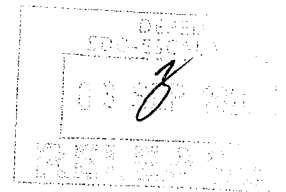




Republic of the Philippines
Department of Education
NEGROS ISLAND REGION
DIVISION OF ESCALANTE CITY



September 3, 2026

DIVISION MEMORANDUM
NO. 370, s. 2026

CONDUCT OF 2027 DIVISION FESTIVAL OF TALENTS (DFOT)

TO: OIC-Assistant Schools Division Superintendent
Division Chief Education Supervisors
Education Program Supervisors
Elementary and Secondary School Heads
All Others Concerned

1. The **National Festival of Talents (NFOT)** is a program conducted annually by the DepED that provides learners with opportunities to showcase their talents, creativity, skills, and competencies, promote holistic development, and recognize diverse learner abilities. In connection to this, the Schools Division of Escalante City shall conduct the **2027 Division Festival of Talents (DFOT)** on **September 7, 2026, at 8:00 a.m. at the Escalante Central Elementary School.**
2. The activity aims to:
 - a. provide inclusive and equitable opportunities for all learners, including learners under the SNED Program, to discover, develop, and showcase their unique talents, abilities, creativity, and competencies through appropriate and accessible festival activities;
 - b. promote holistic learner development by strengthening self-confidence, creativity, collaboration, discipline, perseverance, sportsmanship, and respect for diversity and individual differences;
 - c. identify, recognize, and nurture emerging talents and abilities among learners, including those with special educational needs; and
 - d. strengthen the culture of inclusion, excellence, and participation among schools that ensure every learner has meaningful opportunities to participate, succeed, and be recognized.
3. Attached are the contest categories per learning area, guidelines, mechanics and criteria for each contest and list of TWGs for your perusal.
4. Participants in 2027 DFOT are Education Program Supervisors, learner-contestants, coaches, judges, Quiz Masters, facilitators, TWGs and members of the Execom.
5. Relative to this, each learning area Education Program Supervisors shall provide further instructions, guidelines, mechanics and criteria of their different contest categories in their respective group chats.



Escalante City, Negros Occidental, Philippines
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Republic of the Philippines
Department of Education
NEGROS ISLAND REGION
DIVISION OF ESCALANTE CITY

6. It is understood that in the conduct of this activity, there shall be no discrimination on account of age, gender, civil status, disability, religion, or other similar factors/ personal circumstances that run counter to the principles of equal opportunity.
7. All expenses incurred in the conduct of the activity shall be chargeable against the Division/School MOOE and/or Local Funds, or any other available funds, subject to the usual accounting and auditing rules and regulations. Each school shall pay the prescribed registration fee, chargeable against its available funds and subject to applicable accounting and auditing rules and regulations.
8. Widest dissemination of this Memorandum is earnestly desired.

PETER J. GALIMBA
Assistant Schools Division Superintendent
Officer – in-Charge
Office of the Schools Division Superintendent

Enclosure: As stated
Reference: None
Allotment: 1,2,3,4,5
To be indicated in the Perpetual Index
under the following subjects:
DFOT PROGRAMS CONTEST
Tan/ CID/ 9/3/ 2026



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Enclosure to Division Memorandum No. 370, s. 2026

**2027 DIVISION FESTIVAL OF TALENTS (DFOT) EVENT CATEGORIES AND
TECHNICAL WORKING GROUP**

EVENT CATEGORIES	CONTESTS	CONTEST MANAGER	JUDGES	TABULATORS
HistoPOP	Extemporaneous Speech	Francis Grace B. Hubahib	Mae Joy M. Tan Glicerio C. Aligato Anjeanette A. Calumpita	Benmar F. Cabus Marlyn E. Barro
	Pop Quiz	Joanna Marie M. Gelardino	Edrick C. Miano Desiree L. Miano Rosalinda G. Orbeso	Dianne Irene B. Belonio Carmel P. Feliciano
Dokyuwento	Dokyuwento	Diana P. Agupasa	Chona M. Prietos Floyd G. Cabus Prilyn S. Albarico	Riziel M. Mapa Kristelle Paulyn M. Gasper
Advocacy Pitch	Advocacy Pitch	Joan A. Mondin Dave T. Gulpany Chares Ann D. Gilbuena	Ma. Theresa L. Tabotabo, Chair Gina S. Iwayan Noreen P. Olorga Gladys F. Leyson Leah R. Dinsay	
Silent Stories	Silent Stories	Marilyn Y. Lumawag	Eva D. Artajo	
Technolympics	Techno Quiz (Elem)	Willy P. Gallardo		Kenneth A. Espinosa
	Techno Fusion	Lester S. Paculanang Joseph A. Cabañero Hector L. Lim	Engr. Clint S. Cinco Emmanuel L. Alburo Glen Saraga	Ruby Jean G. Anog
	Techno Quiz (Sec)	Anna Ruth E. Diagbel		Kenneth A. Espinosa
	Techno Fusion (Table Construction)	Giovanie S. Villanueva, Jr.	Randolf B. Alpa, Jr. Norberto S. Tolentino	Ruby Jean G. Anog



Republic of the Philippines
Department of Education
NEGROS ISLAND REGION
DIVISION OF ESCALANTE CITY

	Bake Cares	Riza G. Villapaña	Ivy Joy A. Torres, PhD Allen S. Dela Cruz Mervin A. Salimbot	Mae Khlier B. Padilla
	Savor D' Flavor	Ruby Jean G. Anog Morren V. Tolentino	Analyn T. Encarquez Alne Melinda S. Causapin Nerielaine Fay P. Lopez	Kenneth A. Espinosa
	Cabin Craft	Franklin Lasdoce	Ogie P. Miñoza Floyd O. Anacleto Johnny P. Rodriguez	Mae Khlier B. Padilla
Sining Tanghalan	PinaSsayaw	Rodrigo Buenavista Vhina Rose L. Diosana	Geralyn C. Gamao Oscar B. Mascuñana Regei B. Balladares	Contest Managers
	Cinemunti	Sharon D. Mahilum	Jonchi M. Chua Joe Art D. Mala-ay Sarah D. Magallanes	
	Likhawitan	Geneel B. Matulac	Jason Alpay Norielaine Faith P. Lopez Kim V. Gequilan	
HistoPOP	Extemporaneous Speech	Francis Grace B. Hubahib	Mae Joy M. Tan Sheila M. Carambacan Glen A. Gabriel	Rey C. Batobalonos
	Pop Quiz	Joanna Marie M. Gelardino	Edrick C. Miano Desiree L. Miano Antonio B. Rebutada	Benmar F. Cabus



Republic of the Philippines
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NEGROS ISLAND REGION
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Enclosure to Division Memorandum No. 370, s. 2026
2027 DIVISION FESTIVAL OF TALENTS (DFOT) EVENTS'S RULES, CRITERIA AND MECHANICS

Pop Quiz

KEY STAGE	Key Stage 3 (Grade 10)																						
NO. OF PARTICIPANT/S	1 learner-contestant from Key Stage 3 (Grade 10)																						
TIME ALLOTMENT	1 teacher-coach																						
PERFORMANCE STANDARD	180 mins.																						
21ST CENTURY SKILL/S	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.																						
CREATIVE INDUSTRIES DOMAIN	Communication, Creativity and Critical Thinking Skills, Problem Solving, Information and Media																						
DESCRIPTION	Digital Media, Creative Research and Development																						
	This contest in a quiz format 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: • Family Life and Responsible Parenthood • Gender and Development • Population and Reproductive Health, Population, Environment, Resources, and Sustainable Development																						
TECHNICAL SPECIFICATIONS																							
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by the learner-participants: -school ID -certification as official contestant of the region	To be provided by the Technical Committee: -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	<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></td> <td>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)																				
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Total	21 items		40 points																				



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POPULATION DEVELOPMENT
(PopDev)



A Division Office Activity and Skills in Learning Environment
Extemporaneous Speech in Filipino

