (30) minutes prior to the contest.
- E. The participants shall wear corporate attire during the contest.

During the Event

Teams will be given a running time of 120 minutes from Phases 1-4.

Phase 1 – Text Immersion (30 Minutes)

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

Phase 2 - Topic Outlining (20 Minutes)

- 1. The team shall be given twenty (20) minutes to outline their presentation both PPT and brochure using laptops.

Phase 3 – Presentation Preparation (60 Minutes)

- 1. Preparation of PowerPoint and Brochure shall be done simultaneously.
- 2. For the PowerPoint Presentation
 - a. The team shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.

- b. Each presentation is timed five (5) minutes and must be limited to 16 slides only. Each slide shall be automatically timed twenty (20) seconds. The final slide should contain the caption “Thank you for listening” which shall be the queue for the participants to stop.
 - c. Each team is given sixty (60) minutes to prepare, rehearse, and finalize their output.
 - d. The participant shall save the file using the filename format: Entry Number_Event Contest Code (ex: 01_AP_PPT).
 - e. NTWG shall collect and save the file and ensure that the file is working and ready for presentation. Once saved, the team shall not be allowed to open their laptops.
3. For the Brochure
- a. The team shall use InDesign, Publisher, MS PowerPoint, and/or Photoshop for the layout of tri-fold brochure.
 - b. The team shall prepare one tri-fold brochure in landscape layout using the A4 paper. The brochure must contain the advocacy title, problem description, evidence from the readings, proposed actions, expected impact, and team information without any identifying marks. It must be clear, organized, and visually appealing, using only materials provided during the preparation period.
 - c. The participant shall save the file in PDF using the filename format: Entry Number_Event Contest Code (ex: 01_AP_Brochure).
 - d. The team shall print the brochure in five (5) copies to be distributed during the pitching time.
 - e. Laptops shall be surrendered to the NTWG after the allotted preparation time.
4. Designated time will be allocated for participants to print materials, strictly adhering to the queue established by the NTWG. Printing time shall not be included in the preparation time.

Phase 4 – Final Rehearsal (10 Minutes)

1. Before the delivery, the learners are given ten (10) minutes for technical check and rehearsal in the holding room.
2. NTWG shall return the laptops to the participants.
3. Editing any part of the ppt is prohibited.
4. After the rehearsal, the team shall immediately proceed to the presentation room guided by the NTWG.

Phase 5 – Presentation Proper (6 Minutes)

1. Before the delivery, the participants are given 1 minute for technical check.
2. Distribution of the brochures shall be done during the presentation.
3. The participants shall present in five (5) minutes.
4. The slide presentation will play automatically for five minutes, and the team must deliver their pitch synchronized with the auto-timed slides. Manual slide-clicking is not allowed. Both team members must speak during the presentation, but they may divide speaking roles according to their preference. Clear teamwork, coherent delivery, and strong connection to the reading texts are expected.

5. The NTWG shall raise the green flag to cue the start of the slide presentation. The NTWG timer serves as the official and definitive timekeeper for the event.

After the Event

1. Upon completion of the performance, contestants are required to exit the stage in an orderly manner and proceed directly to the designated holding area. NTWG shall escort the team off the stage.
2. The NTWG shall collect the printed brochures and return the laptops and flash drives to the participants.
3. Brochure shall be judged after the performance on stage.
4. Results will be announced during the awarding ceremony.

READ-A-THON

(A Showcase of English Language Skills Contest)

STORY ENDERS CUP

CATEGORY	STORY ENDERS CUP	
KEY STAGE	Key Stage Two (Grade Six)	
NO. OF PARTICIPANT/S	One (1) Grade Six learner-participant per region One (1) teacher coach	
TIME ALLOTMENT	<i>65 minutes (60 minutes preparation plus 5 minutes presentation)</i>	
PERFORMANCE STANDARD	The learner uses speaking skills and strategies appropriately to communicate ideas into varied theme-based tasks (Oral language); uses knowledge of stress and intonation of speech to appropriately evaluate the speaker's intention, purpose and meaning (fluency); uses linguistic cues to appropriately construct meaning from a variety of texts for a variety of purposes (reading comprehension); and publishes texts using appropriate text types for a variety of audiences and purposes (reading and composition)	
21ST CENTURY SKILL/S	Communication Skills and Learning & Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	This event is an individual competition for Grade 6 learners designed to assess both receptive and productive language skills through a controlled narrative task. The event evaluates learners' ability to comprehend an open-ended (unresolved) narrative text, extract and sequence essential story elements, and demonstrate critical and creative thinking by generating a coherent, original resolution that aligns with the given plot. Through a timed oral performance, contestants apply narrative reconstruction, summarization, inferencing, and story crafting skills, producing a unified output that reflects deep understanding of the source material and effective spoken communication.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: None	To be provided by the event organizers: <ul style="list-style-type: none"> • Supplies and materials • Timer and flaglets • Strips of papers for drawing of lots • Number identifier

		<ul style="list-style-type: none"> • Sound system (<i>for the orientation and awarding</i>) • Certificates • Pencils • Ball Pens • Folders • Calculators • Bond Papers • Holding area, preparation area, and contest area • Signages (e.g. Preparation Area, Holding Area, and Contest Area) • Wall clock (preparation area) 												
B. VENUE	Airconditioned /Well-ventilated Room -Holding Area -Preparation Area -Contest Area													
CRITERIA FOR JUDGING	<table border="1" data-bbox="496 947 1414 1933"> <thead> <tr> <th data-bbox="496 947 1166 987">Criteria</th> <th data-bbox="1166 947 1414 987">Percentage</th> </tr> </thead> <tbody> <tr> <td data-bbox="496 987 1166 1189"> Accuracy and Faithfulness to the Original Story Measures how accurately the contestant retells the events of the open-ended (unresolved) narrative without altering or adding new events prior to the ending; evaluates correct sequencing of events, preservation of character traits, and consistent tone with the given text. </td> <td data-bbox="1166 987 1414 1189" style="text-align: center;">30%</td> </tr> <tr> <td data-bbox="496 1189 1166 1391"> Coherence and Logical Flow of the Story Ending Assesses how well the original ending created by the contestant logically follows the unresolved portion of the narrative; includes clarity of conflict resolution, internal consistency, smooth transitions, and alignment with established story elements. </td> <td data-bbox="1166 1189 1414 1391" style="text-align: center;">25%</td> </tr> <tr> <td data-bbox="496 1391 1166 1559"> Creativity and Quality of the Constructed Ending Evaluates originality, imagination, and depth of the contestant's ending while still fitting within the boundaries of the given story; includes ingenuity of resolution, emotional impact, and thematic relevance. </td> <td data-bbox="1166 1391 1414 1559" style="text-align: center;">20%</td> </tr> <tr> <td data-bbox="496 1559 1166 1760"> Delivery and Storytelling Skills Measures clarity of speech, pacing, voice modulation, articulation, naturalness of retelling (not memorized), and the contestant's ability to engage listeners; includes confidence, posture, and expressive but appropriate narration. </td> <td data-bbox="1166 1559 1414 1760" style="text-align: center;">20%</td> </tr> <tr> <td data-bbox="496 1760 1166 1933"> Overall Impact and Stage Presence Assesses the contestant's ability to deliver a compelling performance that leaves a strong impression; includes audience connection, composure, and overall storytelling effectiveness while following contest rules. </td> <td data-bbox="1166 1760 1414 1933" style="text-align: center;">5%</td> </tr> </tbody> </table>		Criteria	Percentage	Accuracy and Faithfulness to the Original Story Measures how accurately the contestant retells the events of the open-ended (unresolved) narrative without altering or adding new events prior to the ending; evaluates correct sequencing of events, preservation of character traits, and consistent tone with the given text.	30%	Coherence and Logical Flow of the Story Ending Assesses how well the original ending created by the contestant logically follows the unresolved portion of the narrative; includes clarity of conflict resolution, internal consistency, smooth transitions, and alignment with established story elements.	25%	Creativity and Quality of the Constructed Ending Evaluates originality, imagination, and depth of the contestant's ending while still fitting within the boundaries of the given story; includes ingenuity of resolution, emotional impact, and thematic relevance.	20%	Delivery and Storytelling Skills Measures clarity of speech, pacing, voice modulation, articulation, naturalness of retelling (not memorized), and the contestant's ability to engage listeners; includes confidence, posture, and expressive but appropriate narration.	20%	Overall Impact and Stage Presence Assesses the contestant's ability to deliver a compelling performance that leaves a strong impression; includes audience connection, composure, and overall storytelling effectiveness while following contest rules.	5%
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RUBRICS	See attached rubrics
MECHANICS	
<i>Pre-Event</i>	
<ol style="list-style-type: none"> 1. All contestants shall report to the contest venue one (1) hour before the start of the contest proper to allow sufficient time for attendance checking, orientation, and preparation. 2. Upon arrival, contestants shall register at the designated desk, where their identities and official representation shall be verified by the NTWG. 3. After registration, the NTWG shall conduct a brief orientation to explain the contest flow, time limits, judging criteria, rules on allowed and prohibited materials, and expectations for delivery and decorum. 4. Immediately after the orientation, the NTWG shall facilitate the drawing of lots to determine the official order of presentation. The draw shall be conducted in the presence of all contestants to ensure fairness and transparency. 5. Each contestant shall be issued a printed copy of the open-ended (unresolved) narrative text containing 350–400 words, along with sheets of paper for outlining and planning. 6. Contestants are provided with a 60-minute preparation period, during which they shall read and analyze the given text, identify the important events and character actions, and plan the appropriate ending they intend to deliver during the presentation. 7. Contestants are strictly prohibited from using mobile phones, gadgets, dictionaries, or any external reference materials. 8. Upon receipt of the contest material by Contestant 1 during the designated preparation phase, the National Technical Working Group (NTWG) shall subsequently provide the same material to Contestant 2 after an interval of five (5) minutes. This prescribed five-minute gap shall be consistently maintained for each succeeding contestant until all participants have been furnished with their respective preparation materials. 9. At the end of the 60-minute preparation period, the NTWG shall collect the copy of the narrative text and all notes from the contestant. No written material shall be brought to the contest area. 	
<i>During the Event</i>	
<ol style="list-style-type: none"> 1. Contestants shall wear a plain white T-shirt with no prints or designs, paired <i>maong</i> pants. Accessories, costumes, props, or themed clothing are not allowed. 2. Before stepping onto the stage, each contestant shall be called by the NTWG according to the official order of presentation. Once called, the contestant shall immediately proceed to the designated performance area. 3. Each contestant is granted a maximum of five (5) minutes to retell the given story and present an original ending. The retelling must accurately follow the events in the provided text and must be delivered in the contestant's own words, without memorized verbatim lines and without deviating from the established plot. 4. Contestants shall deliver their presentations without holding any written material, copies of the narrative text, cue cards, or notes. All performance content must come from comprehension and recall. 5. The NTWG shall use flaglets to signal the contestant's remaining time, which shall be clearly visible from the performance area. A green flaglet shall be raised at the beginning of the performance to signal that the contestant will start. A yellow flaglet shall be raised when one (1) minute is left. A red 	

