



Republic of the Philippines
Department of Education
Region I

SCHOOLS DIVISION OFFICE OF PANGASINAN II

Office of the Schools Division Superintendent

December 10, 2024

DIVISION MEMORANDUM

No. 696, s. 2024

TO: Public Schools District Supervisors
School Heads – Elementary and Secondary
All Others Concerned

FROM: VIVIAN LUZ S. PAGATPATAN, CESO VI
Schools Division Superintendent

SUBJECT: 2024 Division Festival of Talents (DFOT)

PARTICULARS

- The Department of Education (DepEd) SDO Pangasinan II, through the Curriculum Implementation Division, announces the conduct of 2024-2025 Division Festival Of Talents(DFOT) for the different subject areas, Elementary & Secondary levels on different dates and venues as follow:
 - English – December 17, 2024, Manaoag NHS, Manaoag, Pangasinan
 - Araling Panlipunan- Jan. 7, 2025, Bautista NHS, Bautista, Pangasinan
 - MAPEH - Jan. 18, 2025, Mangaldan NHS, Mangaldan, Pangasinan
- Feb. 1, 2025, SM Event Center, Rosales, Pangasinan
 - SNED - Jan. 28, 2025, Narciso R. Ramos ES Sped Center, Asingan,Pang.
 - Filipino - Jan. 30,2025, San Nicolas CS, San Nicolas, Pangasinan
(Elem.)
- Jan. 31, 2025, San Quintin NHS, San Quintin, Pangasinan
 - TLE (Conducted)
 - Science (Conducted)
- Criteria, event rules, mechanics adapted from the NFOT and other guidelines are attached to this memorandum.
- Immediate dissemination of this Memorandum is desired.



VIVIAN LUZ S. PAGATPATAN, CESO VI
Schools Division Superintendent



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Enclosure No. 2

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DAVID D. PURUGGANAN
FREDA P. BALUS
CHRISTOPHER M. VENIEGAS
RUBY L. LACASANDILE
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Enclosure No. 1. ENGLISH DFOT

1. Identified participants :
 - a. are the **first place winners** in the Municipal & District Festival of Talents.
 - b. For SPFL, winner from the implementing schools shall join the competition.
2. Registration fee is two hundred pesos (Php 200.00) each in the elementary (participant and the coach), and two hundred fifty pesos (Php250.00) in the secondary (participant and the coach) which could be charged to local school funds, canteen funds and other sources while travel expenses relative to this activity could be charged to the school MOOE subject to the accounting & auditing rules. The registration fee is to be used for Judge's honorarium and accommodation, medals, certificates, accommodation/meals of TWG.
3. Grade 10 participants in the 5-minute Pecha Kucha shall bring laptop, and an empty flash drive (with a maximum of 8 gigs) to be submitted upon registration.
4. The first place winner in the DFOT will represent our division to the Regional Festival Of Talents.
5. The following are the contest categories:
 - a. Grade 3 for English – Story Retelling
 - b. Grade 6 for English – Story Resolution Challenge
 - c. Grade 10 for English – 5-minute Pecha Kucha
 - d. English – Secondary – SPFL Nihonggo, Foreign Language Exposition for Mangaldan NHS, Bugayong IS & Juan G. Macaraeg NHS only.
6. Participants should wear **PLAIN WHITE T-SHIRT & MAONG PANTS** for the elementary, while in the secondary, participants should wear business attire (white inner blouse and blazer).



2024 2025 DIVISION FESTIVAL OF TALENTS



Implementing Guidelines on Read-A-Thon (English)

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

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



COMPONENT AREA	READ-A-THON	
KEY STAGE	Key Stage One (1): Grade Three (3)	
EVENT TITLE	Story Retelling	
NO. OF PARTICIPANT/S	1 Grade Three (3) learner-participant per district	
TIME ALLOTMENT	30 minutes including preparation	
PERFORMANCE STANDARDS	The learner uses speaking skills and strategies appropriately to communicate ideas in varied theme-based tasks (oral language); accurately, fluently, and creatively reads aloud literary texts (fluency); and proficiently uses English vocabulary in varied and creative oral and written activities (vocabulary).	
21ST CENTURY SKILL/S	Communication Skills and Learning & Innovation Skills	
CREATIVE INDUSTRIES DOMAIN	Performing Arts Domain	
DESCRIPTION	Story Retelling is an NFOT/RFOT/DFOT event category of Read-A-Thon that determines how well learner-participants have comprehended a specific story read by retelling it using their own words and expressions.	
TECHNICAL SPECIFICATIONS		
A. MATERIALS, TOOLS AND EQUIPMENT	To be provided by the participants: <i>None</i>	To be provided by the event organizers: <ul style="list-style-type: none"> • Supplies and materials • Timer and flags • Strips of paper for drawing of lots • Number identifier • Wireless microphone with stand • Sound system • Certificates • Pencils • Ball pens • Folders • Calculators • Bond paper • Holding Area, Preparation Area, and Contest Area • Signages (e.g., Preparation Area, Holding Area, and Contest Area)
B. VENUE	<ul style="list-style-type: none"> • Holding Area • Preparation Room • Contest Room 	
CRITERIA FOR JUDGING	Criteria	Percentage
	Mastery of the Story	50%