COMPOENT AREA	ARALING PANLIPUNAN						
KEY STAGE	Key Stage Three (3rd to 4th Year)						
EVENT TITLE	Extemporaneous Speech						
NO. OF PARTICIPANT/S	10						
TIME	10:00 AM - 12:00 PM						
ALLOTMENT	Three (3) minutes per participant						
PERFORMANCE STANDARD	Nagtataguyod ng kahalagahan ng pagpapaliwanag sa pamamagitan ng katatagan at katayuan ng gawain ng larawan at katatagan ng mga aralin. (AP10KIL III04)						
21 ST CENTURY SKILL/S	Pamantayan sa Pagkatuto (CSE) Kahalagahan ng katatagan at katayuan ng mga aralin sa pamamagitan ng katatagan at katayuan ng mga aralin.						
CREATIVE INDUSTRIES DOMAIN	Tradisyonal, Kultura, Pagsasagawa ng mga Aralin						
DESCRIPTION	The extemporaneous speech is in XFET every session of PopDev. It is a form of speech that will allow learners to demonstrate an organized presentation formally on the topic of the Sexuality Education (SE) on April 10, 2024. It enables learners to exhibit their skills in public speaking and critical analysis on current topics or issues and their understanding about the different issues related to Adolescent Sexual and Reproductive Health that occur in society.						
CRITERIA FOR PRESENTATION	<table><thead><tr><th>Exhibit Rubrics</th><th>Presentation</th></tr></thead><tbody><tr><td>Message and Content Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin</td><td>30%</td></tr><tr><td>Delivery and Performance Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin</td><td>30%</td></tr></tbody></table>	Exhibit Rubrics	Presentation	Message and Content Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin	30%	Delivery and Performance Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin Kahalagahan ng katatagan at katayuan ng mga aralin	30%
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DokyuWento

YUGTONG KINABIBILANGAN	Ikatlong Yugto (Baitang 10)	
BILANG NG MGA KALAHOK	Tatlong (3) Mag-aaral mula sa Yugto 3 (Baitang 10) at Isang (1) Tagapagsanay	
LAANG ORAS	6 na oras: (2) oras sa pagsusuri ng mga teksto, pananaliksik at pagbuo ng iskrip at apat (4) na oras sa pagbuo ng tatlo hanggang limang (3-5) minutong video at iba pang teknikal na kailanganin	
PAMANTAYAN SA PAGGANAP	Nakabubuo ang mga mag-aaral ng sariling multimodal na presentasyon (DokyuWento) na nagpapakita ng kasanayang komunikatibo, malikhaing pagsasalaysay, mapanuring pag-unawa, at etikal na pananagutan sa pagpapahayag ng makatotohanan, angkop, at napapanahong impormasyon tungkol sa isang paksa para sa tiyak na layunin at target na babasa na kapaki-pakinabang sa pagganap bilang makabansa at global na mamamayan.	
IKA-21 SIGLONG KASANAYAN	Komunikasyon, Pagkamalikhain, Kritikal/Mapanuring Pag-iisip, at Kasanayan sa ICT/Digital Skills	
DOMEYN SA CREATIVE INDUSTRIES	Performing, Audio-Visual and Digital Domain	
DESKRIPSIYON	Ang DokyuWento ay timpalak ng NFOT na naglalayong gamitin ang Wikang Filipino sa malikhaing pagpapahayag ng mga karanasan ng mga Pilipino sa pamamagitan ng paggawa ng dokumentaryo, habang pinauunlad ang kasanayan sa pananaliksik, pagsasalaysay, at kritikal na pag-iisip. Nilalayon nitong mapahalagahan ang wika, kultura, at mga usaping panlipunan sa pamamagitan ng pagbuo ng tatlo hanggang limang (3-5) minutong dokyumentaryo tungkol sa isang tiyak at napapanahong paksa.	
TUNGUHING KARERA	<i>Multimedia at Creative Production</i> <i>Journalism, Communication, at Media Community Development, at Social Work Public Relations</i>	
TECHNICAL SPECIFICATIONS		
1. MGA MATERYAL, KAGAMITAN, KASANGKAPAN,	Dadalhin ng mga kalahok: mobile phone, tripod/gimbal, wireless lapel, power bank, at	Galing sa Tagapamahala: • Kaugnay na mga suplay at materyal para sa pagtatanghal

AT IBA PANG KAUGNAY	cord na akma sa laptop para sa paglipat ng <i>file</i>. <i>Technical Specifications</i> ng Mobile Phone (<i>minimum</i>) • 8 GB RAM • 128 storage • 8-12 core processor • 1080p-4k <i>camera resolution capable to install video editing applications like Capcut (free) and Adobe Premier Rush Adobe license from DepEd, and iMovie</i>	• Kaugnay na artikulo, batas, balita, mga saliksik, at iba pang teksto (1 kopya sa bawat miyembro ng pangkat) • orasan at flaglets • Mga opisyal na papel sa pagtatala ng marka • Audio Visual system • mga sertipiko • mga lapis • mga ballpen mga folder • bond paper • holding area, silid ng paghahanda at silid paligsahan • laptop						
2. LUGAR NA PAGGAGANAPAN	1. Silid kung saan bubuoin ang <i>storyboard</i> at/o konsepto ng DokyuWento. Mahalagang komportable ang mga mag-aaral na makapag-isip at hindi siksikan ang silid. 2. Ang lugar na gaganapan ay maingat na pipiliin ng Program Management Team (PMT) ayon sa kaangkupan ng paksang ibibigay. Siguraduhing ligtas sa mga kalahok ang pipiliing lugar. 3. Auditorium o Function Hall, lugar kung saan panonoorin ang DokyuWento							
3. MGA PAMANTAYAN SA PAGTATANGHAL	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Nilalaman • Angkop ang natukoy na paksa mula sa mga ibinigay na teksto at may malinaw na batayan. • Holistiko at maayos ang pagkakabuo ng DokyuWento: May Hook na maaaring nagpapakita ng tanong, estadistika, o nakakagulat na impormasyon; Malinaw ang ugnayan ng mga konsepto at kaisipan; at Angkop at tumpak ang mga salitang ginamit. </td><td>45%</td></tr><tr><td>Kalidad/Presentasyon • Mabisa at malikhain ang paggamit ng wika; • Natatangi ang teknik na ginamit; • Angkop ang daloy ng ideya; • Gumamit ng <i>visual effects</i> hal. <i>video transition/animation</i>; at • May orihinalidad </td><td>30 %</td></tr></table>		Criteria	Percentage	Nilalaman • Angkop ang natukoy na paksa mula sa mga ibinigay na teksto at may malinaw na batayan. • Holistiko at maayos ang pagkakabuo ng DokyuWento: May Hook na maaaring nagpapakita ng tanong, estadistika, o nakakagulat na impormasyon; Malinaw ang ugnayan ng mga konsepto at kaisipan; at Angkop at tumpak ang mga salitang ginamit.	45%	Kalidad/Presentasyon • Mabisa at malikhain ang paggamit ng wika; • Natatangi ang teknik na ginamit; • Angkop ang daloy ng ideya; • Gumamit ng <i>visual effects</i> hal. <i>video transition/animation</i>; at • May orihinalidad	30 %
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	<table><tr><td>Bisang Pandamdamin • Nakapanghihikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw </td><td>20%</td></tr><tr><td>Nakasunod sa Takdang Oras • Naipasa sa takdang oras • Nakasunod sa tatlo o limang (3-5) minutong DokyuWento </td><td>5%</td></tr><tr><td>Kabuoan</td><td>100%</td></tr></table>	Bisang Pandamdamin • Nakapanghihikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw	20%	Nakasunod sa Takdang Oras • Naipasa sa takdang oras • Nakasunod sa tatlo o limang (3-5) minutong DokyuWento	5%	Kabuoan	100%
Bisang Pandamdamin • Nakapanghihikayat at kapana-panabik ang bawat daloy • Naipakikita ang empatiya at responsableng pananaw	20%						
Nakasunod sa Takdang Oras • Naipasa sa takdang oras • Nakasunod sa tatlo o limang (3-5) minutong DokyuWento	5%						
Kabuoan	100%						
MEKANISMO NG TIMPALAK							
Bago ang Pagganap							
1. Bawat rehiyon ay magpaparehistro ng tatlong (3) kalahok mula sa Baitang 10 at isang (1) tagapagsanay mula sa publiko o pribadong paaralan. 2. Puting T-shirt (walang pagkakakilanlan ng paaralan/ sangay/ rehiyon) at maong na pantalon ang suot ng mga kalahok. 3. Isang araw bago ang timpalak, magsasagawa ng pag-inspeksiyon ang PMT sa mga <i>mobile phone</i> kung ito ay sumunod sa mga teknikal na kahingian ng timpalak gayundin ang iba pang pangangailangan. Dapat tiyaking <i>fully charge</i> ang mga <i>mobile phone</i> bago ibigay sa Tagapamahala. Pagkatapos ng inspeksiyon, dapat i-off ang mga <i>mobile phone</i> para maka-<i>save</i> ng <i>battery</i>. Bilang tanda, lalagyan din ito ng bilang ng kalahok. Ibibigay lamang ito sa oras ng pagsisimula ng patimpalak. 4. Sakaling ipagkakaloob ng Tagapamahala ang gagamiting <i>gadget</i>, tiyakin ang <i>compatibility</i> nito (gaya ng <i>tripod/gimbal</i>, <i>wireless lapel</i>, <i>power bank</i>, at <i>cord</i> na akma sa laptop para sa paglipat ng <i>file</i>) sa ibinigay na <i>gadget</i>. 5. Tandaan na ang lahat ng gagamiting kagamitan ay nararapat na pasok sa <i>technical specification</i> na itinakda ng Kagawaran. Ang paggamit ng mga <i>applications</i> na may <i>ready-made templates</i> ay mahigpit na pinagbabawal at maaaring maging dahilan ng deskalipikado ng kalahok. 6. Ang oryentasyong ng <i>video</i> ay nararapat na naka-<i>landscape</i>.							
Habang Gumaganap							
1. Sa silid-hintayan, ibibigay ng PMT ang sipi ng babasahing teksto, na may tiyak na kaangkupan sa bawat miyembro ng pangkat gaya ng artikulo, batas, balita, mga saliksik at iba pang teksto na magiging hanguan ng paksa para sa bubuoing DokyuWento. 2. Ilalaan ang dalawang (2) oras sa itinakdang silid upang basahin at suriin ang mga teksto. Pagkatapos matukoy ang paksa, susulat ang kalahok ng balangkas ng konsepto, iskrip o <i>storyboard</i>. Maaaring gumamit ng panulat at papel na ibibigay ng PMT. 3. Ang natitirang apat (4) na oras ay ilalaan sa pag-<i>shoot</i> at pag-<i>edit</i> na gaganapin sa isang maluwang na silid-paligsahan/lugar. Dito, malayang makagagalaw ang mga kalahok upang mag-<i>shoot</i> at mag-<i>interview</i> ng kanilang bubuoing DokyuWento. Hindi pahihintulutan ang pakikipag-usap							