flaglet shall be raised to indicate that the allotted time has ended, and the contestant must stop speaking immediately. Any portion delivered beyond the five-minute limit will not be scored.

6. After the contestant finishes the presentation, they shall exit the stage promptly and proceed to the designated area as directed by the NTWG.

After the Event

1. Upon completion of the performance, contestant shall exit the stage and proceed directly to the designated holding area. NTWG shall escort the participant off the stage.
2. Results will be announced during the awarding ceremony. Contestants must remain in the venue until the announcement of winners.



Republic of the Philippines
Department of Education
REGION IV-A CALABARZON

SPECIAL NEEDS EDUCATION

SNED Abilympics

(Uncovering the Unique Talents of LWDs!)

COMPONENT AREA	SPECIAL NEEDS EDUCATION
KEY STAGE	Key Stage 3 (Grades 7 to 10)
EVENT TITLE	Story Interpretation in Braille Reading using Unified English Braille
NO. OF PARTICIPANT/S	1 Blind Learner participant per SDO
TIME ALLOTMENT	Following the standard number of hours in LWDs maximum of ten (15) minutes
PERFORMANCE STANDARD	<ol style="list-style-type: none">1. Use the appropriate reading style (scanning, skimming, speed reading, intensive reading, etc.) one's purpose (EN7RC-IV-b-10)2. Analyze literature as a means of understanding unchanging values in the VUCA world (G9_Q2_MELC)
21ST CENTURY SKILL/S	Creativity, Collaboration, Communication, Critical Thinking (4Cs)
CREATIVE INDUSTRIES DOMAIN	Creative services (creative research, development, and real-time artistic performances)
DESCRIPTION	Story Interpretation in Braille Reading using Unified English Braille is an NFOT event category of Special Needs Education (SNED) Expo that allows learners with visual impairment (LVI) to interpret story in Braille Reading.
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: N/A
	To be provided by the organizers: <ul style="list-style-type: none">• Copy of the Story for the contestant and judges• Braille Copy of the Story (Hard Copy to be provided the NTWG) produced by the BLR• The number of materials should be equivalent to the number of contestants (1:1)• 3 lapels (to be provided by the host region)• 1 laptop• 5 extension wire• 1 long table for judges and NTWG with chairs• 1 table and chair for the contestant• sound system• stage

	<ul style="list-style-type: none"> • 1 buzzer/timer/bell • Live Streaming Equipment 																		
B. VENUE	<ol style="list-style-type: none"> 1. Contest area which can hold at least 50 pax 2. Holding area which can hold at least 23 pax 																		
CRITERIA FOR JUDGING	<table border="1"> <thead> <tr> <th>Criteria</th> <th>Percentage</th> </tr> </thead> <tbody> <tr> <td>1. Accurate Reading of Words or Contractions</td> <td>15%</td> </tr> <tr> <td>2. Reading Speed</td> <td>25%</td> </tr> <tr> <td>3. Fluency</td> <td>5%</td> </tr> <tr> <td>4. Consistency</td> <td>5%</td> </tr> <tr> <td>5. Contextual Understanding</td> <td>5%</td> </tr> <tr> <td>6. Quality of Voice (Pronunciation, Enunciation of words/Intonation)</td> <td>30%</td> </tr> <tr> <td>7. Voice Expressions</td> <td>15%</td> </tr> <tr> <td>TOTAL SCORE</td> <td>100%</td> </tr> </tbody> </table> <p>See also the attached Criteria for Story Interpretation in Braille Reading using Unified English Braille</p>	Criteria	Percentage	1. Accurate Reading of Words or Contractions	15%	2. Reading Speed	25%	3. Fluency	5%	4. Consistency	5%	5. Contextual Understanding	5%	6. Quality of Voice (Pronunciation, Enunciation of words/Intonation)	30%	7. Voice Expressions	15%	TOTAL SCORE	100%
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MECHANICS

- A. The contest is open for Grades 7 to 10 Blind learners who are officially enrolled in the public school.
- B. Each SDO shall have 1 participant (Blind– Key Stage 3) for Story Interpretation in Braille Reading using Unified English Braille *(The participant with the highest score shall automatically represent the region in the NFOT.)*
- C. The NTWG shall provide the Published Story to be interpreted. The story should be aligned with the 2025 NFOT theme and must not have more than 450-500 words. This shall be given to the contestant during the actual event.
- D. Order of performance shall be identified through draw lots. An orientation of the guidelines, process flow and house rules shall be conducted before the contest proper.

Story Interpretation Proper

- E. Each contestant is given 15 minutes to read, understand and interpret the story. This includes the following: scanning, skimming, familiarizing and delivery of the contest piece.
- F. The contestant shall not introduce herself/himself.
- G. The contestant shall interpret the story through Braille Reading using Unified English Braille. The embossed copy of the story shall be placed on the table and shall be flipped by the contestant as s/he progresses. S/he shall give signal by tapping the bell to the TWG and Judges if s/he is ready to interpret the story. 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 also be provided with the printed story piece during the contest proper.
- J. Only participants shall be allowed in the designated holding area.

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

Story Interpretation in 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%
<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 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.