	<ul style="list-style-type: none"> ● Retell accurately the significant details and elements of the story read. ● Communicate the story in a sequential order within the allotted time. 		
	Voice Projection <ul style="list-style-type: none"> ● Retell the story creatively with correct use of language and loudly enough for the audience to hear. ● Observe proper stress, intonation, and juncture. 	30%	
	Stage Presence <ul style="list-style-type: none"> ● Show confidence and appropriate posture/projection, facial expressions, and gestures. ● Engage the audience with a strong and suitable presence. 	20%	
	Total	100%	

MECHANICS

- A. **Story Retelling** event is open to all Grade Three (3) learners who are officially enrolled in public or private schools. This shall be done under the **contest category**. Each district shall register one (1) learner-participant and one (1) teacher-coach.
- B. A printed copy of a story in English, a pen, and paper shall be provided to the learner-participants by the Division Technical Working Group (DTWG) during the event. These shall be retrieved from them before their actual performance.
- C. All learner-participants will stay in the Holding Area without hearing the performance of other learner-participants, while the next learner-participant will stay in the Preparation Room before the performance.
- D. Drawing of lots by the learner-participants for their number identifier shall be done thirty (30) minutes before the event proper.
- E. At the event venue, learner-participants shall be given twenty-five (25) minutes to silently read the given story. They may use pen and paper to organize their thoughts. Then, they shall retell the story read using their own words which shall not exceed five (5) minutes.
- F. Learner-participants shall not be allowed to read the story again during their performance.
- G. Colored flags shall be raised by the DTWG to cue the learner-participant during the event proper:
- **Green flag** - start of performance
 - **Yellow flag** - 30 seconds remaining
 - **Red flag** - end of performance
- H. Using and bringing of any of the following are prohibited in the entire event:
- cellphone or any gadget
 - reference materials/handouts
 - copy of any story
 - costumes and props
 - musical instrument/accompaniment

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

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

EVENT RULES AND MECHANICS
<p>A. Story Resolution Challenge event is open to all Grade six (6) learners who are officially enrolled in public or private schools. This shall be done under the contest category. Each district shall register one (1) learner-participant and one (1) teacher-coach.</p> <p>B. All learner-participants shall stay in the Holding Area without hearing the presentation of other participants, while the next learner-participant shall stay in the Preparation Room to prepare for the presentation.</p> <p>C. Drawing of lots by the participants for their number identifier shall be done thirty (30) minutes before the event proper. A printed copy of an open-ended and developmentally-appropriate story in English shall be provided to the participants one at a time by the Division Technical Working Group (DTWG) during the event.</p> <p>D. At the Preparation Room, participants shall be given twenty (20) minutes to study the story and write the story resolution.</p> <p>E. The learner-participant shall read aloud the given story and its logical</p>

ending all within the 5-minute allotment in the Contest Room.

F. Colored flags shall be raised by the DTWG to cue the learner-participant during the event proper:

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

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

- a. cellphone or any gadget
- b. reference materials/handouts
- c. copy of any story
- d. costumes and props
- e. musical instrument/accompaniment

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

RESOURCE REQUIREMENTS

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



READ-A-THON (ENGLISH)

(A Showcase of English Language Skills Contest)



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

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

MECHANICS

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

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

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

Phase 1 – Text Immersion (30 Minutes)

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

Phase 2 - Topic Outlining (20 Minutes)

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

Phase 3 – Presentation Preparation (40 Minutes)

1. Learner-participant shall use MS PowerPoint applying the presentation standards and utilize available text resources like images, graphics, or any found in the MS PowerPoint.
2. Each presentation shall be limited to 15 slides and each slide shall be automatically timed 20 seconds. Presentation time shall be 5 minutes only.
3. Learner-participant is given 30 minutes to prepare his/her presentation and 10 minutes to rehearse and finalize his/her output.
4. Learner-participant shall save the file using the filename format: Entry Number_Event Contest Code (ex: 01_PK).
5. DTWG shall collect and save the file in his/her laptop and ensure that the file is working and ready for presentation. Once saved, learner-participant shall not be allowed to open his/her laptop.

Phase 4 – Presentation Proper (6 Minutes)

1. Before the delivery, the learner is given 1 minute for technical check and rehearsal and five (5) minutes for presentation.
2. The DTWG shall raise the green flag to cue the start of the slide presentation.

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

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

E. Learner-participant shall wear corporate attire during the contest.

RESOURCE REQUIREMENTS

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