ng mga kalahok sa kapuwa kalahok maging sa kanilang tagapagsanay. Hindi maaaring lumapit ang mga tagapagsanay sa mga kalahok na mag-aaral ngunit pinahihintulutan ang pakikipanayam sa ibang lokal. Kung sakaling walang mahanap na lokal na maaaring makapanayam, ang miyembro ng pangkat ay maaaring gumanap bilang kinakapanayam. Sa timpalak, bibigyan lamang ang mga kalahok ng anim (6) na oras para buoin ang DokyuWento. Sa pagbuo dapat walang ibang *application* ang *mobile phone* na gagamitin maliban sa Capcut, Adobe Premiere Rush, o iMovie.

4. Magmumula lamang sa PMT ang mga pagpipilian at gagamiting *sound effects*, *video clips*, at *sound beds* at HINDI dapat gumamit ang mga kalahok ng *internet connection* o *mobile data* sa pagbuo nito.
5. Itataas ng PMT ang berdeng flaglet tanda ng pagsisimula ng kanilang pagshoot. Malayang magagamit ng mga kalahok ang apat (4) na oras sa pagkuha ng larawan at *video*, *pag-shoot*, at *pag-edit*. Itataas ang kahel na *flaglet* bilang hudyat sa nalalabing tatlumpung (30) minuto. Ang bidyo na gagawin ay maaaring tatlo hanggang limang (3-5) minuto. Sa huling sampung minuto, itataas ng PMT ang pulang *flaglet* hudyat ng pagsasapinal at *pag-save* ng *video*. Mahigpit na ipinapaalala na ang *pag-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

6. Sa hudyat ng PMT, sabay-sabay na ipapasa ang lahat ng *mobile phones*.
7. Ililipat ng PMT sa itinakdang laptop ang lahat ng nabuong *video*.

Pagkatapos ng Pagganap

1. Sa itinakdang oras, ipanonood ang lahat ng nabuong *video* sa isang silid paligsahan ayon sa pagkakasunod-sunod. Bibigyan ito ng kapasiyahan ayon sa rubric. Magbibigay din ng *feedback* ang mga hurado para sa higit pang pagpapaunlad ng mga kasanayang nililinig kaugnay sa timpalak.
2. Ang mga Dokyuwento na lalampas sa itinakdang limang (5) minuto ay magkakaroon ng kabawasan ng puntos ayon sa rubric.
3. Bukod sa limang mananalo, bibigyan ng espesyal na pagkilala ang tatlong DokyuWento ayon sa kapasiyahan ng mga hurado. Ang mga parangal na igagawad ay ang mga sumusunod:
- ❖ DokyuArtEsta - parangal para sa pinakamahusay sa pagganap ng karakter
 - ❖ DokyuTagapagdaloy - parangal para sa pinakamahusay na pagsasalaysay
 - ❖ DokyuTeki - parangal para sa pinakamahusay na gawaing teknikal
10. Ang desisyon ng hurado ay pinal at hindi mapasusubalian.

Scoring Rubrics para sa Dokyuwento

Kategorya	4- Napakahusay	3- Mahusay	2- Katamtamang Husay	1-Kailangan pang Paghusayin
Nilalaman	May angkop na paksa mula sa teksto na may malinaw at mahusay na batayan. Ang DokyuWento ay holistiko at maayos na nabuo: may epektibong hook (hal. tanong/estadistika); lubos na malinaw ang ugnayan ng konsepto; at angkop ang lahat ng salitang ginamit.	May angkop na paksa na may batayan. Ang DokyuWento ay holistiko at maayos ang pagkakabuo: may hook; malinaw ang ugnayan ng konsepto; at karamihan ay angkop ang mga salitang ginamit.	May bahagyang angkop na paksa na may batayan. Ang DokyuWento ay may hook ngunit mahina; may ilang hindi malinaw na ugnayan o ilang lamang ang angkop na mga salitang ginamit.	Hindi angkop ang detalye sa paksang napili o walang batayan: hindi holistiko; walang hook; at hindi malinaw ang ugnayan o hindi angkop ang mga salitang ginamit.
Kalidad/ Presentasyon	Lubos na mabisa at malikhain ang wika; natatangi at orihinal na teknik; perpektong daloy ng ideya; may epektibong <i>visual effects</i> (hal. video transition/animation).	Mabisa at malikhain ang wika; may natatanging teknik; maayos ang daloy; gumamit ng <i>visual effects</i> ngunit hindi lubos na epektibo sa madla.	Bahagyang mabisa ang wika; karaniwang teknik ang ginamit; hindi laging angkop ang daloy; may <i>visual effects</i> ngunit hindi akma.	Hindi mabisa ang wika; walang orihinal na teknik; hindi maayos ang daloy; walang <i>visual effects</i> .
Bisang Pandamdamin	Lubos na Nakapanghihikayat at kapana-panabik ang bawat daloy; malinaw na naipakita ang empatiya at responsablen	Nakapanghihikayat at kapana-panabik; naipakita ang empatiya at responsablen g pananaw at may katamtamang	Bahagyang nakapanghihikayat; may empatiya ngunit hindi lahat ng bahagi ay kapana-panabik o responsab-	Hindi nakapanghihikayat; walang empatiya o responsablen g pananaw at walang dating sa manonood.

	g pananaw na may bisa sa manonood.	bisa sa manonood.	leng pananaw.	
Haba ng Oras ng Dokyuwento	Tatlo hanggang limang (3-5) minuto; perpekto ang pagsunod sa limitasyon.	Kulang sa tatlong (3) minuto o lampas sa limang (5) minuto; maayos ang pagsunod.	Lampas o kulang ng 11- 20 segundo); hindi lubos na sumunod.	Lampas o kulang ng 21-pataas na segundo; hindi sumunod

Formula

$$Total\ Score = \left(\frac{A}{4} \times 45\right) + \left(\frac{B}{4} \times 30\right) + \left(\frac{C}{4} \times 20\right) + \left(\frac{D}{4} \times 5\right)$$