N.B. See FSL computation sample table

NFOT 2025 Rubric for Story Interpretation in Braille Reading using Unified English Braille				
Requirements/ Task Completion	Limited	Developing	Proficient	Exceptional
	1	2	3	4
Accurate Reading of Words or Contractions 4 points (15%)	More than 15 errors in reading words	11 – 15 errors in reading words	6-10 errors in reading words	5 below errors in reading words
Reading Speed 4 points (25%)	Reads very slowly with extended pauses	Reads slowly with frequent pauses	Reads at a moderate pace with minimal hesitations	Reads braille fluently at a fast pace
Fluency 4 points (5%)	Difficulty tracking, substantial skipping	Struggles with tracking, frequent skipping	Follows lines adequately, occasional skipping	Follows lines smoothly, rarely skips or jumps
Consistency 4 points (5%)	Highly inconsistent with frequent errors	Inconsistent with noticeable errors	Generally consistent but with some errors	Reads braille consistently, rarely making errors
Contextual Understanding 4 points (5%)	Limited understanding of text in context	Struggles with context, some understanding	Understands text context fairly well	Demonstrates a deep understanding of the text in context
Quality of Voice (Pronunciation, Enunciation of words/Intonation) 8 points (30%)	The quality of voice is monotonous. Mispronounced words can be heard	Demonstrate considerable variations of voice. There are few mispronounced words that can be heard.	Demonstrate good and appropriate variations of voice. Most words are properly pronounced.	Demonstrate very clear and appropriate variations of voice. All words are correctly pronounced.
Voice Expressions 4 points (15%)	The emotions in the voice expression are still lacking and demonstrates little internalization of the piece.	Some emotions in the voice expressions are present and demonstrates considerable internalization of the piece.	Most emotions in the voice expressions are present and demonstrates powerful internalization of the piece.	The emotions are flowing freely and can be felt by the audience and demonstrates powerful internalization of the piece.
TOTAL SCORE 32 POINTS (100%)				



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SPECIAL NEEDS EDUCATION

SNED Abilympics

(Uncovering the Unique Talents of LWDs!)

COMPONENT AREA	SPECIAL NEEDS EDUCATION
KEY STAGE	Key Stage 2 (Grades 4-6)
EVENT TITLE	Story Interpretation in Filipino Sign Language
NO. OF PARTICIPANT/S	1 Deaf learner-participant per SDO
TIME ALLOTMENT	Following the standard number of hours in LWDs maximum of ten (15) minutes
PERFORMANCE STANDARD	1. Identifying author's/speaker's point of view (EN4LR-I-1) 2. Applying the important story elements to one's schema: relating story to one's experiences (EN4LR-I-1.12)
21ST CENTURY SKILL/S	Creativity, Collaboration, Communication, Critical Thinking (4Cs)
CREATIVE INDUSTRIES DOMAIN	Creative services (creative research, development, and real-time artistic performances)
DESCRIPTION	Story Interpretation in Filipino Sign Language is an NFOT event category of Special Needs Education (SNED) that allows learners with disabilities (LWDs) to perform Filipino Sign Language through story reading and interpretation of the point of view of the writer.
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: N/A
	To be provided by the organizers: <ul style="list-style-type: none">• Copy of the story from the Gawad Teodora Alonzo Story Book (English – KS2)• tripod• 3 projectors or SMART TV (at least 60 inches)• 2 laptops• 5 extension wires• 1 long table for judges with chairs• 1 small table and chair for contestant at the practice room• 1 adjustable bookstand• sound system• stage

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

MECHANICS:

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

Story Interpretation proper

- E.** Each contestant is given 15 minutes to read, understand and interpret the story. This includes the following: scanning, skimming, familiarizing and interpreting the content of the story piece
- F.** The contestant shall not introduce herself/himself.
- G.** The contestant shall interpret the story through FSL. The storybook shall be placed on the bookstand and shall be flipped by the contestant as s/he progresses. S/he shall give signal by raising the green flaglet to the TWG and Judges if s/he is ready to interpret the story. 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.
- K.** Judging of winners shall be based on DO 36, 2016 (Awards and Recognition). The following awards shall be given:

Story Interpretation in Filipino Sign Language (FSL)	
Categories	Range of Scores
1. Exceptional	76-100%
2. Proficient	51-75%
3. Developing	26-50%
4. Certificate of Participation	1-25%
<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>	
<p>L. In case of tie, the Judges shall decide on this matter.</p> <p>M. Coaches shall receive Certificates of Recognition and Participation.</p> <p>N. Participants shall observe health and safety protocol.</p> <p>O. Participants and coaches are expected to practice utmost honesty and camaraderie. Any form of dishonesty shall be ground for disqualification.</p> <p>P. Final scores of the contestants shall be projected after the awards are given.</p>	

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

NFOT 2025 Criteria for Story Interpretation in Filipino Sign Language (FSL)				
Requirement s/ Task Completion	Limited	Developing	Proficient	Exceptional
	25	50	75	100
Space Referents (20%)	Does not attempt to use space in collaboration with messages.	Difficulty with setting up points in space to refer to objects and people; Difficulty with maintaining eye contact; Lacks expressive behaviors when signing	Limited use of setting up points in space to refer to objects and people; sometimes makes errors; Limited eye contact; Limited use of expressive behaviors	Frequently sets up points in space to refer to objects and people: make no errors; Maintains some eye contact; Some use of expressive behaviors
Grammar - Use of NMS (30%) Location Negation Contrastive Structure (listing and ordering, time, etc.)	Lacks facial expressions when signing; Difficulty using non-manual signals; Difficulty using listing and ordering	Some appropriate use of facial expressions; Limited use of non-manual signals; Limited use of listing and ordering	Appropriate use of facial expressions when signing; Inconsistent use of non-manual signals; Inconsistent use of listing and ordering	Uses good facial expressions correctly and consistently; Appropriate use of non-manual signals; Appropriate use of listing and ordering
Sign Production & Formation (30%) Handshape Palm Orientation Movement Location	Frequent incorrect formations of signs; Very difficult to understand signs	Some errors, but is understandable; Errors are usually not corrected	Self-corrects: few mistakes made; Easily understood	Consistent use of correct signs; Clear, easily understood
Fluency/Accuracy (10%) Smoothness and Fluency of Signs Conceptually Accurate Ideas/Messages	Irregular hand movements and choppy use of signs; Unable to sign conceptually accurate ideas/messages	Hesitates and self-corrects when signing; Signs conceptually accurate ideas/messages on a limited basis	Smooth flow of signs with confidence most of the time; Signs conceptually accurate ideas/messages the	Communicates with fluency and confidence; Signs conceptually accurate ideas/messages consistently

			majority of the time	
Contextual Understanding (10%)	Limited understanding of text in context.	Struggles with context, some understanding.	Understands text context fairly well.	Demonstrates a deep understanding of the text in context.
Total (100%)				



2026 NATIONAL FESTIVAL OF TALENTS



Implementing Guidelines on Technolympics

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

Category	Component	No. of Learner-Participants	No. of Teacher-Coaches	Time Allotment
Elementary				
TECHNO FUSHION	ICT/IA/AFA	2	1	360 mins
Secondary				
Food Processing (FISH)	AFA	1	1	240 mins
Bread and Pastry Production (Baking and Decorating)	FCS/HE	2	1	240 mins
Technical Drafting	ICT	1	1	240 mins
Office Table with Storage	IA	2	1	360 mins
Total		8	5	1440 mins



TECHNOLYMPICS 2026

(A Showcase of Marketable Products and Performances)



TECHNO-FUSION

COMPONENT AREA	INFORMATION AND COMMUNICATION TECHNOLOGY, AGRICULTURE AND FISHERY ARTS, INDUSTRIAL ARTS	
KEY STAGE	Key Stage 2 (Grades 4-6)	
NO. OF PARTICIPANT/S	2	
TIME ALLOTMENT	360 minutes	
PERFORMANCE STANDARD	<p>The learner constructs simple electrical gadgets with ease and dexterity.</p> <p>Application of the most applicable dish gardening technique.</p> <p>Ang mga mag-aaral ay nakagagawa ng iba't ibang dokumento gamit ang computing devices at productivity tools</p>	
21ST CENTURY SKILL/S	<p>Learners must demonstrate learning and innovation skills: thinking critically, creatively, and reflectively; solving problems; applying techniques; and generating functional knowledge while observing proper tool use and OHS standards. These skills, including creativity, problem-solving, communication, technological application, and procedural competence, are strengthened in the Techno-Fusion Contest, where learners integrate Dish Gardening, algorithm design, and Extension Cord Making into one innovative activity.</p>	
CREATIVE INDUSTRIES DOMAIN	Design, creative industries, Landscape Architecture, Agri-Tourism Industry, Agri-entrepreneurial Industry,	
CAREER PATHWAYS	(N/A)	
DESCRIPTION	<p>The Techno-Fusion Contest integrates three key skill areas—Dish Gardening, Extension Cord with Switch Assembly, and Algorithm Design—to challenge learners to apply creativity, technical ability, and logical thinking in one comprehensive performance task. Learners create a dish garden, a miniature landscaped scene in a shallow container using compatible plants arranged to depict nature. They also construct an extension cord with switch, demonstrating their understanding of electrical components, tool handling, and safety practices aligned with Technolympics standards. Complementing these hands-on tasks, participants prepare an algorithm, a clear step-by-step set of instructions that outlines their process for both dish gardening and electrical assembly. The contest highlights learners' ability to integrate design, technology, and structured problem-solving while showcasing innovation, craftsmanship, and 21st-century skills.</p>	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by participants:	To be provided by the event organizers:

	<p>Materials:</p> <ul style="list-style-type: none"> - 6 meters no.14 strand wire - 1 foot no.14 THHN electrical wire - 1 pc single pole single throw switch - 2 pcs convenience outlet - 1 set 3-gang plate - 1 pc male plug (15A) <p>Tools: (for extension cord)</p> <ul style="list-style-type: none"> - Electrical tools (long nose, pliers, Phillips, and flathead screwdriver) - Multi Tester - Appropriate PPE <p>(for Dish Gardening)</p> <ul style="list-style-type: none"> - Pliers - Spade - Cutter - Tie wire - Sprinkler - Hand sprayer 	<ul style="list-style-type: none"> - 1 pc surface utility box - Laptops - 1 printer - Long bond paper - Pencils - Long folders - Dish garden plants (assorted, minimum of 6 kinds) - Decorative object - Colored rocks - Horticultural charcoal - Potting soil - Moss or sand - Wide, low-sided container (without a drainage hole, any design) - Submersible pump - Working table - Hand trowel - Shovel 																																						
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RUBRIC ICS	TECHO Fusion					
	CRITERIA	Excellent 5	Highly Proficient 4	Proficient 3	Develop ing 2	Beginni ng 1
	A. TECHNICAL PRODUCT OUTPUT (Extension Cord Assembly & Dish Garden Output)					
Quality of Output (EC) / Visual Impact (DG)	Highly polished, neat, professional ; visually striking and well-balanced.	Clean, organized, strong appeal with minor imperfections.	Acceptable quality; some inconsistencies, but still neat.	Weak execution; uneven quality or weak visual elements.	Poorly made, messy, unbalanced, or unsafe.	
Accuracy (EC) / Originality & Plan Alignment (DG)	Measurements, layout, and design strictly follow specifications or sketch plan; exceptionally original.	Minor deviations , but do not affect performance or design coherence .	Generally accurate; follows most specifications.	Multiple inaccuracies: the parts are different from the plan.	Major errors: does not follow specifications or plan.	
Functionality (EC only)	Fully functional; flawless switch/connection performance.	Fully functional ; minor inconsistencies.	Functional but may show inconsistent performance.	Limited or partial function .	Non-functional or unsafe.	
Combination & Design of Plants & Materials (DG only)	Harmonious , balanced, compelling; enhances theme and sustainability.	Effective combinations; minor balance issues.	Acceptable combinations; coherent design.	Mismatched choices; theme unclear.	Poor combination; lacks unity or suitability.	
B. USE OF TOOLS, METHODS & SAFETY						
Use of Tools & Equipment (EC & DG)	Confident, precise, efficient; correct technique.	Mostly correct and safe use; minor inefficiency.	Adequate use; some gaps, but task completed .	Frequent improper handling; needs reminders.	Incorrect or unsafe tool use.	
Methods & Safety	Consistently follows all	Safe practices	Basic safety	Several lapses	Repeated unsafe	

	Work Habits (EC & DG)	protocols; PPE used; organized, hazard-free workspace.	with minor lapses.	observed; occasional reminders needed.	or inefficient methods.	behaviors; disorganized.
	Speed (All Categories)	Finishes within/ahead of time with excellent quality.	Slightly slow but efficient overall.	Completes within a reasonable time.	Slow pace causes delays.	Unable to finish on time.
C. COMMUNICATION, PRESENTATION & DIGITAL COMPETENCY (ICT + EC + DG)						
	Ability to Explain / Present Ideas (All Categories)	Clear, confident, thorough explanation of process, reasoning, tools, safety, or design choices.	Clear explanation with minor gaps.	Basic explanation; some unclear areas.	Limited explanation; missing key details.	Cannot explain; unclear or incorrect responses.
	Organization & Clarity of Ideas (ICT)	Logical flow; strong structure; coherent transitions.	Mostly organized; minor clarity lapses.	Understandable but loosely organized.	Ideas are not well-connected.	Disorganized and unclear.
	Digital Presentation Skills (ICT)	Highly confident; complete explanation of tools and processes (Word/PDF).	Clear with minor gaps.	Basic; some details missing.	Struggles to articulate workflow.	Inaccurate or incomplete explanation.
	Technical Accuracy (Grammar, Spelling) (ICT)	No errors; polished and professional.	Minor errors.	Several errors, but readable.	Frequent errors affect clarity.	Many errors; hard to understand.
D. ICT DOCUMENTATION (Word → PDF)						
	Content Accuracy & Completeness	Fully complete, accurate, and meets all requirements.	Mostly complete; minor omissions.	Generally correct; some missing parts.	Incomplete sections; inaccuracies.	Largely off-task or incorrect.
	Formatting & Layout in Word	Professional formatting: correct margins,	Minor inconsistencies.	Basic formatting applied.	Frequent formatting	No formatting standards

		spacing, headings, page breaks.			ng errors.	ds followed.
	Use of Productivity Tools & PDF Export	Effective use of styles, tables, images; error-free PDF.	Several tools used effectively; minor PDF issues.	Basic tools used; acceptable PDF.	Minimal tool use; many errors.	Incorrect tool use; faulty/n o PDF export

MECHANICS

A. PRE-EVENT

1. Eligibility

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

2. Venue and Personnel Preparation

- The Event Administrator, Technical Committee, and Board of Judges must be at the venue **60 minutes** before the event schedule.
- All materials, supplies, tools, and equipment must be prepared by the Event Administrator **60 minutes** before the competition, except those that the participants have brought.

3. Inspection

- The Technical Committee shall inspect and verify all resource requirements for the contest (both Dish Gardening and Extension Cord Making).
- The coaches shall inspect the laptops before the briefing of the event/contest manager.

4. Participant Arrival

- All participants must arrive **30 minutes before** the event begins.
- Late participants may be allowed only after review and approval by the Technical Committee.

5. Safety Compliance

- All learner-participants shall strictly follow required **health, safety, and Occupational Health and Safety protocols**.

6. Briefing

- A **participant briefing** will be conducted **30 minutes before** the start of the event to address instructions, rules, clarifications, and points of order.
- Participants shall also be given a short **orientation on algorithm basics** (inputs, process, outputs) before the competition proper.

7. Drawing of Lots

- Participants shall draw lots to determine their entry numbers and assigned workstations during the event registration.

8. Food Provision

- Participants/contestants must bring their own food; **leaving the contest venue is not allowed** during the event.

B. DURING THE EVENT

1. Start of Event

- The Event Administrator will signal the official start of the competition.

- Once the event begins, **coaches, teachers, and delegates are no longer allowed to stay in the contest venue.**
- 2. **Authorized Personnel Only**
 - Only the Event Administrator, Technical Committee Members, Judges, Official Photographers, and participants are allowed inside the contest area.
- 3. **Contest Rules**
 - Borrowing of materials, supplies, or tools is **strictly prohibited.**
 - Participants must give their full attention to their tasks to ensure quality, accuracy, and safety.
 - All participants must follow prescribed OHS standards and tool-handling guidelines.
- 4. **Work Execution**
 - Participants shall prepare the sketch plan of the **dish garden for submission to the event administrator.**
 - Prepare the logical steps for tasks in **dish gardening** and **extension cord making** using the Word document with clear headings and numbered steps, which shall be exported (PDF format) and submitted to the Event Secretary for printing.
 - Participants shall complete:
 - The algorithm of the logical steps for Techno-Fusion
 - The **extension cord with switch assembly**, and
 - The **dish garden** following their submitted sketch/blueprint.
 - The printed algorithm should be displayed near the working area.
- 5. **Judging and Documentation**
 - Techno-Fusion outputs must be **ready for display** once all judges complete individual evaluation.
 - The Techno-Fusion output must remain **unaltered and on display** until the closing ceremony.
- 6. **Panel Interview**
 - Participants shall undergo a **panel interview** with the Board of Judges within the time allotment.
 - Interviews shall be conducted **one at a time** using uniform questions.
- 7. **Final Deliberation**
 - Judges shall finalize scores based on:
 - Final scores following the rubrics,
 - Panel interview results,
 - Algorithm explanation, and
 - Output quality and safety.
- 8. **Irregularities**
 - Any irregularity found during the event may result in the suspension of the activity at the discretion of the Event Administrator, in consultation with the Board of Judges. The matter shall then be forwarded to the Technical Evaluation Committee for appropriate action.

C. AFTER THE EVENT

1. Cleanup

- Participants must **clean their working area immediately** after completing their tasks.
- 2. **Submission of Requirements**
 - All participants must submit:
 - The **algorithm document** (WordDoc and PDF format)
 - All required outputs from both skills.
- 3. **Display of Outputs**
 - The Techno-Fusion outputs shall remain **on display until the closing ceremony**.
- 4. **Event Documentation**
 - The Technical Committee compiles the judging results, attendance, photos, and final reports for official records.



TECHNOLYMPICS 2026

(A Showcase of Marketable Products and Performances)



FOOD PROCESSING (FISH)

COMPONENT AREA	AGRI-FISHERY ARTS	
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grades 11)	
NO. OF PARTICIPANT/S	One (1) learner-participant from either of the key stages or grade levels or from one key stage or grade level alone per region. (For key stage 4 they must be enrolled in TVL Track).	
TIME ALLOTMENT	240 minutes	
PERFORMANCE STANDARD	The learners independently develop the skills in food processing and demonstrate the core competencies in food processing prescribed in the K to 12 Basic Education Curriculum.	
21ST CENTURY SKILL/S	Communication in the workplace, use of appropriate technology, learning and innovative skills and abilities where learners think critically, reflectively, and creatively, and analyze and solve problems	
CREATIVE INDUSTRIES DOMAIN	Traditional Cultural Expressions	
CAREER PATHWAYS	Food technology, culinary arts, or business, and progress from entry-level roles to advanced positions in the agri-fishery industry.	
DESCRIPTION	Food Processing (Fish) is an NFOT event category of Technolympics that allows learner-participants to apply the principles of food preservation. This includes preparation and processing of Fish (<i>Bangus-Spanish Sardines</i>),	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • Personal Protective Equipment (PPE) • Packaging Materials • Pressure Cooker 	To be provided by the event organizers: <ul style="list-style-type: none"> • Marketable ingredients • Stove • LPG • Working table • Cooking area • Water outlet/supply • Utility expenses • Heat gun blower • Frying Pan
B. VENUE	Airconditioned/Well-ventilated Laboratory/ Room Holding Area	

CRITERIA FOR JUDGING	Criteria		Percentage				
	Process on the Product Development		20%				
	Proper use of tools and equipment		15%				
	Palatability		20%				
	Product Presentation		15%				
	Speed		10%				
	Safety/Sanitation and Hygiene		10%				
	Ability to Present Idea/Process		10%				
	Total		100%				

RUBRICS	Criteria	Weight	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)
	Process on Product Development	20%	Exceptional understanding; systematic steps; mastery of techniques; innovative	Strong understanding; minor deviations; good technique	Adequate understanding; some confusion; timing issues	Limited understanding; misses steps; poor technique	Minimal understanding; fails steps; lacks sequencing
	Proper Use of Tools & Equipment	15%	Expert knowledge; safe, efficient handling; proper maintenance	Good knowledge; minor hesitation	Basic knowledge; occasional reminders	Limited knowledge; frequent errors; safety concerns	Minimal knowledge; unsafe handling
	Palatability	20%	Outstanding taste, texture, aroma; perfect balance	Very good flavor and texture	Acceptable taste; balanced enough	Below average; moisture issues	Poor taste; unbalanced flavors
	Product Presentation	15%	Visually stunning; perfect shape; creative plating	Attractive; good symmetry	Acceptable; minor imperfections	Below average; uneven shape	Poor presentation; misshapen
	Speed	10%	Finished on or before the	Finished 1 minute past the	Finished 2 minutes past	Finished 3 minutes past	Finished 4-5 minutes past

			allotted time.	allotted time.	the allotted time.	the allotted time.	the allotted time OR task was not fully completed.
	Safety/Sanitation & Hygiene	10 %	Exemplary hygiene; clean area; proper handling	Good hygiene; mostly clean	Acceptable hygiene; needs improvement	Inconsistent hygiene; messy area	Poor hygiene; unsafe
	Ability to Present Idea/Process	10 %	Clear, confident; excellent technical knowledge	Good explanation; organized	Communicates adequately with minor gaps in clarity or detail	Presentation lacks clarity or depth	Unable to explain ideas or process effectively

MECHANICS

Pre-Event

1. A day before the contest, the documents (*Medical Certificate, Parent consent, Certified thru copy of SF-9 & SF-10, and certification from the school that the learner is currently enrolled in Food Processing. For the teacher-coach, certification of the school the teacher is currently teaching Food processing, certified thru copy of Updated NC Level II in food processing duly certified by the Division and Regional Focal Person*) shall be submitted to the event administrator for evaluation.
2. All learners in Junior High School (Grades 9–10, TVE/TLE) and Senior High School (Grade 11 TVL), including ALS learners (TVL Track), previously or currently enrolled in schools offering specialization in food processing, are eligible to join.
3. The Event Administrator, Technical Committee Members, and Panel of Expert shall be at the venue **60 minutes ahead** of the schedule.
4. The Event Administrator shall ensure that **materials, supplies, tools, and equipment** are ready **60 minutes before** the event.
5. The Technical Committee shall inspect all **resource requirements** for the contest.
6. Learner-participants are expected to arrive at the venue **at least 30 minutes before** the event begins. Late participants may be allowed after review by the Technical Committee.
7. **Briefing** shall be conducted 30 minutes before the start; questions and clarifications are entertained during this time.
8. The event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will proceed to the designated holding area and will no longer be permitted to communicate with the participants.
9. Participants must adhere to all **health and safety requirements**.

10. Participants shall draw **lots** to determine their entry numbers and workstations. Participants are **advised to bring food**, as leaving the venue is not permitted during the contest.
11. Participants can only bring the listed tools/material inside the contest venue.

During the Event

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

After the Event

1. After the **240 minutes time allotment**, participants will undergo a **panel interview and deliberation** by the Panel of Experts.
2. Participants shall **clean their working area** immediately after the contest



TECHNOLYMPICS 2026

(A Showcase of Marketable Products and Performances)



BREAD AND PASTRY PRODUCTION (BAKING AND DECORATING)

COMPO NENT AREA	FAMILY AND CONSUMER SCIENCE/HOME ECONOMICS	
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grade 11 only)	
NO. OF PARTIC IPANT/ S	Two (2) learner-participants who are currently enrolled from either of the key stages or grade levels or from one key stage or grade level alone per region.	
TIME ALLOT MENT	240 minutes, excluding interview	
PERFO RMANC E STAND ARD	The learners use and maintain appropriate baking tools and equipment and follow the Occupational Health and Standard (OHS) in baking and decorating cake.	
21ST CENTU RY 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	
CREATI VE INDUST RIES DOMAI N	Baking and Design	
CAREE R PATHW AYS	<i>Baker, Commis - Pastry</i>	
DESCRI PTION	Bread and Pastry Production including Decorating is an NFOT event category of Technolympics that allows learner-participants to apply the principles of bread and pastry production, including decorating. The task involves preparation of chiffon cake with icing decoration. It is a one-layer cake with a mold size of 6x3 inches (round).	
TECHNICAL SPECIFICATIONS		
C. MA TER IAL S, TO	To be provided by the participants: <ul style="list-style-type: none"> • Personal Protective Equipment (PPE) 	To be provided by the event organizers: <ul style="list-style-type: none"> • Baking ingredients • Marketable ingredients