Example

$$Total\ Score = \left(\frac{3}{4} \times 45\right) + \left(\frac{4}{4} \times 30\right) + \left(\frac{3}{4} \times 20\right) + \left(\frac{2}{4} \times 5\right)$$

$$Total\ Score = 33.75 + 30 + 15 + 2.5 = 81.25$$

Inihanda nina:

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MICHELLE F. TOLENTINO
ENRICO LEE E. SUAREZ
Senior Education Program Specialists

Nabatid ni:

GAUDENCIO LUIS N. SERRANO
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Sinuri nina:

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ROSEMARIE A. YANGKIN	ELIZABETH M. YSULAN
SAADA J. TUBING	LEONARDO B. MISSION
MA. GEMMA A. BIMBAO	



Likhawitan

KEY STAGE	Key Stage 3 (Grades 7 to 10) Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S PER REGION	Three (3) Learner-participants Three (3) learner-participants (Grades 7 to 12) One (1) Teacher-coach 1 teacher-coach
TIME ALLOTMENT	Music Composition (Day 1): 9:00 a.m. - 2:00 p.m. - Songwriting – music, chords and lyrics on MS Word (English/Filipino/local language with translation), (300 minutes inclusive of lunch) Sound Check and Performance (Day 2): 8:00 a.m. - 10:00 a.m. - Sound check for music performance (120 minutes) 10:00 a.m. - 12:00 p.m. Performance and judging (120 minutes)
PERFORMANCE STANDARD	MAPEH Grade 7 - The learners create works based on relevant concepts, processes, techniques, and/or practices used in selected representative contemporary and emerging works of the Philippines and selected Southeast Asian countries in the production of their creative works. Grade 8 - The learners produce integrated creative works by using relevant emerging and contemporary concepts, techniques, processes, and/or practices in selected Asian representations of popular cultures. Grade 9 - The learners produce creative works about emerging popular Music and Arts of the world and their cultural influences using available technology-based

	mapped creative industries in their specific communities as defined by relevant laws within local and global contexts.	
21 ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Audiovisual Media Performing Arts Creative Services	
CAREER PATHWAYS	Music Industry: <i>Composer/Song Writer, Performer, Musical Director/Conductor, Sound Engineer, Music Producer, Music Journalist, Instrumentalist, Music arranger, Audio Content Creator, Music Educator</i> International Competitions: The Voice, Got Talent, World Championship of Performing Arts (WCOPA)	
DESCRIPTION	Likhawitan is an NFOT contest that challenges learner-participants to demonstrate their artistry through on-the-spot songwriting and music performance. The term "Likhawitan" is derived from the Filipino words "likha" (create), "awit" (song), and "awitan" (singing), embodying the essence of creative musical composition and performance. This contest integrates songwriting, music performance and music technology skills.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by learner-participants, if any: • Acoustic guitar (with or without output jack) • Output jack cable • Laptop with MS Office	To be provided by the Technical Committee: • NFOT shirt for learner-participant • 1 ream A4 size bond paper • One (1) Printer with scanner • 10 pcs long folders (for scoresheets and lyric sheets) • 20 pcs Pencils • 15 pcs Black Ballpens • sound system • amplifiers for music instruments • 3 wireless microphones

mediums or indigenized materials in relation to Filipino culture and identity.

Grade 10

- The learners produce creative works based on relevant literature, emerging concepts, techniques, processes, and practices in Philippine creative industries in their locality in relation to ones intended career.

SPA

Grade 7

- The learners produce creative musical works that contain rhythmic and melodic concepts that reflect their cultural background
- The learners produce creative musical works showcasing basic skills that reflect values of local/regional celebrations and festivals, incorporating music technologies

Grade 8

- The learners produce musical works reflecting musical concepts and skills from a community heritage, integrating music technologies

Grade 9

- The learners present musical works reflecting Western-inspired music with music technology in a planned, staged performance

Grade 10

- 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
- The learners produce collaborative, creative musical works approaching music industry standards relevant to the trends, challenges, and current issues in the creative music industry
- 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

SHS Creative Industries (Music)

- The learners execute music techniques, skills, and proper use of materials, tools, equipment, and facilities in mounting creative works related to the

		• 1 wired microphone • 4 mic stands • 2 music stands • Laptop for judges' tabulation																
B. VENUE	One (1) well-ventilated hall for songwriting and encoding One (1) fully air-conditioned/well-ventilated hall that can accommodate 300 pax for the event proper;																	
C. CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Lyrics (Theme, Narrative, Message, Depth)</td><td>25%</td></tr><tr><td>Music (Melody, Rhythm, Harmony)</td><td>25%</td></tr><tr><td>Music Production (Instrumentation and chord progression)</td><td>25%</td></tr><tr><td>Vocal Quality (Technique, Tone, Pitch)</td><td>10%</td></tr><tr><td>Originality (Uniqueness of concept)</td><td>10%</td></tr><tr><td>Showmanship (Interpretation, Impact)</td><td>5%</td></tr><tr><td>Total</td><td>100%</td></tr></table>		Criteria	Percentage	Lyrics (Theme, Narrative, Message, Depth)	25%	Music (Melody, Rhythm, Harmony)	25%	Music Production (Instrumentation and chord progression)	25%	Vocal Quality (Technique, Tone, Pitch)	10%	Originality (Uniqueness of concept)	10%	Showmanship (Interpretation, Impact)	5%	Total	100%
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Originality (Uniqueness of concept)	10%																	
Showmanship (Interpretation, Impact)	5%																	
Total	100%																	
MECHANICS																		
Pre-Event (Day 0): 1. Team Composition and Eligibility: a. Each team shall consist of three (3) learner-participants only. b. All learner-participants must be currently officially enrolled in school. c. One (1) learner from the team will play the guitar. Guitarist may be allowed to sing with the team. d. All members of the team shall participate in the songwriting process and performance. e. All learner-participants must have no professional recording experience, international awards, or membership in professional music groups. 2. Laptops shall be inspected by the PMT during the registration and will be sealed with cling wrap. 3. After the registration, the learner-participants shall draw their lot to determine their performance sequence.																		
During the Event:																		
Day 1: Songwriting and Encoding 1. The theme of the contest shall be announced. Based on the theme, the teams shall compose an original song (any genre) and shall encode the lyrics and chords using MS Office. 2. Lyrics shall be written in English, Filipino, or any local language, provided that the lyrics adhere to a bilingual composition. For judging purposes, an English translation of all lyrics in local language must be written beside the																		

line enclosed in parenthesis. Please note that **AI-generated lyrics and music are strictly prohibited.**

- Teacher-coaches shall serve strictly as observers and must not interfere with the music composition, translation, or production process at any point during the contest.
- Teams must submit the printed copies of the composition (chords and lyrics) to the Technical Committee by 5:00 p.m.
- Teams shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.

Day 2: Sound check & Performance

8:00 a.m. – 10:00 a.m. (Sound check)

- Teams shall practice their music performance using the sound system.
- They shall wear plain white T-shirt/NFOT T-shirt and dark colored pants to avoid regional identification.
- They shall complete their vocal warm-ups prior to their scheduled rehearsal time.

10:00 a.m. – 12:00 p.m. (Performance)

- No props or instrument enhancers shall be allowed during the performance. A violation of this provision shall incur a five (5)-point deduction to the total score.
- Guitars shall either be connected with line-in cable or used with wired microphone and mic stand.
- The song performance shall not exceed five (5) minutes, including entrance and exit. A one (1) point deduction from the general average score shall be made for every 30-second extension.

After the Event:

Awards and Results

- The top five (5) winners of the Best Song Composition shall be announced during the Awarding and Closing Ceremonies.
- All learner-participants and teacher-coaches shall attend the mandatory feedback and cliniquing session with the panel of experts.
- The panel of experts' decision is final and irrevocable.

Scoring Rubrics for Likhawitan

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	3 (Very Satisfactory)	2 (Satisfactory)	1 (Needs Improvement)
Lyrics (Theme, Narrative, Message, Depth)	Lyrics are profound, perfectly aligned with the theme, and tell a compelling story.	Strong connection to theme; clear narrative and meaningful message.	Relevant to the theme; message is clear but narrative may be simple.	Weak connection to theme; message is unclear or repetitive.

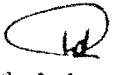
Music (Arrangement, Melody, Rhythm, Harmony)	Exceptional melody and arrangement; rhythm and harmony are flawless and creative.	Well- structured melody and arrangement; very consistent rhythm.	Pleasant melody; standard arrangement; minor rhythmic inconsistencies.	Weak melodic structure; arrangement feels thin or disorganized.
Vocal Quality (Technique, Tone, Pitch)	Outstanding pitch, tone, and harmony; professional- level vocal control.	Very good vocal technique; strong harmonies with minimal flaws.	Good vocal ability; occasional pitch issues or thin harmonies.	Significant pitch or tone issues; harmonies are weak or clashing.
Originality (Uniqueness of concept)	The song is highly original, with a fresh concept, distinctive lyrics, and a melody that clearly reflects the songwriter's own creative expression.	The song shows strong originality in its idea, lyrics, and melody, with only minimal resemblance to common musical patterns.	The song has some original elements, but parts of the lyrics, melody, or structure sound familiar or predictable.	The song shows limited originality and relies heavily on common ideas, familiar expressions, or ordinary melodic patterns.
Showmanship (Interpretation, Impact)	Captivating presence; powerful emotional connection and audience impact.	Strong stage presence; believable and effective interpretation.	Decent presence; performance is steady but lacks high energy.	Limited stage presence; lacks emotional connection to the song.
Total Points (20pts)				

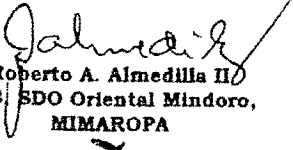
Prepared by:


Marie Camille S. Hufana
EPS, SDO San Fernando City,
Region I


Denis M. Agbayani
EPS, Region II

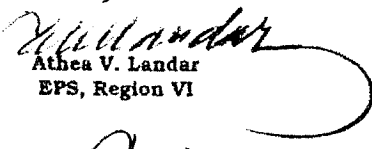

Mary Anne Bernadette M. Samson
EPS, SDO Pampanga, Region III

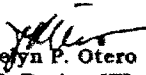

Erwin A. Asugui
EPS, SDO Gen. Trias,
CALABARZON

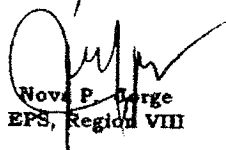

Roberto A. Almedilla II
EPS, SDO Oriental Mindoro,
MIMAROPA

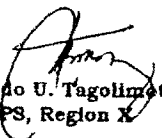

Margielyn L. Emano-Tananggong
EPSA, SDO Palawan, MIMAROPA


Maria Ayria B. Adriano
EPS, Region V

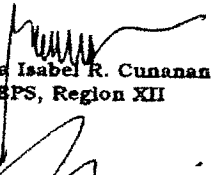

Athea V. Landar
EPS, Region VI


Juvelyn P. Otero
EPS, Region VII


Nova P. Lorge
EPS, Region VIII

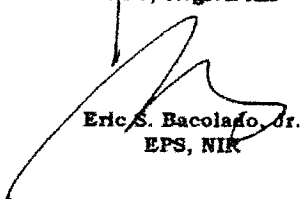

Bienvenido U. Tagolimot, Jr.
EPS, Region X

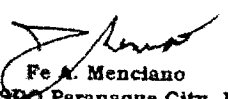

Jeselyn B. Dela Cuesta
EPS, Region XI

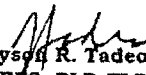

Maria Isabel R. Cunanan
EPS, Region XII

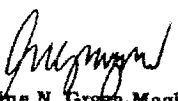

Selma S. Tibon
EPS, CARAGA


Edgar D. Vicente
EPS, CAR


Eric S. Bacolado, Jr.
EPS, NCR


Fe A. Menciano
EPS, SDO Paranaque City, NCR


Jaysen R. Tadeo
SVEPS, BLD-TLD


Christine N. Gracia-Magboo
SVEPS, BLD-SID



CineMunti

KEY STAGE	Key Stage 3 (Grades 7 to 10) and Key Stage 4 (Grades 11 to 12)
NO. OF PARTICIPANT/S PER REGION	Six (6) learner-participants: • One (1) learner-participant for scriptwriting from Key Stages 3 to 4; • One (1) learner-participant for movie poster from Key Stages 3 to 4; • Two (2) learner-participants for filmmaking from Key Stages 3 to 4; and • Two (2) learner-participants for main acting from Key Stages 3 to 4 Two (2) teacher-coaches: • One (1) male teacher-coach; and • One (1) female teacher-coach
TIME ALLOTMENT	Pre-production Day 1: 8:00 a.m. -12:00 p.m. Team Orientation, Pre-production Planning, and Scriptwriting (240 minutes) Video Shoot, Editing, Synopsis Writing and Movie Poster Making Day 2: 8:00 a.m. -12:00 p.m. Team Video Shoot (240 minutes) 1:00 p.m. - 6:00 p.m. Movie Poster Making (300 minutes) 2:00 p.m. - 6:00 p.m. Video Editing and Rendering (240 minutes) <i>Note: Should there be technical difficulties during rendering, the PMT shall determine additional time.</i> Film Showing and Judging of Entries Day 3: 9:00 a.m. - 2:00 p.m. Film Showing and Awarding of Special Citations (300 minutes)
PERFORMANCE STANDARD	SPA Theater 7 • 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.

MAPEH Grade 7

- The learner produces creative works about contemporary and emerging popular music and arts of the Philippines and selected Southeast Asian countries using relevant concepts, processes, techniques, and/or practices

MAPEH Grade 8

- The learner integrates relevant concepts, techniques, processes, and/or practices of emerging and contemporary Asian popular music and arts in the production of one's creative work.

MAPEH Grade 9

- The learner produces creative works about emerging popular music and arts of the world and their cultural influences using available technology-based mediums or indigenized materials in relation to Filipino culture and identity.

MAPEH Grade 10

- The learner utilizes digital/available technologies in a collaborative creative work.

SPA MEDIA ARTS G10-Q4

- The teacher produces a short film that integrates the various techniques and principles of filmmaking

SHS CREATIVE INDUSTRIES – MEDIA ARTS

The learners apply media arts techniques and skills, as well as the proper use of digital tools, equipment, and platforms, in producing a creative media output, with reference to the mapped creative industries in their specific communities, as defined by relevant laws within local and global contexts.

SHS CREATIVE INDUSTRIES – THEATER ARTS

The learners apply theater techniques and skills and the proper use of materials, tools, equipment, and facilities in mounting a creative work with reference to the mapped creative industries in their specific communities as defined by relevant laws within local and global contexts.

SHS CREATIVE INDUSTRIES – VISUAL ARTS

The learners execute techniques and skills in Visual Arts, as well as the proper use of materials, tools, equipment, and

	facilities in the production of creative works, with reference to the mapped creative industries in their specific communities, as defined by relevant laws within the local and global contexts.	
	SHS CREATIVE INDUSTRIES – LITERARY ARTS The learners apply literary techniques and skills in producing creative written works for print and other media platforms, with reference to the mapped creative industries in their specific communities, as defined by relevant laws in local and global contexts.	
21ST CENTURY SKILL/S	1. critical thinking; 2. creativity; 3. collaboration; 4. communication; 5. character education (discipline); 6. citizenship; and 7. cultural literacy	
CREATIVE INDUSTRIES DOMAIN	Performing Arts, Creative Services, and Audiovisual Media	
CAREER PATHWAYS	Director, Actors, Video Editor, Scriptwriter, Cinematographer, Illustrator, etc.	
DESCRIPTION	The CineMunti is an NFOT contest that combines "Cine," short for cinema, with "Munti," representing short film, perfectly encapsulating the competition's essence of creating concise cinematic works while demonstrating multilingual proficiency. This contest where learner-participants showcase their skills in filmmaking—including acting, directing, scriptwriting, and illustrating. In this event, teams collaborate to produce and present an original short film with a movie bill.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by learner-participants, if any: Film Making Component: • laptop/s or computers with video editing software • digital cameras or video cameras with computer cable for file transfer • Cellphones • camera tripod • extension cord/s • other tools and equipment for video editing	To be provided by the Technical Committee: • 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