OLS , AND EQU IPM ENT	<ul style="list-style-type: none"> • Packaging Materials (not included in the judging) 	<ul style="list-style-type: none"> • Icing: Commercial Non-Dairy Cream Paste for superior stability • Stove • Oven • LPG • Baking utensils • Working table • Cooking area • Water outlet/supply • Utility expenses 																							
D. VENTUE	Well-ventilated laboratory room with sufficient water supply, electrical outlet, medical kit, and fire extinguisher and 1 adjacent room as holding area for coaches.																								
CRITERIA FOR JUDGING	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 80%;">Criteria</th> <th style="width: 20%;">Percentage</th> </tr> </thead> <tbody> <tr> <td>Process on the Product Development</td> <td style="text-align: center;">20%</td> </tr> <tr> <td>Proper use of tools and equipment</td> <td style="text-align: center;">15%</td> </tr> <tr> <td>Palatability</td> <td style="text-align: center;">20%</td> </tr> <tr> <td>Product Presentation</td> <td style="text-align: center;">15%</td> </tr> <tr> <td>Speed</td> <td style="text-align: center;">10%</td> </tr> <tr> <td>Safety/Sanitation and Hygiene</td> <td style="text-align: center;">10%</td> </tr> <tr> <td>Ability to Present Idea/Process</td> <td style="text-align: center;">10%</td> </tr> <tr> <td>Total</td> <td style="text-align: center;">100%</td> </tr> </tbody> </table>							Criteria	Percentage	Process on the Product Development	20%	Proper use of tools and equipment	15%	Palatability	20%	Product Presentation	15%	Speed	10%	Safety/Sanitation and Hygiene	10%	Ability to Present Idea/Process	10%	Total	100%
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	Proper Use of Tools & Equipment	15%	Expert knowledge; safe, efficient handling; proper maintenance	Good knowledge; minor hesitation	Basic knowledge; occasional reminders	Limited knowledge; frequent errors; safety concerns	Minimal knowledge; unsafe handling
	Palatability	20%	Outstanding taste, texture, aroma; perfect balance	Very good flavor and texture	Acceptable taste; balanced enough	Below average; moisture issues	Poor taste; unbalanced flavors
	Product Presentation	15%	Visually stunning; perfect shape; creative plating	Attractive; good symmetry	Acceptable; minor imperfections	Below average; uneven shape	Poor presentation; misshapen
	Speed	10%	Completes the task on or before the allotted time	Completes the task 1 minute past the allotted time	Completes the task 2 minutes past the allotted time	Completes the task 3 minutes past the allotted time	Completes the task 4-5 minutes past the allotted time

	Safety/ Sanitation & Hygiene	10 %	Exemplary hygiene ; clean area; proper handling	Good hygiene ; mostly clean	Acceptable hygiene ; needs improvement	Inconsistent hygiene ; messy area	Poor hygiene ; unsafe
	Ability to Present Idea/Process	10 %	Clear, confident; excellent technical knowledge	Good explanation; organized	Communicates adequately with minor gaps in clarity or detail	Presentation lacks clarity or depth	Unable to explain ideas or process effectively

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

Pre-Event

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

8. Copies of the cake recipe shall be submitted to the Event Administrator.

During the Event

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

After the Event

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



TECHNOLYMPICS 2026

(A Showcase of Marketable Products and Performances)



TECHNICAL DRAFTING

COMPONENT AREA	INFORMATION AND COMMUNICATIONS TECHNOLOGY (ICT)		
KEY STAGE	Key Stage 3 (Grades 9-10); Key Stage 4 (Grade 11 only)		
NO. OF PARTICIPANT	One (1) learner-participant who is currently enrolled in the specialization from either of the key stage 3 or key stage 4 (Grade 11 only)		
TIME ALLOTMENT	240 minutes excluding interview		
PERFORMANCE STANDARD	The learners create a house plan following architectural standards.		
21ST CENTURY SKILL/S	Core skills supported using ICT, technical, information management, communication, collaboration, creativity, critical thinking, and problem-solving		
CREATIVE INDUSTRIES DOMAIN	Design		
CAREER PATHWAYS	Draftsman, CAD Operator		
DESCRIPTION	Technical Drafting is an NFOT event category of Technolympics that allows learner-participants to perform mensuration and calculations, interpret technical drawings and plans, and prepare computer-aided drawings with structural layout and details.		
TECHNICAL SPECIFICATIONS			
E. MATERIALS , TOOLS, AND EQUIPMENT	To be provided by the participants: <ul style="list-style-type: none"> • None 	To be provided by the event organizers: <ul style="list-style-type: none"> • Desktop computer /Laptop (16 GB RAM, i5 processor or higher) • Printer with ink (ratio 1:1) • AutoCAD 2019 Version or higher (uniform version) • Coupon Band A4 size (70-80 GSM) • Stipler and staple wire • Display Board 	
F. VENUE	Airconditioned/Well-ventilated Computer Laboratory/ Room Holding Area		
CRITERIA FOR JUDGING	Criteria		Percentage
	Accuracy		40%
	<i>Floor Plan</i>		<i>15%</i>
	<i>Elevations</i>		<i>15%</i>
	<i>Perspective</i>		<i>10%</i>
	Aesthetic/Architectural/Originality and Creativity of Design		40%
	<i>Architectural</i>		<i>15%</i>
	<i>Aesthetic</i>		<i>5%</i>
	<i>Structural</i>		<i>10%</i>
<i>Originality</i>		<i>5%</i>	

	<i>Details</i>							5%
	Ability to Present the Process							10%
	Speed							10%
	Total							100%
RUBRICS	Criteria	Weight	Excellent (5)	Highly Proficient (4)	Proficient (3)	Developing (2)	Beginning (1)	
	Accuracy	40%						
	<i>Floor Plan</i>	15%	Clear, well-organized plan; correct symbology; precise walls, openings, fixtures, and annotations; excellent readability.	Mostly clear; minor graphic or labeling issues.	Some clarity problems; missing or inconsistent elements.	Weak clarity; several omissions.	Very poor readability; major omissions; largely inaccurate.	
	<i>Elevations</i>	15%	Proportional, detailed, accurate height relationships; correct material indications and linework.	Mostly accurate; minor proportional or detail issues.	Missing details; uneven linework; weak proportionality	low clarity; several inaccuracies; incomplete	Very unclear or significantly inaccurate elevations	
	<i>Perspective</i>	10%	Strong depth; clean vanishing points; accurate geometry; realistic	Mostly accurate with minor distortions.	Limited depth; noticeable inconsistencies.	Weak perspective; several inaccuracies.	Incorrect or unclear perspective overall	

			represent ation.				
	Aesthe tic/Arc hitectu ral/Ori ginalit y and Creativ ity of Design	40%					
	<i>Archite ctural</i>	15%	Strong logic; functiona l, efficient, coherent; well- justified decisions	Solid reasoni ng with minor weakne sses.	Some gaps or unresol ved layout issues.	Weak reasoni ng; lacks cohes ion.	Very poor or illogical design.
	<i>Aesthet ic</i>	5%	Highly visually appealing ; strong compositi on; clean, polished.	Attracti ve with minor issues.	Limited clarity; inconsi stent style.	Poor visual qualit y; unrefi ned.	Very poor aesthetic s; unclear presenta tion.
	<i>Structu ral</i>	10%	Realistic, well- planned, logically integrate d structure	Mostly logical; minor inconsi stencies	Some unclear or questio nable structu ral element s.	Major flaws; unrea listic plann ing.	Illogical or nonfunc tional structur e.
	<i>Original ity</i>	5%	Innovativ e approach ; unique interpret ations; creative execution	Some original or creative element s.	Basic, commo n, or standar d ideas.	Mini mal origin ality.	No originalit y.
	<i>Details</i>	5%	Thorough details (doors, fixtures, notes, materials , etc.); refined linework.	Mostly detailed ; minor omissio ns.	Several unclear or missing details.	Very limite d detail ing.	Insuffici ent or nearly zero detail.

	Ability to Present the Process	10%	Clear, logical, well-organized documentation; strong progression of thought.	Mostly clear with small gaps.	Minimal or partially unclear process.	Poorly communicated process.	No meaningful documentation.
	Speed	10%	Finished on or before the allotted time.	Finished 1 minute past the allotted time.	Finished 2 minutes past the allotted time.	Finished 3 minutes past the allotted time.	Finished 4-5 minutes past the allotted time.