	Movie Poster Making • brushes • sponge • pencil • eraser	• Cable connectors for camera to TV monitor for holding area • Portable sound system • wireless Microphones • 1 USB flash drive (128GB) • 2 Cling wrap rolls/ stretch films (30cm x 400-500m; 20 microns) • Marshals assigned per regional team for safety and security • Acrylic paint (1 pint of each thalo blue, canary yellow, toluidine red, and 1 quart flat white) • 1 Easel per team (Total of 18 Easels) • 1 Primed canvass in frame size 2x3 feet per team (18 pcs)						
B. VENUE	Day 1: Airconditioned Hall for Team Orientation, Pre-production Planning, and Scriptwriting Day 2: (a) Film location in a safe public space such as tourist attraction, city square, market, festival, or any other crowded scenic location for video shoot. (b) Fully air-conditioned computer laboratory with desktop computers that can accommodate 70 participants for the video editing and rendering. Day 3: Fully air-conditioned hall with LED wall that can accommodate 300 participants Film Showing and Presentation. Same venue to be used for Awarding of Special Citations.							
C. CRITERIA FOR JUDGING	<table><tr><th>Criteria</th><th>Percentage</th></tr><tr><td>Story and Content (Relevance to the theme; engaging narrative; clear message)</td><td>25%</td></tr><tr><td>Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots)</td><td>25%</td></tr></table>		Criteria	Percentage	Story and Content (Relevance to the theme; engaging narrative; clear message)	25%	Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots)	25%
Criteria	Percentage							
Story and Content (Relevance to the theme; engaging narrative; clear message)	25%							
Cinematography and Editing (Controlled camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots)	25%							

	Screenplay (Visual and auditory clarity; effective dialogue; coherent structure)	15%
	Acting Skills (Clear portrayal of character; believable performance; emotional authenticity)	15%
	Visual Artistic Merit (Aesthetic value of the movie poster ; creative use of color palette, symbolism, and visual motifs; unique illustrative style and composition that elevates the poster's design.)	10%
	Illustration of the Story (How effectively the movie poster captures and translates the core narrative, mood, and underlying themes of the film into a single, compelling promotional image.)	5%
	Technique and Difficulty (Level of technical skill, execution, and complexity demonstrated in the poster's illustration, typography placement, and overall graphic design.)	5%
	Total	100%
MECHANICS		
<i>Pre-Event: Registration and Pre-Production Planning (Day 0-1)</i>		
Team Composition and Eligibility		
- Each team shall consist of six (6) learner-participants only. - The team shall be composed of: - One (1) learner-participant for scriptwriting from Key Stages 3 to 4; - One (1) learner-participant for movie poster from Key Stages 3 to 4; - Two (2) learner-participants for filmmaking from Key Stages 3 to 4; and - Two (2) learner-participants for main acting from Key Stages 3 to 4 - All learner-participants must be currently officially enrolled in school during the conduct of the division and region level of the contest. - They must have no professional filmmaking experience and must not have received any national or international awards related to filmmaking.		
Registration and Orientation (Day 0)		
- All teams must report one (1) hour early for registration. - All laptops shall be inspected and sealed to ensure that there are no pre-existing files, scripts, videos, or translation applications. - The official theme of the short film shall be announced during the orientation.		
Scriptwriting and Pre-Production (Day 1)		
- After the theme is announced, all teams shall begin scriptwriting and pre-production planning. - The short film shall be original and must strictly follow the given theme. - The entire script shall be written in Filipino, English, or Local Language with translation.		

4. All teams shall plan the storyline, scenes, locations, and roles during the morning session.
5. All scripts and production plans shall be submitted to the Technical Committee by 12:00 noon.
6. All teams shall wear plain white shirts and jeans on Day 1.

During the Event:

Video Production and Movie Poster Making (Day 2 Movie Poster Making, Shooting, and Editing)

Filming (Day 2 – Morning)

1. All filming shall be conducted on-site from 8:00 to 12:00 noon.
2. All teams shall use their own film equipment.
3. The use of drones is strictly prohibited.
4. At least 80% of the footage must be recorded during the event.
5. Up to twenty (20%) of the footage may be used from royalty-free stock sources.
6. All teams shall report to the designated filming area, confirm their filming schedule, and meet their assigned marshals before commencing any video production.
7. All teams shall shoot all scenes according to their submitted script and production plan within designated campus boundaries/filming zones, establishing shots, character dialogue, action sequences, and B-roll footage.
8. All teams shall respect private property, obtain permission before filming in specific locations, maintain safety protocols during all activities, and shall NOT disrupt ongoing classes, school activities, or film in restricted areas.
9. All teams shall handle all equipment responsibly, report damages immediately, and shall NOT use copyrighted music or materials without permission, ensuring all content adheres to royalty-free standards.
10. All teams shall wear plain white shirts and jeans, unless costumes are needed.
11. All members of the official team may be part of the film.
12. Extra characters (e.g. crowd, street vendors, etc.) may be allowed but only when they are individuals from the actual film location and are not counted as part of the delegation.

Editing and Post-Production (Day 2 – Afternoon)

1. Film editing shall start from 2:00 pm to 6:00 pm.
2. All teams shall edit their films using their laptop or the provided desktop computers.
3. English subtitles shall be complete and synchronized with the dialogue, accurate in meaning, and clearly readable on screen.
4. The finished film shall have a running time of four (4) to five (5) minutes.
5. The total running time, including opening and end credits, shall not exceed six (6) minutes and thirty (30) seconds

Movie Poster Making

1. Movie Poster Making shall start from 1:00 pm to 6:00 pm.
2. Learner-participants are given 5 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. Materials such as canvass, paint (primary colors), and easels for the movie poster will be distributed by the PMT before the start of the poster making.

5. The participants should clearly show the main concept following the script of the film and should be labeled with the film title only.
6. Participants must come on time. However, late participants shall still be accommodated but time shall not be extended.

Film Presentation and Judging (Day 3)

1. Each team shall present completed short film to the panel of experts and audience.
2. Learner-participants shall wear NFOT shirt during the Film exhibition and will be introduced onstage before the film is shown.
3. The panel of experts shall give constructive insights and feedback after all films have been shown.

After the Event:

Awards and Results

1. Special Citation Awards shall include:
 - Best Story (Script)
 - Best Director
 - Best Actor/Actress
 - Best Cinematography
 - Best Movie Poster
2. The Top Five (5) Winners of the Best Picture Award shall be announced during the NFOT Awarding and Closing Ceremonies.
3. The decision of the panel of experts shall be final and irrevocable.

Role of Teacher-Coaches

1. Teacher-coaches shall supervise and manage learners throughout the contest.
2. Teacher-coaches may assist in coordinating and securing equipment.
3. Teacher-coaches shall not participate in scriptwriting, filming, acting, editing, subtitling, language correction or translation, or movie poster making.
4. Teacher-coaches shall not influence the creative or technical decisions of the team.

Scoring Rubrics for CineMunti – BEST PICTURE

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	3 (Very Satisfactory)	2 (Satisfactory)	1 (Needs Improvement)
Story and Content (Relevance to the theme; engaging narrative; clear message) (20 pts)	Highly relevant theme; compelling narrative with powerful message; exceptional audience engagement	Relevant theme; strong narrative with clear message; engaging presentation	Adequately relevant; acceptable narrative; message present and comprehensible	Weak relevance; unclear narrative; vague or confusing message
Cinematograp hy and Editing (Controlled	Masterful camera control; crystal clear	Controlled camera work; clear sound	Adequate camera work; acceptable	Poor camera control; unclear sound;