MECHANICS

Pre-Event:

1. A day before the contest, the following documents for learner-participants must be submitted to the Event Administrator for evaluation:

1.1 Medical Certificate

1.2 Parent Consent

1.3 Certified true copy of SF 9

1.4 Certified true copy of SF 10

1.5 Certification from the School Head that the learner is currently enrolled in Technical Drafting

For the teacher-coach, the required documents are:

1.6 Certification from the School Head that the teacher-coach is currently teaching Technical Drafting and the teacher of the learner-participant

1.7 Updated National Certificate II in Technical Drafting duly certified by the Division and Regional focal persons

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

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

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

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

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

7. *Thirty (30) minutes before the start of the event, briefing of participants shall be done. Questions, clarifications, and points of order shall be entertained during the briefing.*
8. *The Event Administrator shall let the participants draw lots to determine their respective entry numbers and workstations.*
9. *The Event Administrator will distribute a task requirement and learner-participants will be given 15 minutes to read and analyze it.*
10. *The Event Administrator will signal the start of the event. Once underway, teacher-coaches and other delegates will proceed to the designated holding area and will no longer be permitted to communicate with the participants.*

During the Event

1. *Only the Event Administrator, Technical Committee Members, Panel of Experts Judges, Official photographers, and participants are allowed to be at the contest venue.*
2. *In case a learner-participant encounters a technical problem, the time keeper will pause the time and resume after the problem is addressed.*
3. *The panel of experts shall observe only the processes but not ask questions to participants to avoid disruption.*

After the Event

1. *The working area shall be cleaned by the participants immediately after the contest.*
2. *Each learner-participant will undergo a five (5)-minute panel interview to be conducted by the Panel of Experts after the time allotment.*
3. *After their interview, participants shall proceed to the designated holding area while waiting for the other participants to be interviewed.*
4. *Post conference will be conducted once all the participants have completed their interviews.*



TECHNOLYMPICS 2026

(A Showcase of Marketable Products and Performances)



OFFICE TABLE WITH STORAGE

COMPONENT AREA	Industrial Arts	
KEY STAGE	Key Stage 3 & 4 (Grades 9-11)	
NO. OF PARTICIPANT/S	2 Learner Participants and 1 coach	
TIME ALLOTMENT	360 mins (exclusive of 30 minutes lunch break and interview)	
PERFORMANCE STANDARD	The Learner shall be able to apply quality standard on raw or finished furniture products, components, and finishing materials based on job requirements. (Lesson 8: Applying Quality Standards or AQS).	
21ST CENTURY SKILL/S	Information, Media & Technology Skills Learning and Innovation Skills Life and Career Skills Communication Skills	
CREATIVE INDUSTRIES DOMAIN	Design and Craft Area	
CAREER PATHWAYS	Furniture and Fixture Production and Installation	
DESCRIPTION	Draw and Construction of Office Table with storage (H -29.5 inches, L-48 inches, w- 24 inches)	
TECHNICAL SPECIFICATIONS		
G. MATERIALS, TOOLS, AND EQUIPMENT	<p>Provided by the Host:</p> <p>Materials</p> <ul style="list-style-type: none"> • 2 pcs -3/4x 4x8 Marine Plywood • 5 pcs – 2 inches lattice 8 feet moldings • 4 pcs -# 120 Sand paper • 4 pcs - #180 sand paper • 4 pcs - #100 Sand paper • 1 Liter -Pioneer wood glue • ½ kilo -2 ¼ inches finishing nail • ½ kilo – 1 inch finishing nail • 1 pair – concealed hinge <ul style="list-style-type: none"> • All Hand Tools <ul style="list-style-type: none"> - Hammer - Cross Cut Saw - Hand Planer - Jack plane - Try square - Push Rule - ChackLine - Nail Set 	<p>Provided by the Participants:</p> <p>Tools and Equipment:</p> <ul style="list-style-type: none"> • Power tools <ul style="list-style-type: none"> - Circular Saw - Sander - Driller - Router - Jig power saw • PPE

	<ul style="list-style-type: none"> - Pencil • Working Table • Extension Cords 					
H. VENUE	Well-lighted and ventilated Room					
CRITERIA FOR JUDGING	Criteria		Percentage			
	Workmanship		60%			
	Creativity		20%			
	Accuracy		20%			
	Quality of Product		20%			
	Proper Use of Materials, Tools and Equipment		20%			
	Safety work habits & housekeeping		10%			
	Speed 5%		5%			
	Ability to Present the Process		5%			
Total		100				
RUBRICS	5 <i>Creativity</i>	5 <i>Excellent</i>	4 <i>Highly Proficient</i>	3 <i>Proficient</i>	2 <i>Developing</i>	1 <i>Beginning</i>
		<i>Unique and imaginative furniture design with innovative features</i>	<i>Some creative elements, but lacks uniqueness</i>	<i>Basic design with minimal creativity</i>	<i>Little creativity, lacks originality</i>	<i>Absence of Creativity and originality</i>
	5 <i>Excellent</i>	4 <i>Highly Proficient</i>	3 <i>Proficient</i>	2 <i>Developing</i>	1 <i>Beginning</i>	5 <i>Excellent</i>
		<i>Well proportioned and precise, follows furniture design standards</i>	<i>Mostly accurate with minor proportion issues</i>	<i>Mostly accurate with major proportion issues</i>	<i>Noticeable inaccuracies in proportions</i>	<i>Major proportion errors, lacks balance</i>
<i>Quality of Product</i>	5 <i>Excellent</i>	4 <i>Highly Proficient</i>	3 <i>Proficient</i>	2 <i>Developing</i>	1 <i>Beginning</i>	

		<i>Finish is smooth and consistent no imperfection (no drips, blotches or missed spots)</i>	<i>Finish is smooth and consistent little imperfection (little drips, blotches or missed spots)</i>	<i>Finish is smooth to the touch, but some minor, imperfections, drips, or inconsistencies in stain may be visible</i>	<i>Finish is partially smooth to the touch, but some minor, imperfections, drips, or inconsistencies in stain may be visible</i>	<i>Finish appears blotchy or incomplete; multiple drip marks and imperfection are everywhere</i>
	<i>Proper Use of Materials, Tools and Equipment</i>	5 Excellent	4 Highly Proficient	3 Proficient	2 Developing	1 Beginning
		<i>Select and uses all tools and equipment correctly and confidently without assistance. Operate tools according to manufacturer instructions.</i>	<i>Uses tools and equipment correctly and confidently most of the time</i>	<i>Uses tools and equipment correctly but some times needs clarification or guidance</i>	<i>Uses tools and equipment incorrectly or less confidence most of the time</i>	<i>Unable to use tools or equipment properly</i>
	Safety Work Habit & House Keeping	5 Excellent	4 Highly Proficient	3 Proficient	2 Developing	1 Beginning

		<i>Always wear PPE excellently follow safety rules for tool and machine use and maintain a clean and organized workplace at all times</i>	<i>Consistently wear PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace at all times</i>	<i>Wear some PPE, follow safety rules for tool and machine use and maintain a clean and organized workplace sometimes</i>	<i>Wear PPE intermittently, inconsistently follow safety rules for tools and machines use and not so clean and organized workplace</i>	<i>Consistently neglect wearing of PPE, not following safety rules for tools and machines use and messy and disorganized workplace</i>
Speed	5 Excellent	4 Highly Proficient	3 Proficient	2 Developing	1 Beginning	
	<i>Routinely uses time well throughout the contest; completes output ahead of time or on time with a high degree of efficiency</i>	<i>Uses time fairly well; completes output on time with minor time management issues</i>	<i>Procrastinates somewhat but gets the job done on time; pace is productive</i>	<i>Unable to adequately meet timeline; requires excessive time to complete tasks</i>	<i>Fails to finish on time or shows no interest in completing the project within the given timeframe</i>	
Ability to present the process	5 Excellent	4 Highly Proficient	3 Proficient	2 Developing	1 Beginning	
	<i>Answers are accurate, well structured, delivered confidently and with</i>	<i>Answers are accurate, well structured and delivered confidently but one area</i>	<i>Answers are mostly accurate, well structured and delivered confidently but one</i>	<i>Answers are incomplete, missing significant parts of the question's requirement</i>	<i>Answers are largely incomplete or absent</i>	

		<i>comprehensive explanation</i>	<i>may lack thoroughness</i>	<i>or more area may lack thoroughness</i>		
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MECHANICS

Event Rules and Mechanics

I. Pre Event

- a. All officially enrolled learners of Key Stage 3 & 4 (Grades 9,10 & 11 only) with LRN are eligible to join the contest.
- b. The Event Administrator, members of technical committee 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 be made ready by the Event Administrator sixty (60) minutes before the event schedule.
- d. All contestants should be at the designated venue thirty (30) minutes before the event starts. Late contestants without valid reasons shall be disqualified.
- e. The Event Administrator will let the contestants draw lots to determine their respective places. Setting up of their extension cords, equipment, and tools should be done during this time.
- f. Final briefing of contestants will be done fifteen (15) minutes before the scheduled event.

II. During the Event:

- g. No questions shall be entertained during the contest proper except clarifications and points of order. All clarifications and points of order will be directed to the Event Administrator through a written communication.
- h. The Event Secretary will give the signal for the event to begin. Once the event has started, coaches, teachers, delegates are no longer allowed to talk to the contestants to give them full concentration in their work and they shall stay in the designated holding area.
- i. Only the Event Administrator, judges, technical committee members, official photographer and contestants are allowed in the venue to maintain a distract-free contest area
- j. If irregularities were found, the Event Administrator in consultation with the Board of Judges, may allow the contestant to finish his/her task but his/her output will not be included in the judging. The matter shall be raised to the Technical Evaluation Committee for appropriate action.
- k. Only contest materials provided by the organizer shall be utilized by the contestants in their output/s, however contestants are allowed to bring powertools checked by the organizer
- l. Borrowing of materials, tools, supplies during the event is not allowed.

m. The working area should be cleaned immediately after every event.

n. Each participant will go through a panel interview and deliberation with the Board of Judges after time allocation. The interview must be done immediately after the team had finished their output.

o. All provisions/guidelines stipulated/specified in the contest package shall be strictly followed. No changes/agreement shall be made by the event administrator/coaches/facilitator.