(Enclosure No. 2 to DepEd Memorandum No. s. 2027)

camera work; clear sound quality; composition and framing; originality and creativity; flawless editing; readability of text; focus of shots) (20 pts)	sound; perfect composition; highly original; flawless editing; sharp focus throughout	quality; strong composition; creative approach; effective editing; good focus	sound; basic composition; decent editing; mostly in focus	weak composition; rough editing; frequent focus issues
Screenplay (Visual and auditory clarity; effective dialogue; coherent structure) (10 pts)	Exceptional clarity in storytelling; brilliant dialogue; perfect narrative structure; seamless flow of scenes	Strong clarity; effective and natural dialogue; coherent structure; good narrative flow	Adequate clarity; functional dialogue; basic structure with acceptable progression	Weak clarity; poor or unnatural dialogue; unclear structure; disjointed flow
Acting Skills (Clear portrayal of character; believable performance; emotional authenticity) (10 pts)	Exceptional character portrayal; completely believable performances; deeply authentic emotions; captivating screen presence	Clear character portrayal; believable performances; genuine emotions; strong presence	Adequate portrayal; mostly believable; acceptable emotional range; decent presence	Weak character portrayal; unconvincing performances; forced or artificial emotions
Visual Artistic Merit (Aesthetic value of the movie poster ; creative use of color palette, symbolism, and visual motifs; unique illustrative style and composition that elevates the poster's design.)	Highly impressive and visually compelling poster; excellent use of color, symbolism, and visual motifs; shows a distinct illustrative style and well-balanced composition that strongly elevates the film's identity.	Visually appealing poster; effective use of color, symbolism, and visual motifs; shows creativity and a clear artistic style with good composition.	Acceptable visual appeal; uses color, symbolism, or visual motifs in a basic way; composition is generally clear but may lack strong artistic impact.	Limited visual appeal; weak or unclear use of color, symbolism, and visual motifs; composition appears unbalanced, unfinished, or lacking in artistic direction.
Illustration of the Story (How effectively the movie poster captures and translates the core narrative, mood, and underlying	Poster clearly and powerfully captures the film's core narrative, mood, and theme in a compelling promotional image.	Poster effectively reflects the film's story, mood, and theme, with only minor gaps in visual storytelling.	Poster shows a general connection to the film's story and mood but does not fully capture the central theme or message.	Poster has weak connection to the film's story, mood, or theme; the promotional image is

themes of the film into a single, compelling promotional image.)				unclear or not convincing.
Technique and Difficulty (Level of technical skill, execution, and complexity demonstrated in the poster's illustration, typography placement, and overall graphic design.)	Demonstrates excellent technical skill, refined execution, and high level of complexity in illustration, typography placement, and overall graphic design.	Demonstrates good technical skill and execution; illustration, typography, and design elements are generally well-handled.	Demonstrates adequate technical skill; execution is understandable but may show minor issues in illustration, typography, or layout.	Demonstrates limited technical skill; execution is weak, with noticeable issues in illustration, typography placement, or overall design.
Total Points (28)				

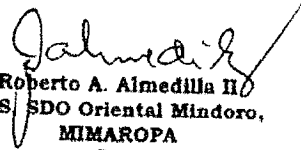
Prepared by:


Marie Camille S. Hufana
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EPS, Region II

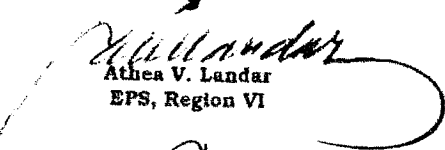

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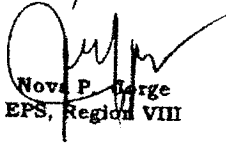

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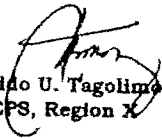

Margielyn L. Ema
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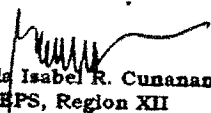

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EPS, Region VI


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EPS, Region VII


Nova P. Berge
EPS, Region VIII

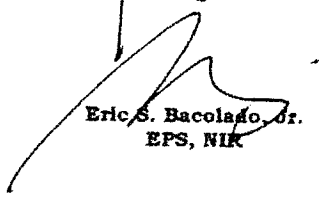

Bienvenido U. Tagolimot, Jr.
EPS, Region X


Jeselyn B. Dela Cuesta
EPS, Region XI

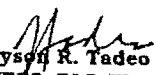

Maria Isabel R. Cunanan
EPS, Region XII

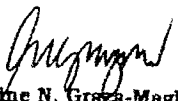

Selma B. Tibon
EPS, CARAGA


Edgar B. Vicente
EPS, CAR


Eric S. Bacolado, Jr.
EPS, NCR


Fe A. Mencion
EPS, SDO Paranaque City, NCR


Jaysen R. Tadeo
SVEPS, BLD-TLD


Christine N. Graza-Magboo
SVEPS, BLD-SID



PinaSayaw

KEY STAGE	Grades 7-10 (Key Stage Three (3)); and Grades 11-12 (Key Stage Four (4))
NO. OF PARTICIPANT/S PER REGION	14 learner-participants 1 FEMALE teacher-coach 1 MALE teacher-coach
TIME ALLOTMENT	Showcase: Five (5) minutes from the start of the first note to the last note of the music. 1 minute entrance and 1 minute exit shall be allotted for each team.
PERFORMANCE STANDARD	PEH 7- Participates in dance activities that promote community wellness, safe body mechanics, and expressive movement. PEH 8 - Engages in dance creation that considers both aesthetic (artistic) and wellness PEH 9 - Demonstrates technical precision and expressive quality in performance. PEH 10 - Demonstrates responsible participation and leadership in dance production, valuing both artistic excellence and community well-being. SPA 7- FOLK DANCE & BALLET STRAND • 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. SPA 8 - FOLK DANCE STRAND • showcases and skillfully perform selected local and national dances. SPA 8 - BALLET STRAND • Correctly performs some ballet steps and movements using the principles of classical ballet. • performs contemporary dance movements using the Cunningham technique. • showcases and skillfully perform selected classical/contemporary dances.

SPA 9 - DANCE - FOLK DANCE STRAND

- performs at least three (3) dances from different countries.
- interprets at least one (1) Philippine or foreign dance literature.

SPA 9- DANCE - BALLET STRAND

- creates dance pieces utilizing the modern dance technique.
- creates a collaborative ballet dance composition according to a "thematic concept."

SPA 10- DANCE - FOLK DANCE & BALLET STRAND

- prepares a design for mounting a dance production.
- organizes appropriate production rehearsal for the dance production.
- Develop an understanding of quality dance production.

VALUES EDUCATION 7

- Naisasagawa ng mag-aaral ang pansariling pagtugon sa panahon ng kalamidad upang malinang ang kahandaan.
- Naisasagawa ng mag-aaral ang sariling paraan bilang bahagi ng pagtupad sa tungkulin ng pamilyang kinabibilangan sa bayan bilang tanda ng nasyonalismo.
- Naisasagawa ng mag-aaral ang mga malikhaing paraan bilang tugon sa mga suliranin ng bayan gamit ang glokalisasyon bilang tanda ng pagiging malikhain.

VALUES EDUCATION 8

- Naisasagawa ng mag-aaral ang mga katangian ng Pilipino bilang kapuwa mamamayan ng daigdig upang malinang ang pakikiisa.
- Naisasagawa ng mag-aaral ang mga paraan ng pangangalaga sa mga hayop katuwang ang kapuwa upang malinang ang pagiging mapagmalasakit.

VALUES EDUCATION 9

- Naisasagawa ng mag-aaral ang sariling paraan ng pananagutan ng pamilya sa pangangalaga at pagpapayaman ng kalikasan bilang tanda ng pagiging mabuting katiwala.
- Naisasagawa ng mag-aaral ang mga paraan sa pagpapaunlad ng gawi sa pagtangkilik sa mga serbisyo, talento, at produktong gawang Pilipino bilang tanda ng nasyonalismo.

VALUES EDUCATION 10

- Naisasagawa ng mga mag-aaral ang sariling pagtugon sa mga isyung pangkalikasan tungo sa

	sustenableng pag-unlad bilang tanda ng pagiging mabuting katiwala ARALING PANLIPUNAN 7 • Nakapagsasagawa ng pagtatanghal na nagpapahalaga sa nasyonalismo at pagkabansa ng Pilipinas at Timog Silangang Asya sa konteksto ng kolonyalismo ARALING PANLIPUNAN 8 • Nakagagawa ng pananaliksik na nakapagtataya sa mga napapanahong isyu at usapin sa sariling komunidad na nagpapakita ng pagtugon bilang mapanagutang mamamayan ng bansa at daigdig ARALING PANLIPUNAN 9 • Nakapagbibigay ng panukala/suhestiyon sa pagpapabuti ng mga sektor ng ekonomiya at mga patakarang pang-ekonomiya ARALING PANLIPUNAN 10 • Nakabubuo ng angkop na plano sa pagtugon sa hamong pangkapaligiran SHS CREATIVE INDUSTRIES - DANCE • The learners execute Dance techniques, skills, and proper use of space and facilities in mounting a creative work based on the mapped creative industries in their specific communities, as defined by relevant laws within local and global contexts
21ST CENTURY SKILL/S	Creativity, Critical Thinking, Collaboration, Problem Solving, Communication, and Leadership
CREATIVE INDUSTRIES DOMAIN	Create, Produce, and Manage artistic and cultural outputs professionally
CAREER PATHWAYS	Performing Arts, Arts and Design/Creative Industries, Education and Training Tourism, and Cultural and Events Management International Competitions: <i>World of Dance (WOD), Hip Hop International (HHI)-World Hip Hop Championship</i>
DESCRIPTION	PinaSayaw is a NFOT contest that showcases "transformational dance," challenging student-artists to resolve local and global social issues through the lens of Filipino values and choreography fusing classical, contemporary, folk, and modern genres into a powerful narrative. By enforcing a strict "no-props" and "no-lifts" policy, the contest prioritizes raw technical mastery and artistic expression to prepare student-artists for professional careers in the global creative industries.

TECHNICAL SPECIFICATIONS														
A. MATERIALS, TOOLS, AND EQUIPMENT	To be provided by learner-participants, if any: • Costumes (No Props) • Music for Exhibition	To be provided by the Technical Committee: • 6 pcs Two-way radio for the NTWG/TWG (optional) • Lights and sound system for Showcase • Speakers to be installed in strategic areas during the dance parade • LED wall during the showcase • Tables and chairs for judges and TWGs • Extension cords for the TWG table • Stopwatch • Signboards												
B. VENUE	<i>(Specify venue requirements, including the number of function halls/rooms, seating capacity, lighting, ventilation, tables and chairs., etc.)</i> • A thoroughly airconditioned or well-ventilated holding room/hall suitable for hosting organizers, judges and coaches is preferred during the pre-event orientation. • Preferably one (1) airconditioned or well-ventilated performing area that can accommodate an audience of 1500 pax Dance Parade and Bayle exhibition													
C. CRITERIA FOR JUDGING	<table border="1"><thead><tr><th>Criteria</th><th>Percentage</th></tr></thead><tbody><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>Total</td><td>100%</td></tr></tbody></table>		Criteria	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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Total	100%													
MECHANICS														
Pre-Event:														
A. Registration & Documentation														
1. Teams must submit a complete official entry form and other documents on or before the deadline. Forms must be signed by the Regional Director (RD) or the Regional Focal person.														

2. Each region is represented by 14 dancers and 2 teacher-coaches (1 male and 1 female coach).

B. Orientation & Briefing

1. Mandatory orientations shall be held separately from the rest of the contingent for judges and coaches before the conduct of the contest.
2. Organizers shall explain ground rules, and the detailed judging criteria.

C. Technical Walkthrough

1. Teams shall have a scheduled rehearsal to familiarize themselves with the performance area and dance floor.
2. Drawing of Lots: The official sequence or order of performance shall be determined during this session.
3. The dance area shall be clearly marked, and marshals shall be assigned to guide the teams.

During the Event:

A. Dance Mechanics

1. During the grand opening parade, all learner-participants shall join the contingent doing simple movements or routines.
2. During the showcase, teams must remain within the designated venue at all times.
3. Each team shall be called on stage with their assigned group number.
4. Time shall start soon as the first note of the music plays. Time shall stop soon as the last note of the music stops.
5. Dance routines must be transformational, showcasing a fusion of two or more styles (e.g. ballet, contemporary, jazz, hip-hop, folk, or neo-ethnic).
6. Movements, attire, music, chants or symbols taken from indigenous cultural communities shall adhere to DepEd Order No. 51, s. 2014. Certification stating the permission of the Indigenous Cultural Community (ICC) shall be submitted together with other documentary requirements.
7. Groups may use music of their choice.

B. Costumes & Props

1. Props are STRICTLY PROHIBITED.
2. Attached accessories to the costume (parts of the outfit) may be used for creative interpretation.
3. Costume changes are prohibited during the exhibition. Aesthetic variations (like flipping a skirt or loosening a garment) are allowed only if they are part of the original outfit.

C. Safety & Prohibitions

⚠️ **DISQUALIFICATION:** Any violation of the following prohibitions shall result in immediate disqualification:

1. No tossing, lifting, and mounting of dancers. (*Lifting defined as any movement where one partner's feet leave the floor while being supported or propelled by another dancer.*)
2. No flammable materials (fireworks, pyrotechnics, etc.).
3. No live animals.
4. No pre-set stages or external props.

D. Time Limits & Penalties

1. The time limit shall be strictly enforced. Five (5) minutes from the start of the first note to the last note of the music. 1 minute entrance and 1 minute exit shall be allotted for each team.
2. Deductions: A 1-point deduction from the general average shall be imposed for every minute exceeding the time limit. (1 second to 60 seconds = 1 point deduction)

E. Safety Protocols

1. Standby medics shall be available throughout the event.
2. Marshals and organizers shall monitor the crowd and ensure the performance area remains clear.

After the Event

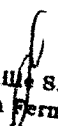
1. All learner-participants and teacher-coaches shall receive invaluable insights and feedback from the panel of experts to improve the teaching and learning of the contest's target learning competencies.
2. The top five (5) winners shall be announced during the Awarding and Closing Ceremonies.
3. Organizers and teams must ensure the cleanliness and safety of the venue immediately following the performances.
4. Judges shall provide Technical Assistance (TA), feedback, and a cliniquing session to help learners, and coaches improve their craft which will be held the day after of the contest.
5. Scores shall be officially tabulated and verified by the technical committee.
6. The decision of the Board of Judges is final and irrevocable.

Scoring Rubrics for PINASAYAW * For use at the school level only

Criteria (Observable Behavior)	Scale			
	4 (Excellent)	3 (Very Satisfactory)	2 (Satisfactory)	1 (Needs Improvement)
Thematic Interpretation: Social Issues & Filipino Values	Masterful narrative addressing a social issue; Filipino values are seamlessly integrated as a clear, powerful solution.	Strong narrative on a social issue; Filipino values are clearly presented as a solution with minor gaps in depth.	Social issue is identifiable; Filipino values are present but the connection to the solution is simple.	Vague connection to social issues; Filipino values feel forced or are not clearly used as a solution.
Choreography & Creative Fusion	Exceptional "transformational" fusion of genres; innovative use of space and formations; highly original	Clear and well- structured fusion of genres; creative formations	Standard fusion of styles; choreography is consistent but relies on familiar or	Weak attempt at genre fusion; choreography is repetitive and lacks creative

	storytelling through movement.	and effective use of the performance area.	predictable patterns.	exploration of space.
Technical Execution & Body Purity (No Props/Lifts)	Flawless technique, control, and timing; demonstrates extreme physical discipline and mastery without relying on props or lifts.	High level of technical skill and coordination; consistent control with very minimal lapses in timing.	Acceptable execution; movements are synchronized but lack the sharpness or control of higher levels.	Frequent technical errors; poor timing and noticeable lack of physical control or discipline.
Music & Costume Synergy	Music choice and costume design (including attached accessories) perfectly amplify the theme and transformational styles.	Music and costume are highly appropriate and support the creative vision of the performance.	Music and costume are relevant but provide standard or minimal support to the overall impact.	Music or costume choice clashes with the theme; lacks aesthetic cohesion.
Total Points (100)				

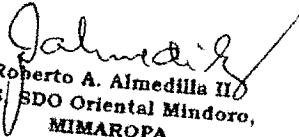
Prepared by:


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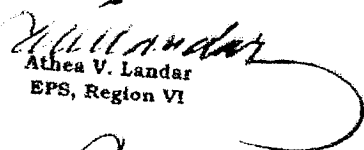

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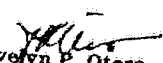

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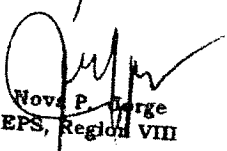

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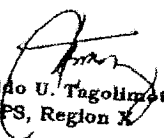

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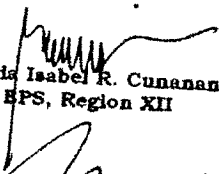

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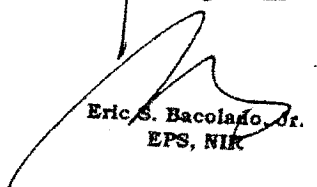

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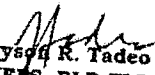

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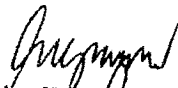

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