III. After the Event

a. Event coordinator shall call for a post conference



2026 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
Elementary	in-person	2	1	180 minutes
Secondary	in-person	3	1	180 minutes
Total		5	2	



STEMazing

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



CATEGORY	STEMazing for Elementary STEMazing for Secondary
KEY STAGE	Key Stage 2: Grades 4 to 6 Key Stage 3: Grades 7 to 10 Key Stage 4: Grades 11 to 12
NO. OF PARTICIPANT/S	STEMazing for Elementary: 2 learners per team (choose participants from Key Stage 2; only one learner per grade level is allowed , e.g. the team is composed of 1 Grade 4 and 1 Grade 6 learner) STEMazing for Secondary (Grades 7 to 12): 3 learners per team (choose participants from Key Stages 3 and 4; only one learner per grade level is allowed , e.g. the team is composed of 1 Grade 8, 1 Grade 9 and 1 Grade 11 learner)
TIME ALLOTMENT	180 minutes total
PERFORMANCE STANDARD	The learners: <ul style="list-style-type: none"> • obtain scientific and technological information from varied sources about global issues that have an impact on the country. • acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. • process information to get relevant data for a problem at hand • demonstrate proficiency in applying mathematical concepts to solve authentic real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, Measurement and Geometry, Data and Probability) in practical applications
21ST CENTURY SKILL/S	Critical thinking, Communication skills, Creativity, Problem solving, Collaboration. Information and digital literacy and Technology and Engineering skills.
CREATIVE INDUSTRIES DOMAIN	<ul style="list-style-type: none"> ▪ Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) ▪ Creative Services Domain (through creative research and development, cultural and recreational services)

	<ul style="list-style-type: none"> ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) ▪ Audiovisual Media Domain (through educational content development) 	
DESCRIPTION	STEMazing is a Science and Mathematics adventure competition designed for Grades 4-12 learners that combines physical exploration, scientific research, mathematical investigation, and problem-solving in real-world contexts.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	<p>To be provided by the participants:</p> <ul style="list-style-type: none"> • ICT Tools such as laptops and charges • Extension cords 	<p>To be provided by the event organizers:</p> <ul style="list-style-type: none"> • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms • Data collection forms • Emergency and first aid equipment • Maps and route guides • Science Laboratory Tools/Equipment • Scientific CASIO calculator • Measuring tools (ruler, tape measure, protractor, etc.) • Writing materials • Digital device for QR codes (if allowed by organizers) • Safety equipment (as specified in orientation)
B. VENUE	<p>School grounds or designated competition area with:</p> <ul style="list-style-type: none"> • Multiple checkpoint stations • Investigation areas • Presentation space • Rest areas and first aid stations • Emergency assembly points 	
CRITERIA FOR JUDGING	<p>For Stations that require direct answer</p> <ul style="list-style-type: none"> • Full points for correct answer (can we make the full points per station be 10 points so that there will be a total of 100 points) • In case of tie, the judges shall refer to the total time. The faster team to finish will win. • In case of tie in score and time, a do-or-die question will be given by the judges. 	

	For Station/s with written and oral arguments (Refer to the Rubric)
EVENT RULES AND MECHANICS	
A. Pre-Competition Requirements/Rules	
1. Teams must complete online registration two (2) weeks before the event Registration Process (2 Weeks Before)	
<ul style="list-style-type: none">● Submission of Regional Team Registration Forms including the following:<ul style="list-style-type: none">○ Region number and name○ Division/Schools Division Office○ Name of Regional Science and Mathematics Supervisor○ Name of Division Science and Mathematics Supervisor● Team Composition Details:<ul style="list-style-type: none">○ Official team name representing the region○ Grade levels of each member○ Certified true copy of school records proving grade levels○ Regional team coach/adviser information with designation○ Replacement of participants due to valid reasons, such as but not limited to sickness, is allowed provided such is duly endorsed by the regional director.	
2. Mandatory online orientation session 1 week before the competition proper.	
<ul style="list-style-type: none">■ Orientation session shall cover:<ul style="list-style-type: none">● Competition mechanics● Safety protocols● Equipment usage● Scoring system● Emergency procedures■ Q&A portion	
3. Equipment and Documentation Verification	
<ul style="list-style-type: none">● Pre-Event Documentation Checklist:<ul style="list-style-type: none">○ Individual Participant Form with parent consent○ Medical Certificate○ Equipment Checklist if any● Equipment Inspection:<ul style="list-style-type: none">○ Basic calculator○ Measuring tools○ Writing materials○ Digital devices (if allowed)○ Safety equipment	
4. All coaches will accompany participants in the venue but not in the contest venue. They cannot assist the participants during the competition.	
5. The event administrator will signal the start of the event. Only the event administrator, Technical Committee members, judges, official photographers, and participants are allowed to be at the contest venue.	
6. The event administrator, members of the Technical Committee, and Board of Judges shall be in venue one (1) hour prior to the event, while the participants, coaches, judges, and other audiences must be in the venue thirty (30) minutes before the competition. Late participants may be permitted to join upon thorough assessment of their reasons by the Technical Committee.	

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

B. Competition Structure

- Teams navigate through multiple stations
- Solve challenges at each station:
 - Station 1 to 3 (Easy Phase)
 - Station 4 to 6 (Average Phase)
 - Station 7 to 10 (Difficult Phase)
- **For STEMazing elementary**, 7 out of 10 stations focused on Mathematics competencies, while for **STEMazing secondary**, 7 out of 10 stations focused on Science competencies.
- Challenges include:
 - Application of scientific and mathematical concepts and analysis of real-world data,
 - Developing scientific and mathematical solutions and solving problems, and
 - Presenting solutions and findings.
- Each team starts? (still confuse on what to state here) will they start on the same task and will be followed by next team once done with the station 1 (this also entails the need for a waiting room), or will they be starting at different stations (which are predetermined or group such as stations 1,4, 6 and stations 2, 5, 7, so on.
- Each station will be equipped with sufficient materials and equipment to accommodate at least five teams simultaneously.
- Each station shall have time limit for completing the task. A digital timer will be provided at every station, which the teams must activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.
- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time.
- The total maximum time allotted to complete the challenges is 180 minutes.
- A checkpoint marshal at each station will validate the team's answer or output.
- Any form of communication between the participants and other parties (e.g. coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification from the competition.
- At the end of the competition, the group with the highest cumulative score will be declared the overall champion. In case of a tie, a tie-breaker question will be given.
- The decision of the judges shall be final and irrevocable.

C. Safety and Compliance

General Safety Protocols

- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas

- Compliance with station-specific safety guidelines

■ Supervision and Support

- Station Masters present at each checkpoint
- Recognizable medical team on standby throughout the competition
- The safety officer will oversee all activities
- There must be technical support team for digital components

■ Emergency Response Procedures

- Medical emergency response protocol
- Weather emergency contingency plans
- Technical failure backup systems
- Lost team search and recovery procedure

■ Incident Management

- Immediate reporting to Safety Officer
- Documentation through incident report forms
- Implementation of appropriate response measures
- Post-incident analysis and documentation

D. Scoring and Awards

■ Scoring System Implementation

- Digital real-time scoring through station verification
- Individual judge scoring followed by panel consensus
- Final verification by Head Judge and Technical Committee

■ Award Categories

- Main Awards:
 - Overall Champion (Trophy + Certificates)
 - First Runner-up (Medals + Certificates)
 - Second Runner-up (Medals + Certificates)
 - **Third Runner-up (Certificates)**
 - **Fourth Runner-up (Certificates)**
- Recognition:
 - Certificates of recognition for all competing students
 - Certificates of recognition for all coaches

SAMPLE SCORESHEET

TEAM	ACCURACY	SPEED	TOTAL
Station 1			
<i>Example:</i> A	<i>completed the challenge in three trials</i> 54	<i>1st to complete the challenge</i> 40	94
B	<i>completed the challenge in one trial</i> 60	<i>3rd to complete the challenge</i> 36	96
C	<i>completed the challenge in nine trials</i> 36	<i>6th to complete the challenge</i> 30	66
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

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